

Shave Wood, Boarshead

Some rules and guidance

Please:

Generally	Try to ensure any actions improve the wood in the long term and avoid damaging it.
Gates	Keep both gates locked and key safe
Access	Keep within Shave Wood boundary or on gravel track and Byway. All the woodland around is privately owned and there is no 'right to roam'.
Project locations	Anywhere within the boundary except within the central area marked on map or blocking the mud track.
Using dead wood	OK to forage any dead timber (plenty everywhere) but preferably not from log piles/stacks or the perimeter 'dead hedge' being formed.
Other resources	Fine to dig for clay (especially if enlarging the 'pond' and make any positive use of the clay pigeon litter (discs, cartridges, etc) that is everywhere. There is no significant water on site.
Cutting timber	OK to selectively prune/thin branches of chestnut, pine or birch trees but consult before cutting any over 100mm dia. Do not cut any of the scarcer hardwoods: beech, oak, yew, etc.
Fires	Fine to use any dead wood around as fire wood but ensure fires do not damage vegetation and are completely extinguished.
Food	OK to forage for anything (chestnuts, mushrooms, berries etc) but ensure you know it's edible before doing so!
Timber waste	Preferably drag any unused brash (brushwood) to boundary where 'dead hedge' is being formed (to create good habitat and mark boundary). Stack any bigger timber anywhere for firewood, etc use.
Waste	Bury any compostable waste but remove anything else from site. OK to excrete anywhere off main paths and away from central area but please bury with at least 100mm earth cover.