

Silver Duke of Edinburgh Qualifying Expedition July 2024







Where are we staying?

Campsites

Tile Barn Farm near the town of Brockenhurst

Ferny Crofts Scout Activity Centre near Beaulieu village



TILE BARN

Outdoor Centre

Grid Ref: 304 015



- Toilet block
- Hot showers
- Washing-up area
- Secure lockers to charge radios/navigation equipment etc
- In the heart of the Beautiful [New Forest National Park](#)
- Secure, fenced site on a quiet road
- Fire-pits available for smores.



FERNY CROFTS SCOUT ACTIVITY CENTRE



Grid Ref: 367 057

We are staying on site 23
(a sheltered woodland site)

- Toilets and Showers
- Washing up sinks
- Hand trolleys
- Campfire circle for smores

National Park rules...

- **Keep your distance from the animals – don't feed or touch them***
- Take home **litter** and dog waste
- No fires, **stoves** or barbecues*
- Keep dogs under control. Don't let dogs approach or chase any animals
- Park only in car parks
- No wild camping
- Stick to the permitted cycle tracks
- Drive with care – animals on the road!
- **Help wildlife by keeping to the main tracks.**



*Failure to comply may result in a fixed penalty of £100 or being taken to court and a fine of up to £1,000. [Find out more.](#)

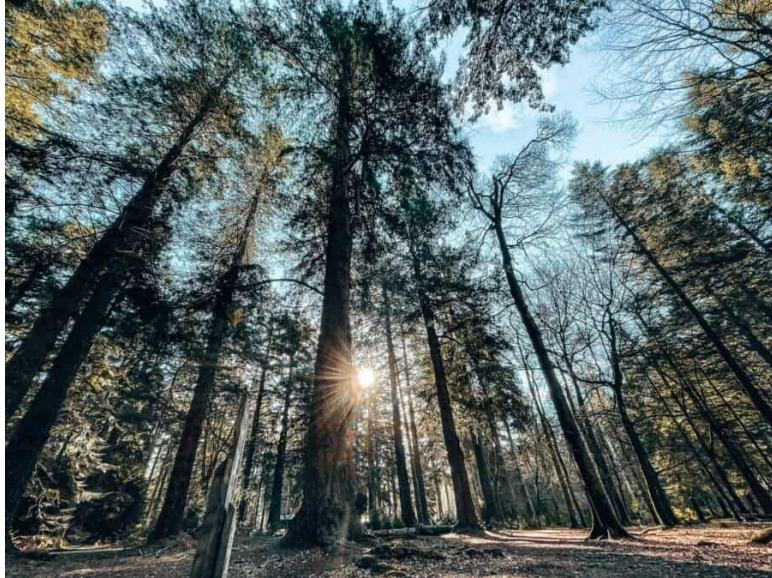
Getting to Blackwater

via A414, M25, M3, M27, A31

Approx 2.5 hrs

Services if needed at Fleet/
Basingstoke and Rownhams plus
toilet facilities at Blackwater





Your adventure starts at **Blackwater...**

- **Start:** Blackwater car park, Grid ref. SU **268 047**
- **Ordnance Survey map:** Explorer OL 22 New Forest
- **Local facilities:** Blackwater car park has space for 50 cars with two spaces reserved for disabled visitors. It has toilets and disabled access toilets, picnic tables, bike racks and an information point.

This is the site of [Forestry England's Blackwater Arboretum](#), with its small but nationally important collection of trees from all over the world including: majestic conifers planted in the 1850s; some of the oldest Douglas fir trees in Britain; and two enormous redwoods.

Blackwater has some of the oldest and most striking firs in all of the New Forest. These impressive trees were planted in the 1850s to create what is now known as Rhinefield Ornamental Drive.

You can plan your own route through the Arboretum before venturing out across the heathland en-route to Brockenhurst.

Day 1

The walk shown is 17km and 4.5hrs you can adapt this to suit.

Teams have some freedom to plan how you walk through the arboretum area and also how you cross the moors around Hinchleslea and White Moor.

