

Paths of Old

Walk 11 – Old, Faxton & Scaldwell

Option A

Distance: 7.00 miles

Grade: Easy

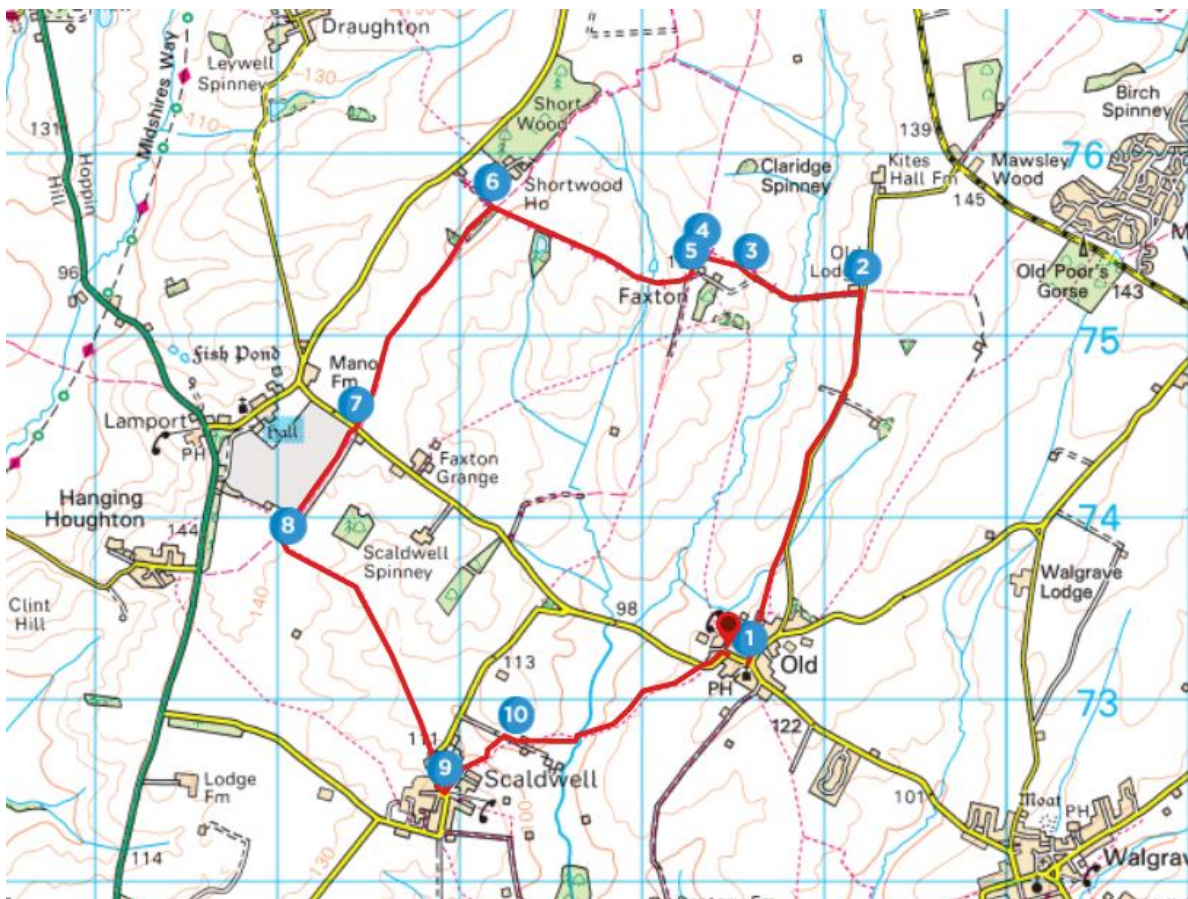
Start / Finish: The White Horse, Old (Grid Ref: SP786732)

Map: OS Explorer 223 Northampton & Market Harborough

Things to see: Grey Heron, Common Buzzard, Muntjac Deer, Roe Deer, Brown Hare

Summary: A pleasant circular walk of about 3 hours duration passing the site of the mediaeval village of Faxton and returning via Scaldwell.

This walk is one of a pair of similar circuits, both shown below. You could follow them as published or mix and match the routes between Old and Faxton and Lamport Hall to Scaldwell to suit your own preference.



