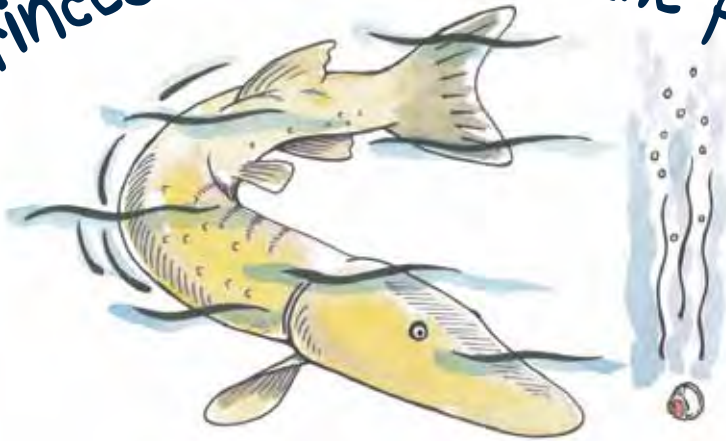




Countryside Service

The Story of the
princess, the pike and the pond



Story Trail

www.hants.gov.uk/storytrails



Hampshire
County Council

www.hants.gov.uk

Fleet Pond

Fleet Pond is one of Hampshire's hidden gems. Some 48 hectares of wetland, open water and dry heathland within this 57 hectare site are designated as a Site of Special Scientific Interest (SSSI). The reed beds, marshes, heathland and woodland are sanctuary for a rich diversity of animals and plants, including many that are no longer found in an ordered, farmed countryside.

The area around the Pond is a vital breeding environment for species such as Bats, Song Thrush, House Martin, Water Rail and various dragonflies and damselflies that are becoming rarer countrywide.

At 21 hectares, Fleet Pond is the county's largest freshwater lake – but accumulated silt is threatening its life and there is a real danger of it becoming Hampshire's largest muddy puddle!

Through the 'Clearwater Campaign' the Fleet Pond Society is raising awareness of these problems. Fleet owes its name and much else to this tranquil and lovely area and a future without the Pond would be unthinkable. The Society is working with other agencies to restore this popular local amenity to provide a balanced, sustainable range of habitats that serves the needs of the local community, for the benefit of our children and their children.

Look out for these symbols in the booklet



Follow the route



Can you answer the question?



Action

Follow the trail of.....The princess, the pike and the pond

Parking - Fleet Pond Nature Reserve car park (free of charge). NB: there is a 2metre height barrier.

Toilets - nearest accessible toilets are at Fleet Railway Station (see map for access).

Length - 2km/1¼ miles, starting at the picnic area overlooking the pond (point 1 on the map).

Surface - unsurfaced paths, generally firm but can be muddy in places after rainfall.

Gradient - generally level, one short sloping section.

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

Seating - there are benches at intervals along the route (see map).

