



1 Inch: 1/2 Mile

1 inch: 1/2 mile was conceived on the South Downs of Sussex, near our home city of Brighton. This map details a secluded, half-forgotten valley on the fringes of the city – for us, the ideal environment in which to hear it. Before you begin the walk, please download free bonus track, *A Lost Village*, from www.ninjatune.net/grasscut/alostvillage

From the edge of the suburban housing estate of Woodingdean, the route descends through rolling downland into what was once the village of Balsdean, evacuated and subsequently destroyed during World War Two. Of the manor house, cricket pitch, farms, cottages and lunatic asylum, nothing is now visible save a few scattered foundations; the site of the Norman chapel is marked only by a plaque.

Those of a curious and/or dogged disposition might also like to know that we have secreted, in the environs of Balsdean, a single, utterly unique Grasscut artefact. Its location is hinted at in bonus track *A Lost Village*.

Transport: There is a small car park on the hill above Woodingdean, just to the east of Brighton, at the junction of Bexhill Road and Falmer Road. There are also buses to Bexhill Road: 52 (from Brighton Station) and 22A (from Brighton's Churchill Square); the bus stop is called Sea View Way. The walk should take around 50 minutes.

Start point: Walk over the bank at the top corner of the car park, and turn right along the first path. You will see two phone masts. Head towards the larger one on the right, beyond the houses. (This path is Norton Drive, an old drovers' route between Brighton and Lewes.) Keeping the houses on your right, continue for five minutes. 250 yards before the phone mast, the path divides into three. Take the left path, signposted as 'South Downs Circular Walks', towards a wooden gate 50 yards ahead.

1. High Down

Begin **High Down** as you pass through the wooden gate, again signposted 'South Downs Circular Walks'. Continue along the path ahead, past the burnt-out car to your left.

2. Old Machines

As the path bends slightly to the right, there is an old gate-post in the fence, and a gorse bush with a concrete post in it to your left. Begin **Old Machines**. The path starts to descend into the valley and, to your left, the views open up towards Castle Hill.

3. Meltwater

The side of the valley falls more steeply to your left, and you pass two trees with fallen trunks. 50 yards on, at the third and largest fallen trunk, begin **Meltwater**. The grassland opens up as you descend out of the gorse, and Balsdean's ruined farm buildings come into view below you to the left.

4. The Tin Man

The path continues to bend to the right, parallel to a line of trees across the field to your left. As it bends more sharply, begin **The Tin Man**, rounding the field edge down into Standean Bottom.

5. Muppet

The path skirts the field edge and curves to the left, towards a gate at the western end of Standean Bottom. Begin **Muppet** as you go through the gate, and follow the path past the hawthorns and into an avenue of trees.

6. 1946

At the junction of paths at the end of the avenue of trees, you are in what was once the centre of Balsdean. Turn left towards the ruined farm buildings and begin **1946**. After 100 yards, you pass half-buried foundations in a field to your right. After another 50 yards, turn left off the path, and walk 25 yards up to a small heap of stones. Here you will find a plaque marking the site of the chapel.

7. The Door In The Wall

Return to the path and continue to the farm buildings. Follow the path to the right of the barns and go through the gate. Begin **The Door In The Wall**. At the corner of the fence, turn left off the main path, at approximately 10 o'clock. Cross the grassland uphill towards a stile 200 yards away. Climb the stile and follow the steep track back up the side of the valley.

8. Passing

Rejoin the main path, taking a moment to regain your breath. Turn right and start **Passing** as you retrace your steps towards the start of the walk.

9. In Her Pride

As you ascend through the gorseland, begin **In Her Pride**.

10. A Lost Village (bonus track)

As the path continues to rise towards the head of the valley, begin bonus track *A Lost Village*.

Andrew Phillips: words, music, vocals, instruments, programming
Marcus O'Dair: double bass, keyboards, management

with

David Bramwell: words & vocals on *Old Machines*, violin on *High Down*
Frank Byng: drums on *Old Machines* & *Muppet*
Jim Whyte: drums on *Meltwater*
Annie Kerr: violin & viola on *1946*
Richard Brincklow: piano on *Passing*

and

W G Sebald: speaking voice on *High Down*
Count John McCormack: vocal on *The Tin Man*
Mrs May Phillips: speaking voice on *1946*
Basil Bunting: speaking voice on *The Door In The Wall*
Hilaire Belloc: vocal on *In Her Pride*
Ezra Pound: speaking voice on *In Her Pride*

Recorded, produced & mixed by Andrew Phillips

Mastered by Kevin Metcalfe at Soundmasters International
 Design & Art Direction by Pedr Browne: indivisible.com
 Photography by Will Cooper-Mitchell: coopermitch.com

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