Point	Description
1	From outside the White Horse, follow Harrington Road in a north-easterly direction for about 50 yards and bear left into Faxton End. Go down the hill and at the bottom, where the road bends sharp left towards Charles Close, turn right into Cleaver's Lane. Go to the end of the lane and take the path across the field ahead. Go through the gap in the hedge at the end and bear right round the field edge to a stile which exits on to Mill Lane. Turn left and continue along the road for approx. 1 mile as far as Old Lodge (Grid Ref: SP792752).
2	At Old Lodge, turn left onto the Byway and follow the metalled track downhill. At the bottom of the hill, as the track becomes a private drive, go through the smaller of two green metal gates on your right (Grid Ref: SP789752) and enter the field.
3	Keeping the hedge/fence on your left, climb the hill on a field track. When the hedge turns sharply away to your left, continue ahead, veering slightly left to meet the hedge again, and reach a gate at the top left-hand corner of the field (Grid Ref: SP783754).
4	Go through the gate and follow the track for approx. 50 yards to a signpost at a crossroads of tracks (Grid Ref: SP783753). This whole area is the site of the mediaeval village of Faxton, a settlement believed to date back to the 9 th Century. Faxton has an interesting history, not least as a reputed plague village!

<i>Did You Know?</i>	<i>The two houses here stand near the remains of the mediaeval Village of Faxton. Now abandoned due to lack of road access, the village is mentioned in the Domesday Book when it was estimated that some 60-80 people were living there.</i>
----------------------	---

5	At the crossroads of paths, go right through the gateway (signed "Byway") and follow the track as it curves first left then right and downhill into a dip. Keeping the hedge on your left all the while, climb the hill into a large field, go through a gate into another field and keep ahead to a gate and cattle grid at the far side (Shortwood House is clearly visible to your right).
6	Just before the cattle grid (Grid Ref: SP764745) turn left through a small gate and walk through the trees to reach a second small gate which leads into a large field. Keep ahead with the hedge on your right for approx. ¾ mile until you reach a road. There are good views from this path over to Old on the left.
7	At the road, cross over and go through a large wooden gate to the right of the house in front of you. You are now entering the grounds of Lampport Hall. Keep ahead with the fence on your left and go through two more gates. You should now be in a field – keep ahead to approx. a third of the way across this field (Grid Ref: SP760739) then turn left towards a gap in the hedge.

<i>Did You Know?</i>	<i>You can visit the hall and gardens of Lampport Hall during the summer months and special events are held on certain weekends of the year. For more information regarding opening times and events please visit www.lamporthall.co.uk.</i>
----------------------	---

8	Go through the gap in the hedge ahead and follow a clear track as it goes downhill with the hedge on your left. After passing through a line of trees near the bottom of the hill, take the path diagonally right and follow this in a more-or-less straight line until you reach a stile. Go over the stile and follow the path to the road. Turn right and follow the road round to where the Green opens up to your left and you see a bench beside the phone box (Grid Ref: SP769725).
---	--