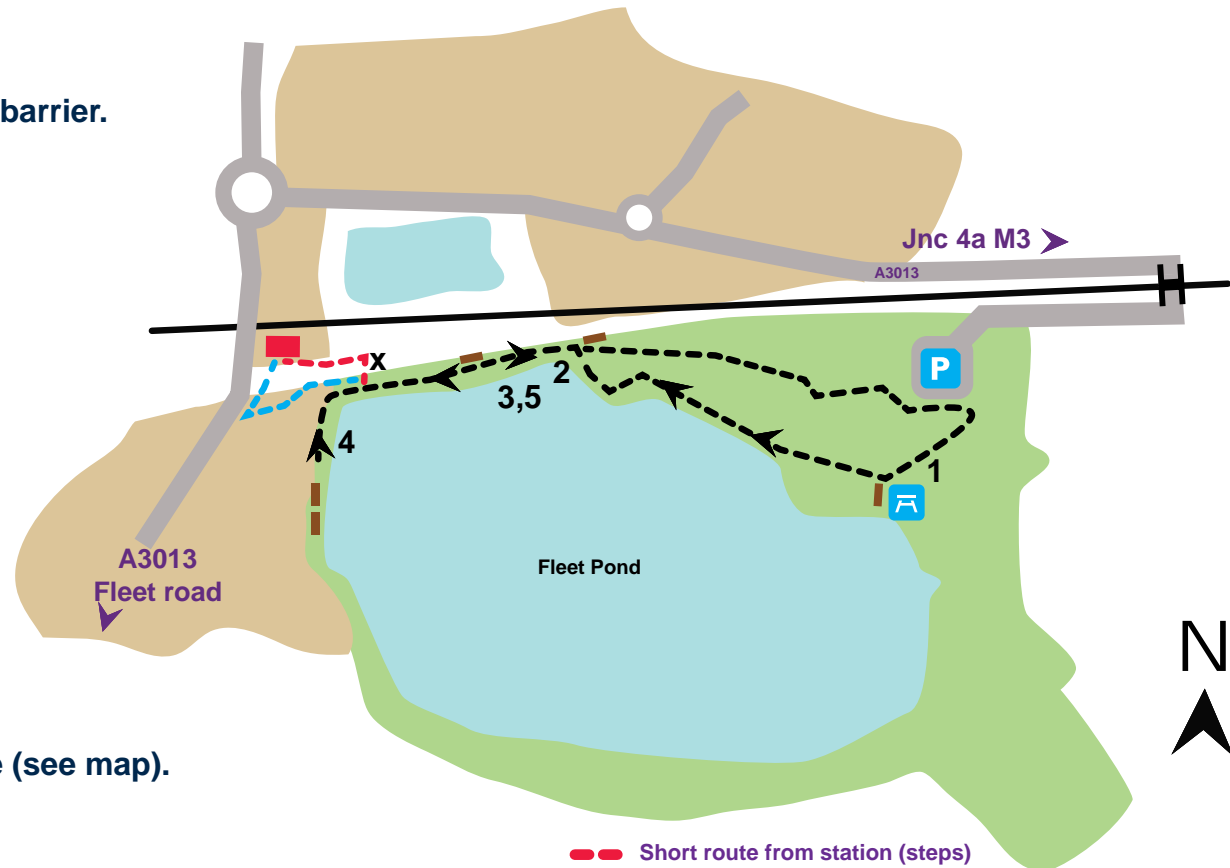
Further information – www.fleetpond.fccs.org.uk

Getting there –

Car - take the A3013 Cove Road between Fleet and Farnborough and look for the brown sign for Fleet Pond (from Fleet, the turning is on the right; from Farnborough, look for a left turn). Go over the railway bridge and turn right; carry on down the bumpy track for about 400 metres and under the height barrier.

Rail - nearest station is Fleet (see map for access to the Pond via the bridge at X)
NB: the short route involves steps, the longer route is firm and level.

Bus – Fleet Buzz services 71, 72 and 73 to Fleet Rail Station – see www.fleethants.com/alltravel/buses/buses for info.



- Short route from station (steps)
- Fully accessible route from station
- Parking
- Waymarker
- Bench
- Railway line
- Fleet station
- Buildings
- Picnic area
- Bridge



The Story of the princess, the pike and the pond



Hello everyone, I'm the Story Snail. Welcome to the story of the Princess, the Pike and the Pond. 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 car park, by the notice board. Take the path to the right as you face the board, that starts between the board and the litter bin; follow it towards the picnic benches and look for the first of many markers.



Life by the Pond

Once upon a time there was a King and he had a great castle by a pond. The pond was home to all kinds of wildlife; fish, birds, rodents, insects, frogs, toads and trolls. Trolls? Yes! (more about them later...)



What wildlife can you see? Listen...what can you hear? Wait... what can you touch, what can you smell?

The King had a beautiful daughter, the youngest of six Princesses and her name was...



Can you think of a good name for a Princess?

She loved to walk around the pond and watch the birds and animals. She especially loved the swans as they swam majestically on the water.

The Princess had one special possession, a ruby ring that had belonged to her mother. After her mother died her father had given it to her.



