

The Story of

A and the Doses

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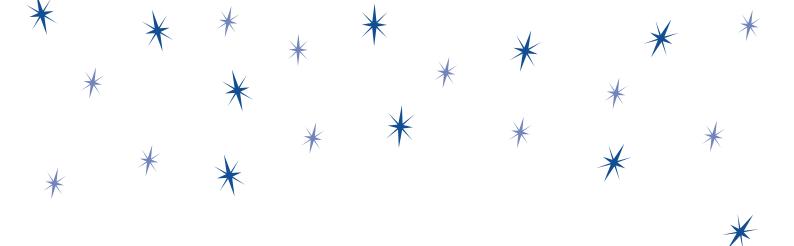
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Story Trail

www.hants.gov.uk/storytrails





Hawley Meadows

Hawley Meadows is an important river floodplain site, with a wet grassland habitat supporting a wide range of wildlife. It is situated near Camberley on the border between Surrey and Hampshire and is one of the few sites in the Valley illustrating how the landscape of the area could have looked a century ago. Being surrounded by urban development, it protects the town and the nearby A331 as a natural flood defence. In recent years conservation volunteers have worked hard to improve the habitat and landscape of the area and it is grazed with cattle each year. As a result, the site now supports many grassland flowers, birds, and invertebrates.

For more information, see

http://www.blackwater-valley.org.uk/hawley_meadows.htm

Look out for these symbols in the booklet:



Follow the route



Can you answer the question?



Action

Getting there:

By car: the car park is located off the northbound carriageway of the A331 between the M3 (Junction 4) and the A30, opposite Watchmoor Business Park.

By train: nearest station is Blackwater, Ikm to north along the Blackwater Valley Path (see http://www.blackwatervalley.org.uk/path06.htm for map)

It is the trail of the Nymph's and the Boggart

Parking: Level car park with compacted stone surface. Height barrier 1.9 metres, but there is a wide, tarmac area outside the barrier with space to park higher vehicles.

Toilets: The nearest accessible toilets are at Sainsburys supermarket, on the opposite side of the A31.

Route length:

I.6km / I mile

Surfaces: Unsurfaced paths across water meadows; access easier in dry season, some areas can be rough and boggy after wet weather. Not suitable for wheelchairs but off-road mobility vehicles should be fine.

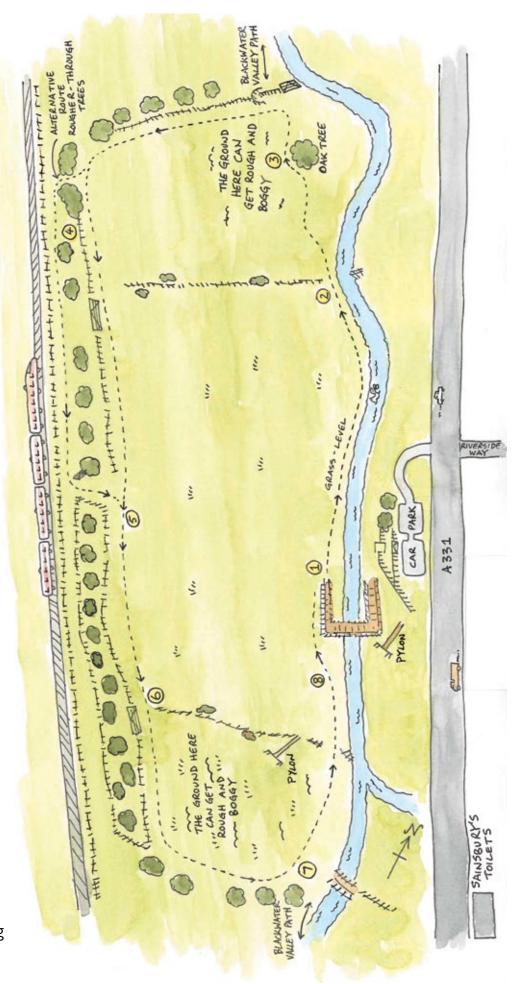
Gradients: The route is generally flat and level. There is a ramped footbridge across the river at the start and finish of the Trail

Other information:

Some of the Trail is close to open water – please take care when following the route with your family.

Improvements are planned during 2012–13, but there is currently no seating.

Site may be grazed by cattle – please keep dogs under close control when stock are grazing the area.



The Story of the Nymph's and the Boggart



Hello everyone, I'm the Story Snail. Welcome to The Story of the Nymphs and the Boggart!

I will be your guide as you move through the story. Stop at each of my markers and read that section of the story. Enjoy yourselves and don't forget to add your own ideas to make your story unique.



Start just over the bridge.

THE BRIDGE

Once upon a time, long, long ago, water nymphs lived here. Right here in the stream. Water nymphs, sometimes called naiads, were generally peaceful creatures unless you got on the wrong side of them. Most people knew to leave them alone and to get on with their own business. There were stories of the water nymphs tempting men into

the water with their incredible beauty and

then never letting them free. There is also a story of how one man did manage to escape their clutches. They say that the water nymphs turned him into a boggart!