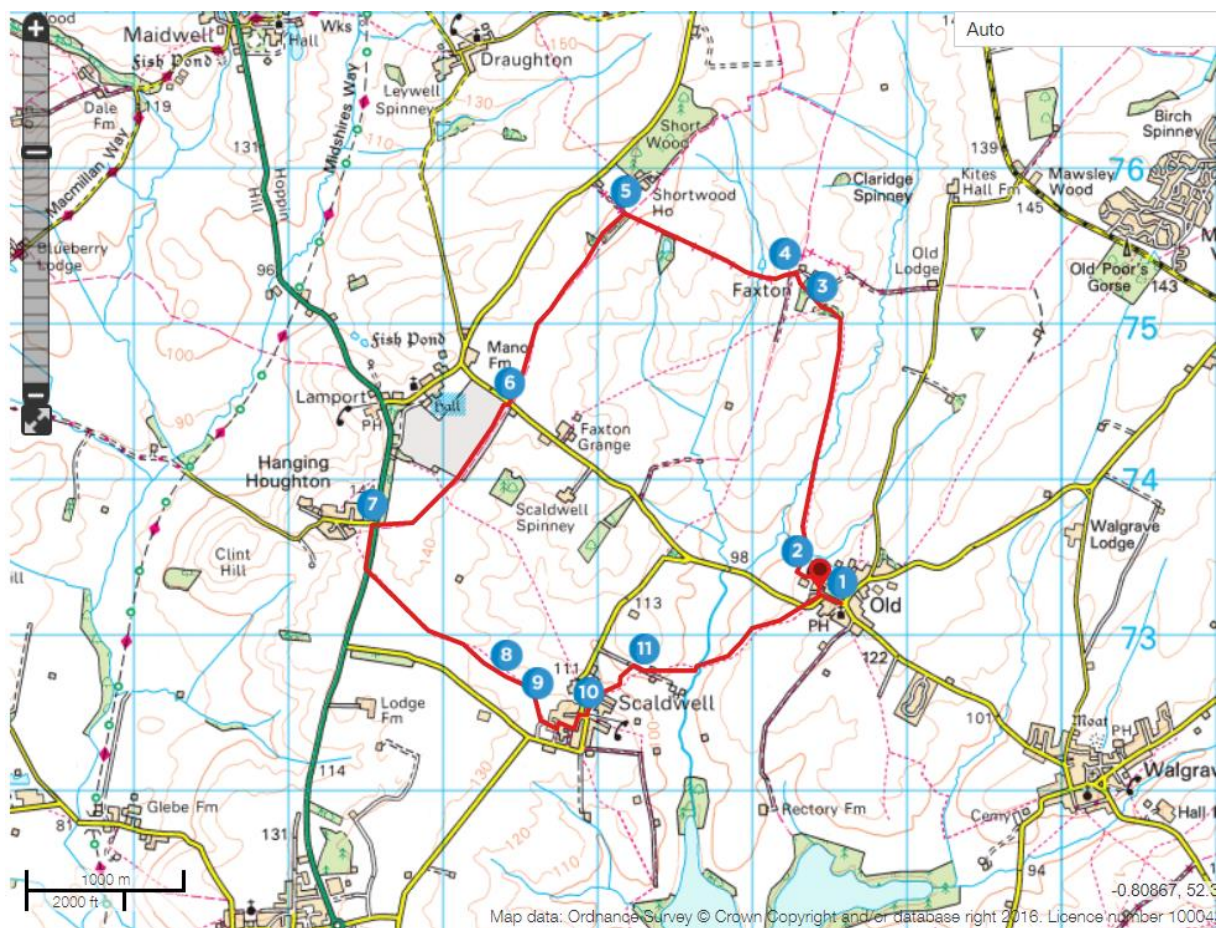
9	From the phone box, head gently downhill on School Lane. Cross the stile at the end and head diagonally downhill to a plank bridge and, shortly afterwards, a stile. Go diagonally left up the field to another stile that exits on to a gravel track. Turn right along the track and, ignoring a gate and track on your left, go ahead through the left-hand of two gates into a farmyard. Keep ahead and cross a stile beside another gate into a field (Grid Ref: SP774727).
10	From here, aim for the bottom left-hand corner of the field, go over two stiles and turn immediately right across a plank bridge. Head diagonally left towards a gap three-quarters of the way up the field. Go through this and continue uphill to the hedge. Keeping the hedge on your right go through a gate, continuing ahead until you reach a double stile on your right. Cross these and head diagonally left to cross another double stile. From here, cut through the old hedge line on your right and aim for a stile on the far side of the field in a wooden fence running beneath a line of trees (the stile is on the far side of a noticeable circular depression – Grid Ref: SP783732). Exit on to the road and turn right, following it into Old.

Option B

Distance:	7.50 miles
Grade:	Easy
Start / Finish:	The White Horse, Old (Grid Ref: SP786732)
Map:	OS Explorer 223 Northampton & Market Harborough
Things to see:	Grey Heron, Common Buzzard, Muntjac Deer, Roe Deer, Brown Hare
Summary:	<p>A pleasant circular walk of about 3 hours duration passing the site of the mediaeval village of Faxton and returning via Scaldwell.</p> <p>The second of two similar circuits along with 11A above. You could follow them as published or mix and match the routes between Old and Faxton and Lamport Hall to Scaldwell to suit your own preference.</p>

