



Countryside Service

The Story of Salterns
Sea Monsters and Saving the Day



Story Trail

www.hants.gov.uk/storytrails



Hampshire
County Council

www.hants.gov.uk

Lymington – Keyhaven Nature Reserve

The reserve covers nearly 200 Ha (500 acres) between the mouth of the Lymington River and the village of Keyhaven.

The mosaic of ponds, ditches and lagoons on the reserve support a large number of wetland plants and animals. In winter wading birds including Black Tailed Godwit, Curlew and Lapwing feed in the flooded pastures alongside Wigeon and Brent Geese. Spring sees the arrival of migrants from the south.

The landscape that you see today has been shaped by more than 2,000 years of human activity. If you look carefully you will see signs of a major industry that once thrived here.

What was this industry? Salt was manufactured here and this was done by impounding seawater in shallow lagoons, known as salterns where it was left to evaporate. Wind pumps were then used to draw off the brine solution into large metal pans where it was heated until only the salt remained.

www.hants.gov.uk/countryside/lymington-keyhaven

Getting to the Nature Reserve from Lymington along the A337 towards Christchurch, limited parking along Maiden Lane, SO41 8AF.

Look out for these symbols in the booklet



Follow the route



Can you answer the question?



Action

Follow the trail of.....

Salterns, Sea Monsters and Saving the Day

Parking - Parking on the side of the road (Maiden Lane leading into Normandy Lane) limited.

WC - Access nearest is Lymington (parking charges apply) post code SO41 3SE.

Length - 1.8km, 1.12 miles.

Obstacles - 1 kissing gate wide enough for wheelchair users and RADAR gate to the side.

Surface - Firm level surface along tarmac, earth and sea wall wide enough for wheelchair users. Can be muddy in places in wet weather.

Further details: www.hants.gov.uk/countryside/lymington-keyhaven

Getting there –

Follow the A337 to Lymington and continue along A337 to Christchurch. At the first roundabout turn left into Ridgeway Lane, left again into Rookes Lane, right at roundabout and right into Woodside Lane and continue along land past all the properties until road bears off left and right. Turn down Normandy Land parking on the right side of lane.

Access to the Reserve is just off to the right along tarmac track for short section passing Sailing Club and private properties. (Post code SO41 8AF, Lymington.)

Train - Lymington Station.

◀ To Christchurch

To Lymington ▶

Parking (off road)