Wilverley Plain is a great place to try out some triangulation practice so we hope to meet you there to spend some time on this "Gold" level skill.



**Compulsory
check points:**
CP1
264 034
CP2
256 017
CP3
281 016



Landmarks of Day 1:

- **The Arboretum**
- **Site of Nak*d Man Tree**
An old gallows tree (left) associated with white witchcraft for generations! A relatively newly planted oak tree (left) marks the position on the ground and the landmark is on the OS map.
- **Tumuli** also called [Bronze Aged Barrows](#)
- **Open Heathlands** Wilverley, [Hincheslea](#) and WhiteMoor with boggy areas of sphagnum moss once used for WWI wound dressings.
- **St Nicholas' Church** and Churchyard with Commonwealth War Graves and an ancient yew over 1000 years old and 20 feet in girth!



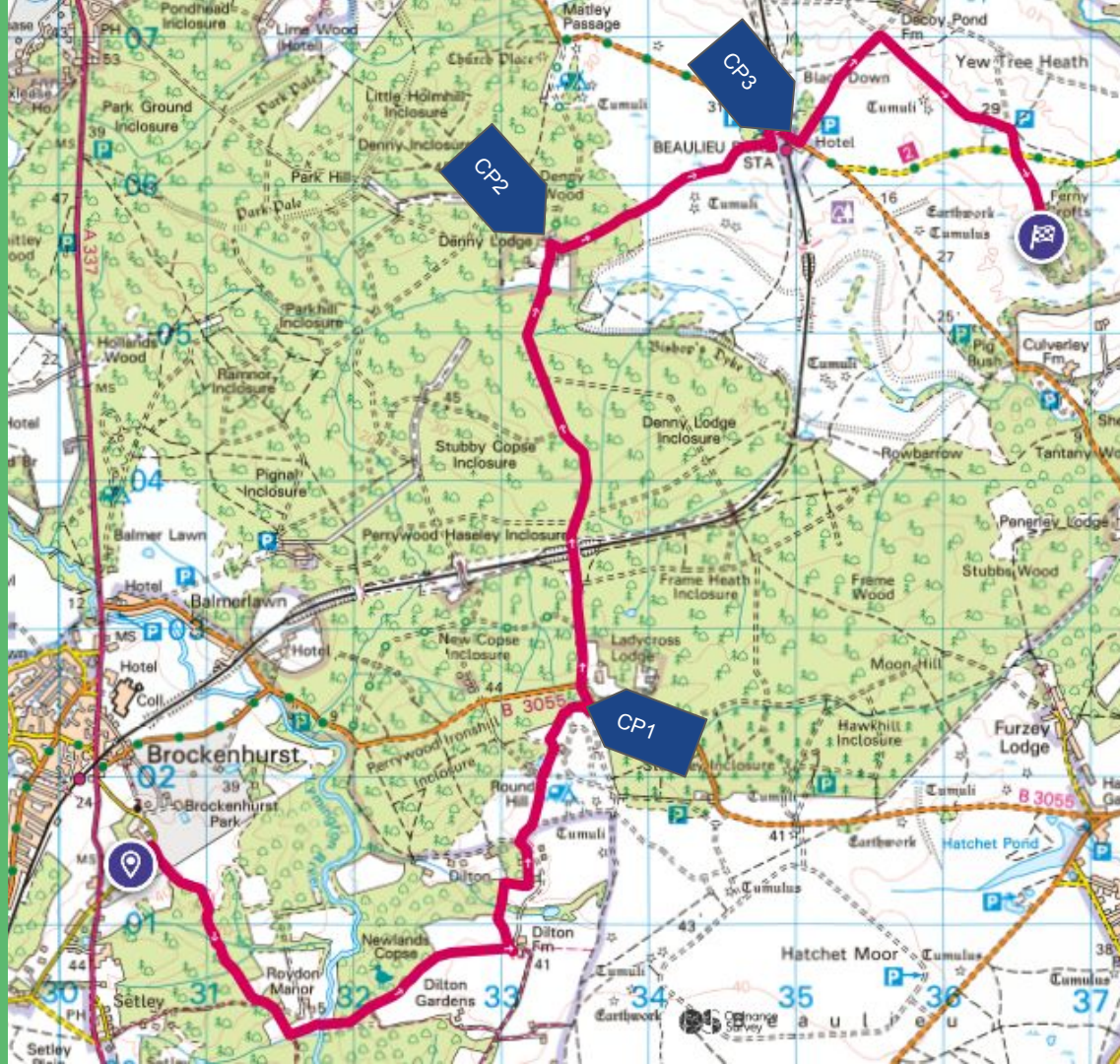
Day 2

The walk shown is 14km and 3.75hrs you can adapt this to suit.

Teams have some freedom to plan how you walk through the woodlands and if you want to walk down to see Bishop's Dyke or even perhaps walk a little of the way around the aerodrome site on Hatchet Moor (the odd pentagon shaped landmark).

You must cross the railway at **335 035** as some other crossing places in particular at Frame Heath are not safe.

You must end up on the Denny Lodge to Beaulieu Station track as other ways across that marsh near the dyke are too boggy even in summer.



Compulsory
check
points:
CP1
336 025
CP2
334 056
CP3
348 064

Landmarks of Day 2:

- **Pudding Barrow** - a [neolithic site](#)
- **Beaulieu Aerodrome** on Hatchet Moor This [Airfield of WW2 importance](#) is a short detour away if you want to visit.
- **Bishop's Dyke** - did a bishop really [crawl](#) 7.2km around an area of the Forest in one day to take ownership of it? You can easily plan to take a short detour to see this site of local legend whilst passing Denny Lodge.
- **Denny Wood** - site of some of the oldest Beech trees in the New Forest
- **Shatterford Bottom** - "bottom" means "valley" in old English
- **Tumuli** at Black Down and Yew Tree Heath
- **Beaulieu Road Station** and the Drift Inn - this isolated railway and inn are also the site where the commoners round up all the ponies to in this area during the drift each autumn. You can see the wooden corrals near the road.
- **Ferny Crofts** - Scout camp since 1976