Look for where you think the nymphs might have lived

What do you think they looked like?

Are there any other creatures that live here now?



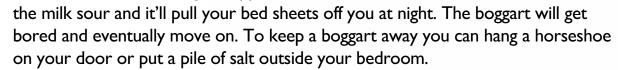
Follow the riverbank, with the river on your right, and stop 20 metres before the fence.





A boggart used to live here. Was it the same boggart that used to be a man?

Nobody knows. A boggart is a hairy, smelly creature often found in marshes, holes, caves and bogs. Some say that the bogeyman was a type of boggart. Sometimes, if a boggart goes for a wild wander it might get into your house and then there's trouble! It will make things disappear and turn





Do you think you've ever had a boggart in your house? Do things sometimes go missing?

What do you think a boggart would look like? Have you heard of boggarts in other stories?



Carry on along the river bank and stop by the big Oak tree.

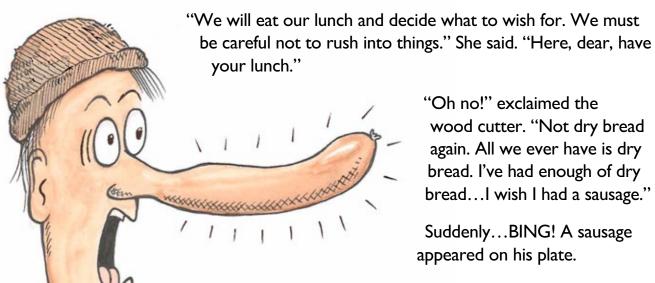


THE WOOD NYMPHS

The other creatures that used to live here were the wood nymphs, which are sometimes called dryads. A dryad was born to look after a particular tree and if the tree died, the dryad would die with it.

You may know the story of the poor wood cutter who was asked by a dryad not to cut down her tree. The wood cutter agreed and so the dryad granted him three wishes. The wood cutter was so excited he rushed home to the little hovel where his wife waited with his lunch. When he told her about the wishes she was thrilled and thought about all the things they could wish for.





"Oh no!" exclaimed the wood cutter. "Not dry bread again. All we ever have is dry bread. I've had enough of dry bread...I wish I had a sausage."

Suddenly...BING! A sausage appeared on his plate.

"You silly old fool," shouted his wife, "you've wasted one of our wishes on a sausage. Oh you are daft. Do you know what... I'm so cross with you, I wish that sausage was on the end of your nose."

Suddenly...BING! The sausage jumped up and stuck itself onto the wood cutter's nose.

"Ow, ooh, ow! Get it off! Now you've wasted our second wish."

The wood cutter's wife pulled and pulled but it wouldn't come off. They both knew that he couldn't live the rest of his life with a sausage on his nose so they had to use their last wish to wish the sausage off his nose. It disappeared and they ended up with nothing.



What would you wish for if you had three wishes?



Go through the trees towards the railway and then turn left. (Or for a slightly shorter route, stay on the river side of the trees.)





THE HELPFUL BOGGART

The boggart lived in the boggy middle of the field and the water nymphs lived in the river and the wood nymphs lived in the trees opposite.

One day two dryads found a delicious piece of tree fungus which they were going to share for their dinner. They needed to cut it in half but neither would trust the other to do it fairly.



"I'll help," said the boggart, "I've got a set of scales I can weigh the pieces on."

The boggart cut the fungus into two pieces and put them onto his scales.

"Oh," he said, "this one's bigger than the other one. I'll nibble a bit off so it's the same...that's fair.

So the boggart nibbled.

"Oh," he said, "I've nibbled too much and now it's smaller than the other one. I'll nibble a bit off the other one to make it the same...that's fair.

So the boggart nibbled.

"Oh," he said "I've nibbled too much off that one now and now it's smaller than the other one..."

This went on for some time until all of the fungus was gone – into the boggart's tummy.

"Well," said the boggart, wiping his chops. "I'm off now, glad to have been of help!"



Where do you think you might see a dryad?

Can you see any signs of fungus?

What else do you think dryads might like to eat?



Follow the path along with the railway to your right. Turn left and go through the gap; stop when you can see the bridge.



THROWING STONES

Another day, the boggart was sitting by the river throwing stones into the water.

"Would you please stop doing that?" the water nymphs shouted.

"Stop doing what?" asked the boggart. "I'm not doing anything. I'm only sitting here quietly throwing stones into the water. I like it when they go plop!"



"That's just it," said the water nymphs, "You're throwing stones into the water and they are bashing us on the head."

"Oh dear," grinned the naughty boggart. "Tell you what, if I stop throwing stones into the water will you grant me three wishes?"

"No."

"Well, in that case I'll just carry on then. Way-hay, plop!"

"All right, we'll grant you one wish," agreed the water nymphs.

"Oh goody." The boggart put down his stones and had a think. "Oh, I know, I wish that I could throw stones into the water."

Of course the water nymphs had to allow him his wish and so from that day on they had to always wear little helmets on their heads.



