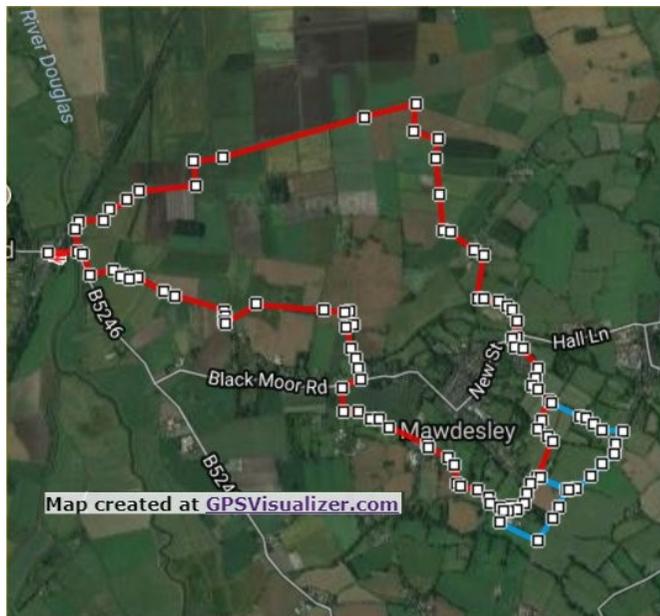


Cedar Farm & Rufford

This is a 6 to 6.8 mile flat walk from Cedar Farm around Mawdesley Moss to Rufford depending on some options. The main variations are whether or not a tea shop is visited and also as the area is prone to some muddy stretches in poor weather there are a couple of alternatives, the more dependable route being a bit longer. A companion route “Cedar Farm 5 mile” which shares some of this route. The area is flat and farmland (hence the “ley” in the name) and the route uses a fair amount of the Jubilee Trail. In reasonable weather expect it to be good underfoot, in poor weather the stretches of fenced off, heavily used, path can be quite muddy even minor floods, but passable with walking footwear. The longer alternative is more dependable. To use that alternative, start at **Point 20** below. Wikipedia describes Mawdesley as an “isolated, commuter, (wealthy) retirement village with less than 2000 residents”. A manor existed in 1250 on the site of the existing Mawdesley Hall.

While the walk could be started from various places in Mawdesley, this description starts in the “Cedar Farm” car park SD495140, L40 3SY. It could also be started at the café’s near Rufford station. Cedar Farm is a collection of small retail shops and café’s with a craft type focus and a very popular place for visitors from far and wide. The shops/café are not open on Mondays but the car park is available 7 days a week – though it can get busy.



It is important to always be appropriately dressed for the conditions and carry, and know how to use, a suitable map for the walk.

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1: SD 494140 In quite wet weather go right out of the car park and along the curving road 350yds (310m) past a junction to where the road curves right – there are blind corners. See **point 3** below. In good weather head towards the rear of the farm between a barn and the small animal area fence to find a kissing gate. Go through the gate to pass behind the farm (can be very muddy), through another kissing gate and shortly meet a farm track.



2: SD 496139 On meeting the track, turn left and go 370yds(330m) to meet a road and cross over to turn left and follow it a short distance to where it curves left to find a stile on the right in the corner.
NOTE: In poor conditions an alternative route turns right here. See **Point 20**.



3: SD 496142 Cross the stile and keep the wall on the right to reach a barn and pass along it's right hand side. The path then formally goes along the right hand hedge, and left along the end of the field to find a stile diagonally opposite the entrance to the field. Go over the stile and follow the path which soon curves right to a footbridge.



4: SD 496145 Cross the narrow bridge and continue in the same direction as the bridge between a fence and hedge (susceptible to mud) to reach a crossing path. Turn left and follow it to exit beside a playground. (Where it turns left, the alternate route comes in from the right)



5: SD 496148 Turn right into the end of a cul-de-sac and at the far end locate and follow the path that goes left beyond the far house. (NOT the path into the field at the corner). Follow this path onto another cul-de-sac and keep bearing right to reach a main road.



6: SD 494151 At the road, cross over and go to the right for about 100yds(90m) to find a track/road on the left. Follow this tarmac track for a bit less than ½ mile (700m) as it curves slowly left then sharply right to reach Back House.



