

In the Shadow of Juicetrump

A circular walk of 4 ½ miles from Belchford.

The route is waymarked with a blue bell symbol.



Start the walk on the footpath beside the bungalow on Main Road. (To reach the start, with the Blue Bell Inn behind you, turn right down Main Road. The bungalow and footpath are on your right.)

The outward half of the walk follows the Viking Way. The Viking Way is a 147 mile long distance footpath running from the Humber to Oakham in Rutland.

- 1** Walk along the field edges, cross the footbridge over the River Waring and continue along the public footpath with the hedge on your left.
- 2** Juicetrump Hill is on your right. Some believed this 'unnatural' wedge-shaped mound was a Neolithic longbarrow. It is however a type of limestone outcrop – called roachstone. Roachstone is a rock formed of harder material than the underlying Tealby clays and limestone, and so weathers more slowly, leaving strange looking hillocks. (There is no public access to Juicetrump itself.)
- 3** Belchford Wood is an ancient semi-natural woodland, which is carpeted in spring with bluebells beneath ash and oak trees.

As you go past Belchford Wood you have good views northward over Scamblesby and to the preserved World War II mast at RAF Stenigot. This was one of the country's first radar stations, coming in to operation at the beginning of the war. Go through the first gate and continue through the second gate to Scamblesby.

(For the shortcut, go past Belchford wood and turn immediately left along the track, through the gate and into the field. Walk through the field heading towards the top right corner. This section is by kind permission of the farmer. Turn left to join the track through Flintwood Farm. At the bottom of the hill, turn left at the road to return to the start.)

Follow the Viking Way to join a farm track, then a metalled road.

- 4** Follow Mill Lane towards Scamblesby to a public footpath on your left, just past the last house on your left, 'Shornmead'. (If you read a road junction, you have gone too far.)
- 5** If you need refreshments, continue straight ahead to either the shop or the [Green Man Inn](#), with its unusual sign.
- 6**
- 7** Turn left onto the footpath, leaving the Viking Way. Cross the field, go through a gap in the hedge and turn left. Continue through a section of trees. Where the path is crossed by a bridleway, turn left through the hedge and go uphill, across the next field. Head for the left hand edge of the hedge on the skyline. Go over the stile and continue through a gate, then head for another gate at the corner of the next field.
- 8** Follow the track through Flintwood Farm where, in the field to your left, numerous ponds have been created and trees and wild grasses have been planted and sown to create a wildlife haven (there is no access to this area). Continue downhill until you reach a road. Turn left and return to the start.



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