What do you think they made the helmets out of?

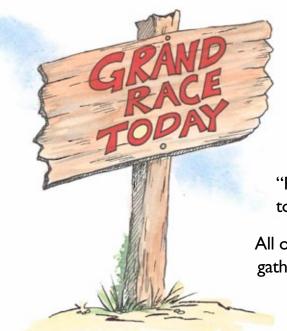
That boggart keeps being naughty. What would you do to stop him?



Turn right so that the river is on your left, away across the other side of the field. Carry on until you reach the hedge that crosses the field.



The water nymphs and the wood nymphs had had enough of the boggart and his naughty ways. They came up with a plan to get rid of him once and for all.



"Boggart," said the Queen of the wood nymphs to the boggart as he washed his hair with mud, "The wood nymphs and the water nymphs are going to have a race and we want you to be the referee."

"I can do that," said the boggart, thinking that this might be a chance to cause more trouble.

"Right," smiled the Queen. "The race will take place tomorrow. Meet us at the Halfway Hedge."

All of the wood nymphs and the water nymphs gathered for the great race. The fastest runners had been chosen and they lined up.

"Now then, boggart," said the Queen, "If you do a good job of refereeing we will grant you one wish."

"Oh goody," said the boggart, rubbing his slimy hands together with glee. (I'll wish that all the nymphs' ears fall off, he thought to himself!)

"You may start the race," said the Queen.

"Ready, steady...GO!" shouted the boggart.



What else do you think the boggart might have wished for? Do you like races?



Keep going past the Halfway Hedge. When you reach the trees, turn left towards the river. Pause when you reach the metal gate and bridge.



All of the nymphs zoomed off up one side of the field, faster and faster they went. As they rounded the bend at the other end they suddenly became a blur as they used their magic to go even faster.

"Ooh, they're very quick," said the boggart as he watched, transfixed.

The racers took off and started to fly as they whizzed back towards the boggart. It wasn't clear which nymph was winning but that didn't matter to them. They all rushed at the boggart in a swarming mass and whooshed around and around him in such a flurry of little arms and legs that the boggart didn't know what was happening. He became more and more confused and more and more dizzy until he fell over and landed in a heap in the mud.

The Queen sidled over to him as he rubbed his head.

"Don't you wish you could run as fast as them?" she enquired.

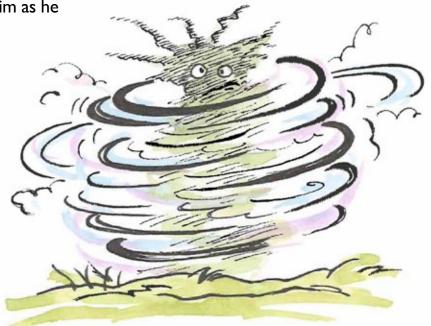
"Pardon?" the boggart was so confused he couldn't think straight.

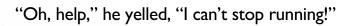
"I said, don't you wish you could run as fast as them?" the Queen repeated.

The boggart scratched his head and sat up,

"Oh yes, I wish I could run as fast as them."

"And so, your wish is granted!" shouted the Queen and suddenly, unable to help himself, the boggart jumped up and started to run.





The nymphs cheered as the boggart ran and ran until they couldn't see him any more.

The boggart ran and ran on the fastest wild wander that any boggart has ever done. He kept going for miles and miles until the spell wore off and he found himself in the middle of nowhere. That naughty old boggart couldn't cause trouble any more.



Follow the river bank back towards the bridge that leads back to the car park. Stop close to the bridge



The water nymphs and the wood nymphs were so pleased that the Boggart was gone that they had a big party. From that day on, the race has become an annual event and they compete for the Great Boggart Trophy.





I hope you've enjoyed the Story of the Dragon of Butser Hill.

Please join me for more Story Trails in other parts of Hampshire; details can be found on:

www.hants.gov.uk/storytrails.htm

Turther Information

Useful websites:

www.hants.gov.uk/walking
www.traveline.org.uk — 0870 608 2608
www.metoffice.gov.uk — 0870 900 0100
www.visit-hampshire.co.uk
www.hants.gov.uk/accessible-countryside

For more information please telephone Hampshire County Council Countryside Service on **0845 603 5636***

*calls will cost up to 4p per minute for BT customers. Calls made using other service providers or mobile may cost more. Alternatively, call 01329 225398 — standard and local rates apply to the number

Other information

Hampshire County Council's Countryside sites/parks have worked hard to improve accessibility of our sites for children and adults with disabilities. Some sites, especially the country parks, have a full range of facilities.

Culture-all Passport

The Culture-all Passport gives up to two adults and two children (aged 16 years or under) 12 months' unlimited, inclusive access to a world of fun, learning and entertainment at these paid-entry Hampshire sites. (Special events and paid entry exhibitions are not included.)

Gateway Card

The Gateway Card for children and young people with disabilities and/or additional needs is free and will give you access to activities, play schemes and buddy schemes available through Hampshire County Council's Short Breaks programme.

See: www.hants.gov.uk/gatewaycard for details.