7: SD 493156 Follow the road left in front of the house and enter a wide grassy path that continues from the road. Follow this for 320 yds (300m) to reach a few trees around a little pond and a wooden bench. Ignore the path just before the trees and at the end of them follow the path right towards the wind turbines.



8: SD 490162 Pass the turbines (and information board) to reach this wooded area. Make sure to take the branching path that goes right beside the tree line. Reaching the far end of the wood, you come to a field, probably ploughed or planted. Turn LEFT here and walk between the trees and the field edge until reaching the end of the trees.





9: SD 489164 At this point the right of way goes directly across the field. No matter the state of the field you are entitled to cross and reach a seat on the other side. In summer the crossing point is usually obvious. If in winter it is near impassable with mud, continue in the direction of the field edge until crossing is possible, or the intended path is reached at **Point 11**. (the field edges sort of converge at point 11)



10: SD 489165 If the field is crossed at the intended point, these seats are reached. Wherever the field is crossed, turn left to follow the track on the field edge on this side. In 320yds (300m) a crossing path is reached.



11: SD 486165 If you didn't cross the field this is where you connect with the main path again. Continue in the same direction following the field edges with the ditch on the right for about 2/3 rds mile (1100m) passing across three fields. Look for a solitary tree a bit after a track on the right turns away from the fields. (don't go on that track)



12: SD 475162 At the tree turn left down either side of the ditch (Right is best). After 140yds(125m) there is no option but to turn right to follow another ditch. Continue alongside the ditch for bit less than ¼ mile. Cross to the other side and track at one of the two bridges. And then follow the track as it curves left, right and then left beside the railway. Shortly the track reaches the White Bridge in Rufford..

13: SD 468156 If you wish to stop for refreshments this is about halfway around. Also if you cross the bridge and the railway there is a good café on the left. Fettle's Wharf Café. Not visiting it saves about 1/4mile (400m). To continue, cross the bridge back to here and either continue on the road, Or back up the track a little to get into the field beside the track and walk beside the hedge. (not formally a path).



14: SD 469155 180yds(165m) along the road is this entrance to the field. Follow this path for over 1/2mile (900m) bearing right in 160yds (145m) between some trees and then again bear right, on a farm track, near the end to reach a major ditch before farm buildings.



15: SD 477152 At the ditch turn left along its embankment. Follow this for 1/2mile (800m) ignoring a bridge to a farm building. Continue past a number of fields and a sunken pumping station on the left to reach a significant track where the ditch bears right.



16: SD 485153 At this track turn right and in 80yds(70m) find another track to the right.





17: SD 485152 Enter the track but immediately turn left onto a narrow path on the other side of the trees. Follow that as it bears left in the field corner to go through trees, and reaches a main road. Turn right to find Sandy Lane on the left.



18: SD 484148 Turn left up Sandy Lane and in 160yds (140m) find a quite wide path on the left. Take the track and continue in roughly the same direction for over 1/3 ml(600m) over styles and (sometimes wet) fields to enter a riding area/farm. The path goes between a very high hedge and a wooden fence (in a poor state in late 2017). This reaches a main road.



19: SD 489144 Slightly right across the road is another stile and path. Take this enclosed path leading to a metal kissing gate, and follow it all the way to a stile and gate onto a back road in about 370yds (340m). Turn left along this road which bears right then left to reach a junction. Immediately opposite is a second entrance to the Cedar farm car park.

.----- End of Main Route -----

--- Drier Alternative Route. -----



20: SD 498142 If looking for drier walk either follow Points 1 & 2 above (probably muddy) to reach Back Lane, or go via the road(Back Lane) to Point 3 and continue past it in both cases reaching the junction of the track behind Cedar and Back Lane. Then continue straight on/right for a further 1/3rd mile (550m) to a footpath on the left. There are blind curve on this road, caution needed.

21: SD501145 Go through the kissing gate beside the metal gate and follow this path for 1/3 rd mile(550m). (2/3rd the way along the main route joins this one.)

At the end of the path reach the playground shown in **Point 5**. Continue with Point 5.



---- The End -----

Eric Crichton
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