The King wanted his daughter to marry a Prince from another kingdom but the Princess had other plans. She loved a young man who lived on the other side of the pond. She knew that her father would never let her marry him, however, because he was only a poor farmer. What could his name be? Once a week, when her father was away hunting, the Princess would sneak out and meet her young man.



Carry on through the trees, following the posts with red markers and snail waymarks...

One evening the Princess was walking around the pond to meet her handsome farmer. A violent storm blew up and she became lost in the woods.

The wind howled...



(can you howl like the wind?),
the rain lashed down...



(can you make the sounds of the rain?)
and the thunder roared...



(can you roar like the thunder?).

The Princess staggered this way and that, she stumbled into trees and tripped over roots. She felt the ruby ring on her finger and prayed to the pond spirits that they might help her.





Boathouse Corner

At Boathouse Corner the Princess, unable to see where she was going, slipped and fell into the pond - SPLASH!

The ruby ring slipped off her finger and down, down she went into the dark waters. She would surely drown.

Suddenly, the spirits of the pond, who knew she had a pure soul, lifted her up. As she came to the surface she changed into a swan and flew into the sky.



Move along the path, keeping the pond on your left..



The King and the Princess's five sisters were devastated when she didn't come back. Where could she be? Had she been taken away? Had she drowned in the pond? The eldest of the sisters set out to try to find her.



*What do you think her name was? How did she feel as she set off on her quest - how would **you** feel?*



Move along to the bridge...





Five Arch Bridge

The eldest Princess came to a bridge. Her dainty feet hardly made a sound but suddenly a huge ugly troll rose up and roared at her.



Can you describe what the troll might look like?

The troll said;

“I will ask you three questions – and if you get them wrong, I will put you in my dungeon!”



Can you think of three questions or riddles you might ask if you were the troll?

The Princess answered the questions and, although she knew she'd answered correctly, the troll said,

“Wrong! Get in the dungeon!”

“That’s not fair!” said the Princess.

“Oh be quiet, I’m in charge!” snapped the troll.

Can you see the five arches? These are the dungeons into which the troll put his victims.

“You will stay in there until my master the Great Pike, King of the Pond comes to eat you up.”

The Great Pike was a creature who by day swam in the pond and by night turned into a man and slept in a great glass palace.





carry on along the path...

The youngest Princess's young man searched the pond and the surrounding woods for his love. One day, while dragging through the reeds, he caught a fish. He took it home to eat and when he cut it open he found the Princess's ruby ring.

"Oh no, she is surely drowned in the pond!"

The young man took the ring to the King.



The Reed Inlet

Meanwhile, the other Princesses had all gone searching for their sister and had all been captured by the cheating troll and locked in the dungeons.

One evening, the young man was walking home by the reed inlet (which was the place where he used to meet his love) when a swan swooped down and began to talk to him.

The swan said she was the Princess and they had to save her sisters. She told the young man to cut a reed from the pond and make a pipe and when he saw the birds he should blow into the pipe. The swan flew off and the young man did as she had said.

Suddenly, he heard a huge whooshing noise as all the birds of the pond flew up in a great cloud towards the glass palace. The man blew on the pipe and the note was so high-pitched that the glass palace shattered.



The birds each took a piece of the glass and carried it off while the swans picked up the Great Pike-man and flew him away to Scotland and left him on a mountain.



Make your way back to the bridge...



The young man rushed to tell the King the news, but when he came to the five arch bridge the troll appeared.

“I will ask you a question and ...”

Just at that moment a swan dropped one of the great shards of glass and it sliced the troll’s head clean off.



The dungeons opened and the Princesses were set free. The evil Troll and the Giant Pike were gone, but the youngest Princess remained as a swan. She was allowed to turn back to her human self once a week to meet her young man.