P

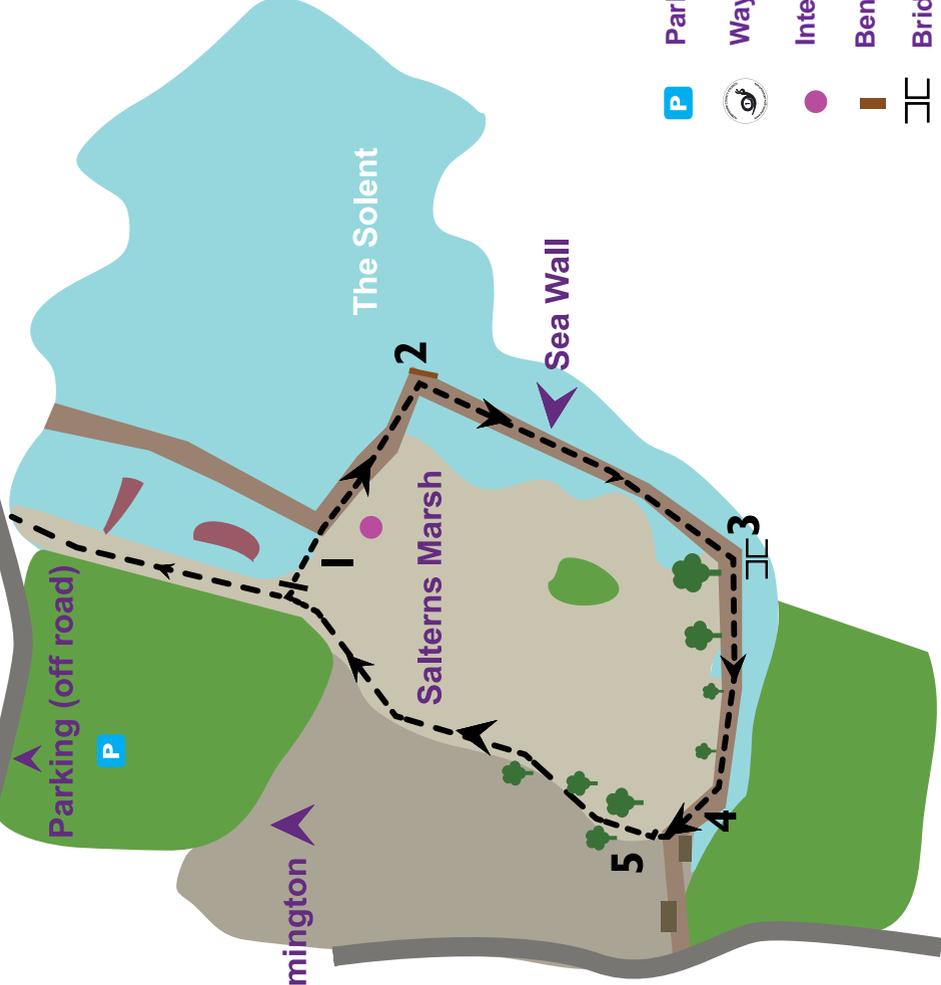
To Lymington ▶

The Solent

Salterns Marsh

Sea Wall

Woodside Farm



P Parking



Waymarker

● Interpretation panel

— Bench

≡ Bridge

The Story of Salterns, Sea Monsters and Saving the Day



Hello everyone, I'm the Story Snail. Welcome to the story of Salterns, Sea Monsters and Saving the Day. 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 at the gate with the RADAR lock. Go along the track. What can you see, hear, touch? Go along to the information board.



Information Board



Do you like eating chips? Do you put salt and vinegar on them? Well, this story is all about salt.

It is 1832 and you work here harvesting salt from the sea. You have made salt docks (Salterns) and salt pans to evaporate the water. You have some buildings nearby where you boil the briny water to finally extract the salt.

You are waiting for the ships to come to take the salt away. They will bring you coal in exchange which you need for boiling the water to extract the salt.



Can you see any ships or boats? Can you see or hear any birds? They like living here. It's always been a safe haven for them.





You now need to move along to the bench...



Bench

It's been a safe haven until now! You see a ship arriving and you signal to it.

Suddenly the water surges and a huge sea monster leaps out of the water!



What do you think it looks like?

With the massive power of its tentacles it wraps itself round the ship and pulls it over. The ship is listing to one side. The sailors are beating at the sea monster with poles. They shoot at it but nothing can stop it. The water pours over the side of the ship and it capsizes. You watch as the sailors are thrown into the water. Will the monster eat them up? It seems to ignore them. It bursts open the side of the ship and starts to eat the coal. A coal-eating monster?

The birds reel and screech and try to attack the monster, pecking at it with their beaks. The sailors manage to cling to the wreckage and swim to safety.





Leaving the bench move along to the lock...



The Lock

At night time smugglers sneak their illegal goods through the lock in little boats and quietly paddle upstream to the town.

They have barrels and crates filled with exotic spices from far-off lands, wine from France and ale from Spain. Anything you can't get in England without paying the import taxes.

You don't like the smuggling trade but, like the sea monster, you can't stop it.



Can you see any little boats? Are they smugglers' boats, what things might they be bringing into the country?



Move just a little way along to the corner





The Battle of the Lymington

One night the smugglers arrive. Their boats are piled high with barrels and crates.

They see the sea monster attacking the salterns. They cannot just sit and watch as the monster destroys the hard work of the salt farmers. They dump their cargo onto the edges of the salt pans and quickly start to block the sea monster's way out.

The birds rise from their roosts and attack the monster, keeping it distracted as the smugglers bring more crates and build the wall higher. They are abandoning their loot to capture the evil beast.

Finally it's finished and the sea monster of Lymington is trapped for ever. Hearing the commotion, you and the salt farmers rush out to see what's going on. Everybody cheers as the monster thrashes about in its watery prison.



Follow the path down along the dock to the salt buildings...





You invite the smugglers into the salt barn to celebrate and to thank them for their courageous act. For one night you and the smugglers are friends but, the smugglers are careful to keep their faces covered so you don't discover their identities. Tomorrow you will be enemies again, as you walk through the town you look at people's faces and wonder...is he a smuggler?



Follow the lane back to the beginning.



The smugglers had one barrel of ale left and they rolled it along the lane singing their smuggling song (this is a 'round' song to the tune of London's burning)

Roll the barrel
(Roll the barrel)
Up the track
(Up the track)
And tomorrow
(And tomorrow) We'll be back
(We'll be back)

Think about when you might use salt.





I hope you enjoyed the story of Salterns, Sea Monsters and Saving the Day. Please join me for more story walks in other parts of Hampshire, more details can be found on:

www.hants.gov.uk/storytrails.htm



Draw your own ship



Don't forget the sails!

Can you spot the difference? There are five



Further information

Useful Web sites

www.hants.gov.uk/walking

www.traveline.org.uk - 0870 608 2608

www.metoffice.co.uk - 0870 900 0100

www.visit-hampshire.org.uk

www.hants.gov.uk/accessible-countryside

Please telephone Hampshire County Council's Hantsdirect-
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.