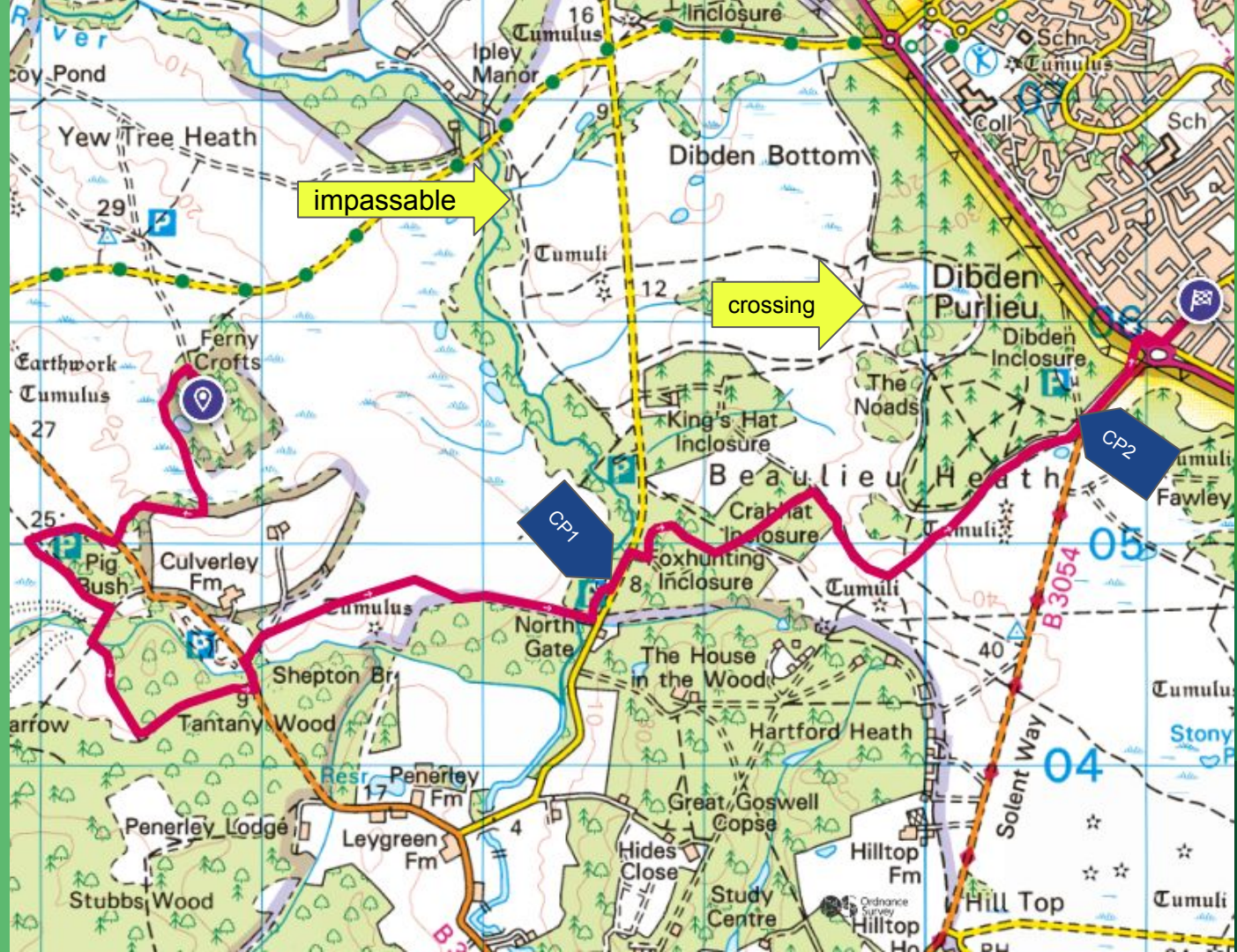
Day 3

The walk shown is 9.5km and 2.5hrs you can adapt this to suit.

Teams have some freedom to plan how you walk through the woodlands and across the heathland. The route shown misses **397 062** (yellow arrow) which is a lovely valley with beautiful views and a good foot bridge over the river.

It is not possible to get along the river from Ipley Manor towards Kings Hat so this needs to be avoided.

You must cross the main road at **410 058** where a Pegasus crossing designed for horse riders will take you safely onto the quiet pavements of Dibden Purlieu village.



CP1
386 048
CP2
407 055

Landmarks of Day 3:

- **Dibden Inclosure**
- **Beaulieu Heath - lots more tumuli** (Perhaps you will be “getting your eye in” by now and spotting them more easily!)
- **Esso/Exxon Oil Refinery** - you might catch a glimpse, it is not far off and provides work for hundreds of locals to this area of the forest.



Pick up point end of day 3:

We will depart from the New Forest from the village of Dibden Purlieu. Sitting on the crossing of the road from Beaulieu to Hythe and the old "[Roman Road](#)" which travels from Applemore to Hardley this village is in the New Forest District Council area but is just outside of the boundary of the National Park.

Behind the church pictured (**Grid Ref: 412 061**) is a carpark (path is to the North of the church car park. Where our vehicles will be waiting.



Follow the New Forest code

The New Forest is a unique place with rare wildlife and free-roaming livestock. Thank you for helping us care for this special place by following the simple New Forest code:



Scan me
to find
out more



Keep your distance
from the animals
– don't feed or
touch them*



Keep dogs under
control. Don't let
dogs approach or
chase any animals



Stick to the
permitted
cycle tracks



Take home litter
and dog waste



Park only in
car parks



Drive with
care – animals
on the road!



No fires or
barbecues*



No wild camping



Help wildlife
by keeping to
the main tracks

*Failure to comply may result in a fixed penalty of £100 or being taken to court and a fine of up to £1,000.



