

Refreshments and Facilities

There are no public facilities at the start point. Refreshments can be found at The Star and Garter and The George pubs nearby, and at Public Houses that the walks go past in Wardhedges, Flitton, Pulloxhill and Clophill.

The Beaumont Tree



The Cage, Church Road



Rushymeade



Upbury Moats



Other walks in the series:

Walk 2 - Silsoe - Pulloxhill - Upbury Moats
3.8 Miles

Walk 3 - Silsoe - Flitton Moor
4.4 Miles

Walk 4 - Silsoe - Pulloxhill Church
4.7 Miles

Walk 5 - Silsoe - Higham Gobion
5.3 Miles

Walk 6 - Silsoe - Upper Gravenhurst - Clophill
6.7 Miles

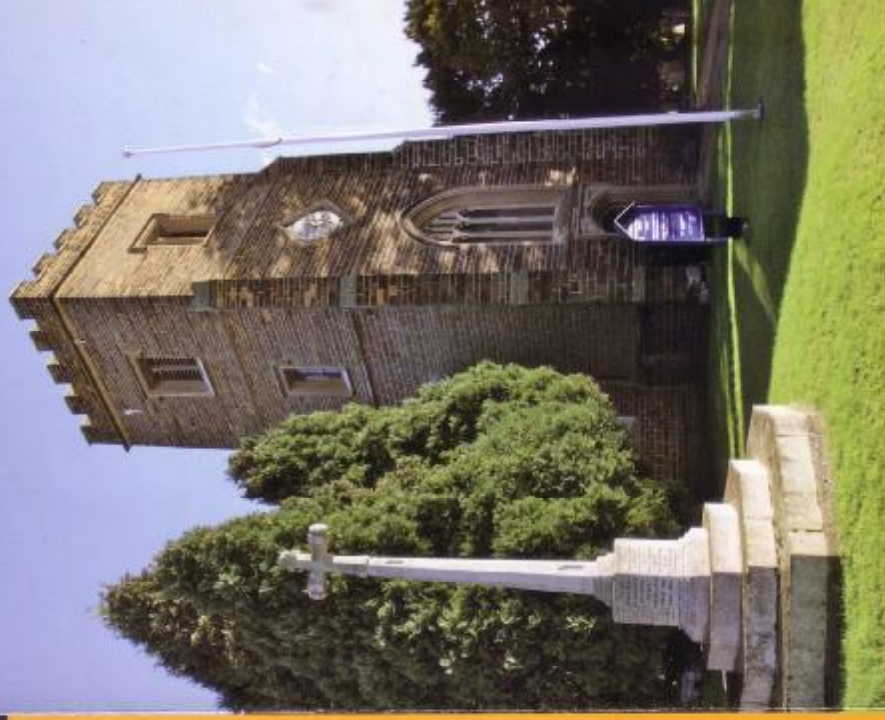
Circular Walks Around Silsoe

WALK

1

3 Miles

Silsoe - Beaumont Farm - Wardhedges - Silsoe



If using a car, please park considerably by the side of Silsoe Church in Park Avenue, Grid Reference TL083356 (Explorer Map 193, Landranger 153). Silsoe is off the A6 Bedford to Luton road. The Stagecoach Saturn S1 Bus Service from Bedford to Luton stops outside the Church.

Points of Interest

The Beaumont Tree - was an ancient elm on the Parish Boundary between Silsoe and Flitton. The legend arose that the tree grew from an elm stake that had been thrust through the body of a highwayman that had been shot on the road nearby in 1751. It became the custom of locals to nail locks of hair and toenails to it as the Flitton Church clock struck midnight. This was to ward off the ague, a type of malaria once prevalent in this marshy district. Be sure to look for the carved figure of the highwayman on his horse.

Rushymeade - Pulloxhill's ancient meadow is an Open Access Area where there are seats and picnic tables available to enjoy the views and wildlife in a rare example of undisturbed Bedfordshire grassland. The site has interest for its vestiges of Medieval ridge and furrow cultivation using oxen.

Upbury Moats - Medieval earthworks, moats and fish pond remain from the former Upbury Manor, a possession of Dunstable Priory until the Dissolution when Henry VIII seized it. In 1711 the de Grey family purchased the Manor, but in 1841 the old timber framed house was demolished by the second Earl de Grey. He was the first President of the Institute of British Architects, and had the new Wrest Park House built on French lines, and in front of the old rambling Wrest House which he then demolished in 1839. He may have had grand plans for Upbury, but died in 1851. The Upbury estate was sold to local farmers in the 1920s.

The Cage, Church Road - was built in 1795 and used as a lock-up for drunks and stray animals. The advent of the professional police force in 1839 to replace the Parish Constable marked the end of such lock-ups. Many were demolished or fell into disrepair. Before the days of electricity it is believed the local lamplighter kept his oil and equipment there.

grassroots
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Supporting the Community Development Foundation
1000 High Street, Luton, Bedfordshire, LU1 3JH



The Greensand Trust

Central
Bedfordshire

**SILSOE CHURCH
BEAUMONT FARM
WARDHEDGES**

Distance: 3 Miles

From Park Avenue turn right along the High Street, until you go past the last few houses. Turn left into the lane **1** leading to Road Farm, after a short distance go through the kissing gate into the field. Go diagonally up the field, heading for the power cable pole at the top left corner by the hedge. Continue straight on and follow the power cables down the slope to meet a track **2**.

Turn left, follow the path to Ampthill Road. This is where the Beaumont Tree is celebrated. Cross the road and go up the slope. At the top turn left and go through the line of planted trees to the brideway **3**. Turn right and go to Silsoe Road. Continue for a short distance, then cross the road onto the footpath on the left, into the field.

Go across this field, turn right onto the gravel track and in just a short distance turn left. Continue down the path towards the cottages and turn left at the junction **4** with West End Lane. Go up the rise and turn right at the next path. This leads past the Horticultural Centre into Holly Walk. Continue straight on into Church Road, noting The Cage on the right, and return to the starting point by the Church.

KEY: ●●●●● Trail

