

# High Elms Audio Trail Map



# How to get to the start of the High Elms Audio Trail:

Distance: 2.35 miles Allow: 2 hours

The audio trail is along mainly level, but sometimes muddy paths. Two roads need to be crossed.

## 1 Car Park

High Elms Country Park car park can be found on High Elms Road, Farnborough, BR6 7JH. 01689 862815

### If travelling by:

#### Bus

From Bromley you can catch the 402 or 358 and get off at Farnborough Hill (close to the roundabout at Shire Lane). Here there is a bridleway, just on the southern side of the road. Walk straight ahead along this, crossing Church Road, continuing along the bridleway. Ignore the first exit to the left, crossing busy Shire Lane carefully. This path leads to the car park at the start of the walk (this will take you approximately 10 minutes).

From Orpington Railway Station catch the R8. In the Downe area this is a 'Hail and Ride' service; ask to be dropped off outside North End Farm, near the junction of North End Lane and Shire Lane. Take the footpath (signposted LOOP) through the woods, opposite the farm; carry straight on, crossing the golf course with care. Just before reaching High Elms Road, follow the path to the left and cross over to the High Elms Golf Club car park. Continue to the far end of the car park, keeping the woodland and lane to your left. Past the pond, continue straight on across the grassland to reach High Elms car park, the start of the route. If you're using the same route on the way back home, at North

End Lane stand in a safe place beside the road and raise your hand to request a bus to stop, as there are no official bus stops in the area (10 minutes).

Alternatively get the R5, R1, R11 or 402 to the southern end of Green Street Green High Street. Walk along to the A21, crossing over to the Rose & Crown pub using the pedestrian island. Walk a short way up the footway on Cudham Lane North and take a right up a road called Old Hill, using the footway. Use the surfaced footpath through the common that lies alongside the road. On reaching a major junction in the path (by a roadside gate), turn left and walk along the main path. When the main path splits to the left and right, turn right. Ignoring all paths to your left and right, continue downhill. The path bears left by a flint wall. Bear right. The car park lies ahead of you (20 minutes).

#### Car

Off A21, near Green Street Green, follow 'Down House' sign and turn into Shire Lane; take second left up High Elms Road; car park is on the left.

#### Train

Nearest station is Orpington.

## 2 Lubbock Gardens

From the roofed notice board at the far end of the car park, follow the path onto the tarmac drive and turn right at the entrance of BEECHE. Pass the old stableyard and toilets on the left and turn right at the waymark post directing you to 'Lubbock Gardens' and 'Club House' and listen to track 2 when you reach the grassy area at the end of the drive.

## 3 The Ponds

Continue straight on, between the short concrete pillars directly in front of you, and down the Yew-lined walk. When you see a gap in the hedge on both your left and right, listen to track 3.

## 4 The Clubhouse

From the Yew Walk, take the left hand turn up two flights of steps and turn right where the waymark post directs you to the clubhouse. Go around to the left hand side of the clubhouse, by the shop and up the stairs onto the sandy track. Follow this track around the bend, and listen to track 4 at the sign that says 'tuition area'.

The steps can be avoided by continuing down by the Yew Walk, into the golf course car park and heading around the right hand side of the clubhouse to the shop.

## 5 Clockhouse Farm

Leave the path here and turn right so that you are walking alongside the trees to your right. Within 100 metres a stony track crosses your path and a wooden marker post with number four can be seen. Listen to track 5 here.

## 6 Meadow

Turn right down the stony track to the road. Take great care crossing the road and head to the left hand path with marker number 5, and not the path directly in front of you. Where you cross over the golf course, turn left and follow the 'high elms trail' marker post. Veer to the right hand side of the tall hedge and you will quickly come across marker number 6 on the right hand side of the line of the trees. Follow the edge of the woodland and turn left along the path that takes you into the woodland. Continue along this path and stop at marker post eight to listen to track 6.

## 7 Gamekeeping

Follow the path and carefully cross the road into, and through the car park. Follow this path for several minutes until you reach a small circular pond on your left by marker post 14. Here listen to track 7.

## 8 Beechy Walk

Continue along this path for several minutes and listen to track 8 when you reach a barrier that crosses your path.

## 9 Race Track

Continue along the path and eventually it will veer right then left through an old rusty looking kissing gate. Go through the gate and follow the path left to marker post 19 by some steps. Go up the steps and within 50 metres another path will cross your path. Some wooden railings will be on your left which lead to the golf course. Stop here and listen to track 9.

The steps can be avoided by continuing ahead, taking the next left and the next left again.

## 10 Lubbock Mansion

Carry on along the same path and soon you will reach marker post 20. Take the first left which will shortly bring you back to the site of the mansion house. Listen to track 10 when you are on the terrace in Lubbock's Gardens where you listened to track 2.

## 11 Stableyard

Walk to where you listened to track 2. Exit Lubbock gardens along the tarmac drive and stop near to the gates of the buildings about 50 metres from the mansion. Make sure you are off the drive and listen to track 11.

## 12 BEECHE

Continue down the drive, but rather than turning left into the car park, turn right and enter the Bromley Environmental Education Centre at High Elms to listen to your final installment, track 12.

## Return to the Car Park

The car park, and start of this trail can be reached by exiting BEECHE and crossing over the drive.