Self-rescue from quicksand and bogs

Falling into a mud bog or quicksand is likely to be one of the most frightening things which could happen to you and even more so if you don't understand how it works or how to extricate yourself from the situation. The golden rule is not to panic. This may not be a natural response to falling into a mud bog or quicksand as you could perhaps find yourself buried up to your waist or even your chest within minutes. However, panicking and trying to frantically wave your arms and legs about to free yourself is only going to have the opposite effect to that you're looking to achieve - in other words, those kinds of actions will only end up pulling you deeper downwards.

What To Do And What Not To Do If You Fall Into A Mud Bog Or Quicksand

Well, apart from not panicking, the first thing to do when you've drawn a few deep breaths is to assess your situation then make the correct response. This will obviously vary depending on how deep you've gone. For example, if you find you've only sunk into the mud or sand as far as, say, your knees, start to step back slowly pulling one leg out first. Don't panic at this stage if your other leg starts to go deeper down as you carefully and slowly pull out the other one. Just make sure you can pull one completely out first before attempting to get your other leg out. If you're sinking to waist level, then you should lie back to try to evenly distribute your weight over the surface. By doing this, you're effectively getting yourself into a floating position from which you can then attempt to free each leg slowly and carefully.

Once You Have Freed Yourself

Once you've got both of your legs out, roll over until you reach solid ground as opposed to trying to crawl or walk out.

Bogs and Marshes cannot be crossed except on paths! Don't try shortcuts... it doesn't end well!



Donkeys

There are only a few hundred donkeys turned-out in the New Forest, compared with thousands of ponies and cattle. But they are quite visible, often seen roaming in villages such as Beaulieu. Donkeys are generally docile. Being extremely hardy they can survive on the Forest all year round without having to be taken in.



Cattle/Cows

There are several thousand cattle on the Forest in summer, with numbers dropping sharply in the autumn and winter when the grazing is not so plentiful. Many cattle are taken off the Forest in the autumn to prevent them from being poisoned by eating acorns. Bulls are not allowed to roam on the Forest, and aggression from cattle is rare.



Ponies

Many thousands of ponies roam free across the Forest and you will come face to face with these famous Forest residents as you journey across the area. They ponies are said to be 'half quiet' or semi-feral and aren't tame, so please keep your distance as they can bite and kick.




Drifts

These are round-ups of the livestock on the open forest by those using their commoners' rights to graze livestock. Happening mostly on horseback these pose a level of risk due to the inevitable disruption that rounding up hundreds of wild ponies creates. Diary of dates is [here](#) August into the winter months but mostly done during the autumn

Pigs

Pannage is an ancient practice where New Forest Commoners turn out their pigs into the Forest. The [pannage season](#) usually lasts around 60 days. A few hundred pigs trot around the New Forest every autumn and do an important job of eating many of the acorns. It's vital that people don't feed the pigs or drop human food. They can get upset if you get between a mother and her young so keep your distance. In recent years most pigs were out around Bramshaw and Boldrewood (which is the other side of Lyndhurst from where we will be exploring).





Project ideas - your purpose...

- Photography of the natural beauty of the area - make a **photo and/or video diary**.
- **Survey** the paths taken - how badly were they eroded, could you see evidence of damage by horses with shoes on and/or bikes.
- It is a perfect time to **photograph the fungi** of the forest which should be very abundant.
- **World War links...** find out more about the aerodrome and visit it, check out the NZ graves at the Commonwealth graveyard near Tile Barn Farm.
- **Neolithic sites**, can you find evidence of the tumuli and barrows marked on the map, how many have become so eroded as to be hard to spot. Have any ended up lost due to the planting of plantations for forestry.
- Some areas of the New Forest are used for Forestry - providing timber, how does this affect the landscape and how is the landscape affected by other **human activities**. You could photograph some evidence.
- **Tree spotting**, can you identify different trees as you travel? One that is quite rare is the wild service tree which you may find if you are lucky in pockets of ancient woodland.
- **Animal life**, what animals can you spot? Which are wild and which belong to commoners. Some rare birds you could spot include Dartford Warblers around Beaulieu Road Station.

Your project can be done as a group, in pairs or individually and is not supposed to be onerous, try and find something that will be fun and consider choosing your aim early as you may want to adapt your route to visit certain places that are of interest to your group.