*Can you see any swans?
Which one do you think is
the Princess?*



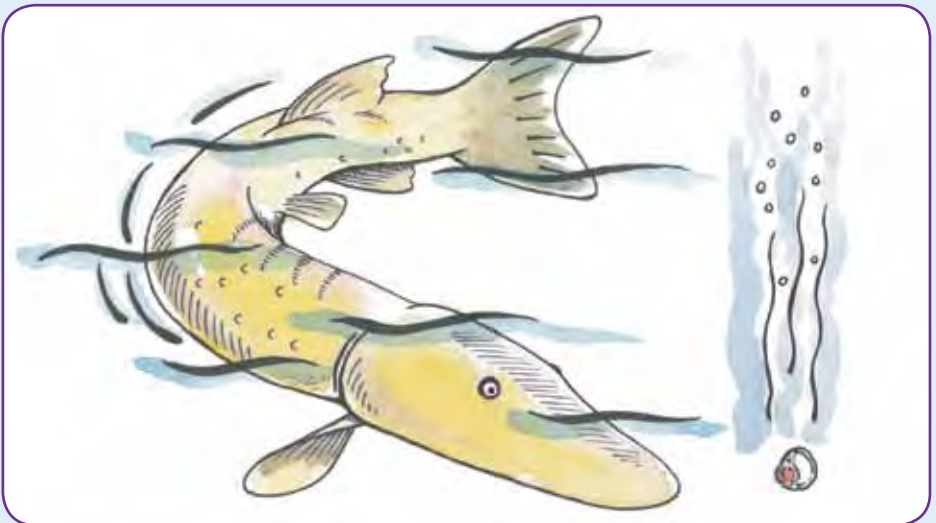
Go back to Boathouse corner and follow the waymarks back to the car park.





I hope you enjoyed the story of the The Princess, the Pike and the Pond. Please join me for more story walks in other parts of Hampshire, more details can be found on:

www.hants.gov.uk/storytrails.htm

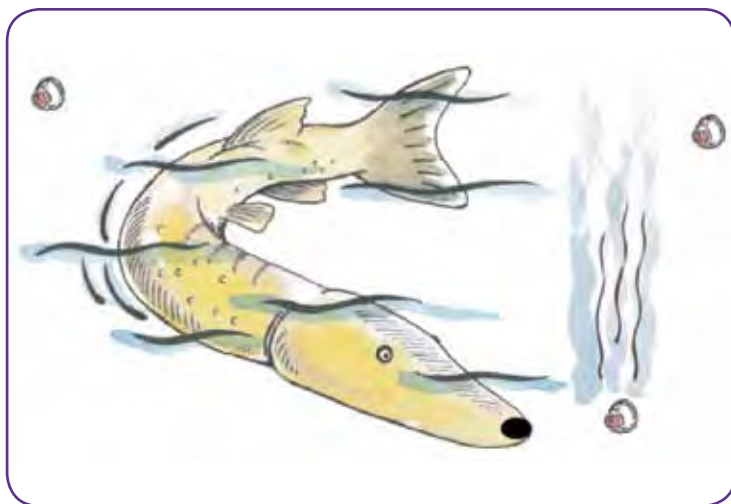
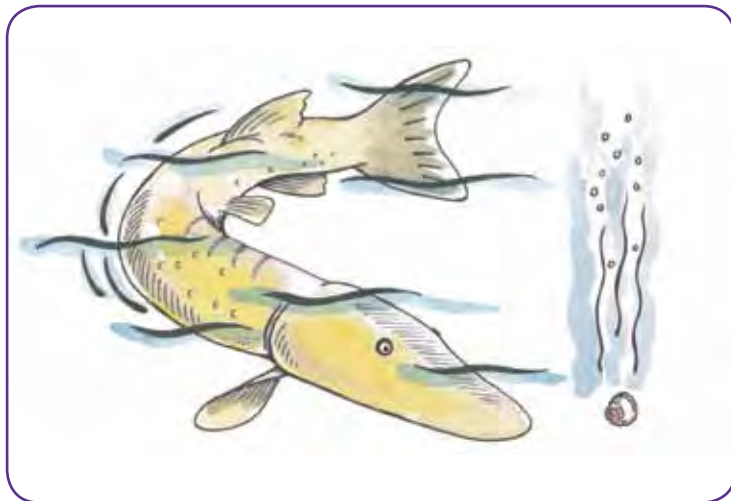




Draw your own swan

Don't forget their wings!

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.



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