Point	Description
1	The walk starts outside The White Horse, Old. Take Lamport Road for approx. 80 metres then, as the road bends left keep ahead into Chapel Lane and almost immediately turn right along a short drive with a kissing gate at the end. Go through this gate and turn immediately left down some steps and past the tennis court. Follow the edge of the cricket field round to the left to reach a gap in the wooden fence just after the swings. Go down the bank with the hedge on your left, over a plank bridge and follow the path round the edge of the field to a stile (Grid Ref: SP783735).
2	Cross the stile and head diagonally across the field to another stile. You are now in a very large field: follow the path over the brow of the hill, gradually tending leftwards and down to a plank bridge. Cross this and keep ahead alongside the hedge. When the hedge ends, keep in the same direction across the next field on the clear path. Cross a track and keep ahead, following the edge of a small wood round to the left to reach a marker post at the corner of the wood (Grid Ref: SP784751).
3	Turn right and go diagonally across the field to a small gate and stile. Cross the next small field in the same general direction to another stile and exit on to a track. Turn left and keep ahead to a crossroads of paths. This whole area is the site of the mediaeval village of Faxton, a settlement believed to date back to the 9 th Century. Faxton has an interesting history, not least as a reputed plague village!

Did You Know?	<i>The two houses here stand near the remains of the mediaeval Village of Faxton. Now abandoned due to a lack of road access, the village is mentioned in the Domesday Book when it was estimated that some 60-80 people were living there.</i>
----------------------	---



4	Go through the gateway ahead (signed "Byway") and follow the track as it curves first left then right and downhill into a dip. Keeping the hedge on your left all the while, climb the hill into a large field, go through a gate into another field and keep ahead to a gate and cattle grid at the far side (Shortwood House is clearly visible to your right).
5	Just before the cattle grid (Grid Ref: SP764745) turn left through a small gate and walk through the trees to reach a second small gate which leads into a large field. Keep ahead with the hedge on your right for approx. ¾ mile until you reach a road. There are good views from this path over to Old on the left.
6	At the road, cross over and go through a large wooden gate to the right of the house in front of you. You are now entering the grounds of Lampport Hall. Keep ahead with the fence on your left and go through two more gates. You should now be in a field. Keep ahead right across the field and into the next. Turn right along the field edge with the hedge on your right to reach the busy A508 road (Grid Ref: SP756737).

<p><i>Did You Know?</i></p>	<p><i>You can visit the hall and gardens of Lampport Hall during the summer months and special events are held on certain weekends of the year. For more information regarding opening times and events please visit www.lamporthall.co.uk.</i></p>
-----------------------------	--

7	Carefully cross the road and turn left along the pavement for about 200 metres. Ignore the path off to the right – instead, cross carefully back to the path on the left (Grid Ref: SP755735). Go down the steps and turn immediately right. Go into the next field then take the diagonal path across it, aiming for part way along a line of trees. Go through the trees, carry on to the next hedge and keep ahead on the grassy track with the hedge on your right.
8	Continue along this track for about 400 metres ignoring gaps in the hedge until you reach a slightly hidden stile on your right. Cross this and continue with the hedge on your left to another stile. Bear diagonally across the next field to a small gate in a wooden fence beside a single tree (Grid Ref: SP766726).
9	Cross the next field to a small wooden gate (note: there is often livestock such as sheep, horses or alpacas in this field). Cross the gravel drive, go through another wooden gate and turn left to follow the field edge to a further wooden gate and a narrow path between a high hedge and fence. On reaching the lane, turn left for approx. 30 metres then go right, through a wooden kissing gate on to a path through trees. Pass the end of a metalled lane, making a quick jink to the right to keep going in the same direction. At the end, turn right on to a metalled road with houses on both sides to reach the green and a bench beside the phone box (Grid Ref: SP769725).
10	From the phone box, head gently downhill on School Lane. Cross the stile at the end and head diagonally downhill to a plank bridge and, shortly afterwards, a stile. Go diagonally left up the field to another stile that exits on to a gravel track. Turn right along the track and, ignoring a gate and track on your left, go ahead through the left-hand of two gates into a farmyard. Keep ahead and cross a stile beside another gate into a field (Grid Ref: SP774727).
11	From here, aim for the bottom left-hand corner of the field, go over two stiles and turn immediately right across a plank bridge. Head diagonally left towards a gap three-quarters of the way up the field. Go through this and continue uphill to the hedge. Keeping the hedge on your right go through a gate, continuing ahead until you reach a double stile on your right. Cross these and head diagonally left to cross another double stile. From here, cut through the old hedge line on your right and aim for a stile on the far side of the field in a wooden fence running beneath a line of trees (the stile is on the far side of a noticeable circular depression – Grid Ref: SP783732). Exit on to the road and turn right, following it into Old.

Remember: for the benefit of all please keep to the path, close all gates behind you and keep dogs on a lead, especially around livestock.