

Last checked			
29 <sup>th</sup> November 2010			
Current status	Document last updated Monday, 15 <sup>th</sup> September 2014		
<p>This document and information herein are copyrighted to Saturday Walkers' Club. If you are interested in printing or displaying any of this material, Saturday Walkers' Club grants permission to use, copy, and distribute this document delivered from this World Wide Web server with the following conditions:</p> <ul style="list-style-type: none"> <li>* The document will not be edited or abridged, and the material will be produced exactly as it appears. Modification of the material or use of it for any other purpose is a violation of our copyright and other proprietary rights.</li> <li>* Reproduction of this document is for free distribution and will not be sold.</li> <li>* This permission is granted for a one-time distribution.</li> <li>* All copies, links, or pages of the documents must carry the following copyright notice and this permission notice:</li> </ul> <p>Saturday Walkers' Club, Copyright © 2004 - 2014, used with permission. All rights reserved. <a href="http://www.walkingclub.org.uk">www.walkingclub.org.uk</a></p>			
The publisher cannot accept responsibility for any problems encountered by readers.			

## Amberley to Arundel

### The Downs, the river Arun and a riot of wildflowers.

**Start:** Amberley station

**Finish:** Arundel station

**Length:** 14.5 km (9 miles)

**Time:** 4 hours 30 minutes. For the whole outing, including trains, sights and meals, allow at least 9 hours 30 minutes.

**Transport:** Hourly trains run from London Victoria to Amberley (journey time: 1 hour 20 minutes). Arundel is one stop up the line, so buy a day return to Arundel. Return trains from Arundel to Victoria run twice an hour (hourly on Sunday; journey time: 1 hour 22-26 minutes). Take the train nearest to 9.20am For those driving, park at the station car park at Amberley. Trains back from Arundel only take 5 minutes, but are hourly.

**OS Landranger Map:** 197

**OS Explorer Map:** 121

Amberley, map reference TQ026118, is in West Sussex, 9km north of Littlehampton.

**Toughness:** 5 out of 10

**Walk Notes:** This is a very beautiful and not too strenuous Downs walk, which starts with a gradual climb amongst a luxuriance of wild flowers throughout the summer months. It takes in the pretty village of Burpham for lunch. After lunch

it meanders along the River Arun to Arundel allowing a visit to the castle for those who arrive before 4pm.

**Walk options:** It is possible to shorten the walk by calling a taxi from the lunchtime pub in Burpham back to Amberley or on to Arundel.

#### WALK DIRECTIONS

**[1] [Numbers refer to the map]** On arrival at **Amberley Station** coming out of the exit from platform 2, turn left down the road. *In 50 metres cross the main road and turn right. Continue along the pavement.* After 200 metres, just after Boundary Cottage, the footpath runs behind a hedge.

In 180 metres *turn right up a lane called High Titten.* Climb this lane steadily, avoiding all signposted paths or turn-offs for The South Downs Way, *until you reach some 5 metre-high cylindrical grain silos after 1.1 km.* (En route the tarmac lane curves to the right past a house called Highdown.)

*Just before the grain silos turn left at a two-armed footpath sign. [2]* (Looking back from this point there is a wonderful view down the valley.) Follow the sign up

a car-wide farm track. In 60 metres go through a double metal fieldgate with a sign to the right prohibiting 'Access to Cars and Motor Bikes (Except for Access)'. The track here goes past two sets of farmyard barns.

In 250 metres *at a three-armed footpath signpost, veer right, continuing on a car-wide farm track.*

*In 50 metres at a double metal fieldgate with a wooden gate on its left veer right along the lower farm track, your initial direction 120 degrees. In a further 40 metres go through a metal gate (right of a double metal fieldgate) (On this walk it is important not to be tempted to take signs for the South Downs Way.) Keep climbing up and round to the left, ignoring ways off on the right-hand side. Follow this white unmade road, its borders alive with red poppies and white wild daisies and a myriad of other wild flowers in late July, for 1.5 km always climbing gently.*

Carry on upwards *towards a large wooded area on the brow of a hill. Just before the wooded area turn left off the track through a wooden gate by a two-armed signpost and take the path beyond to the right. Keep going up this bridleway with woods on your left. In 250 metres, at a field, veer right.* (Another track joins from the left.)

In 350 metres you *come to a very obvious junction* with a three-armed footpath signpost. **[3]** *Go right for 20 metres and immediately left* at another three-armed signpost. Your way is now straight on down this bridleway, with lovely views to your right *for 1.8 km.*

After 1.5 km you pass by on your left, the entrance to Angmering Park and Estate, marked by a sign and a three-armed path signpost. Go straight on past the sign, continuing in the same direction as before. In 300 metres you go through a wooden gate, *by a bridleway post [4] on your left, to reach a path junction.*

There are now two alternatives (i) Continue with the easier recommended route or (ii) take a route across Wepham Down (which is often muddy).

**(i) Recommended route** *Turn right down a car-wide track, your direction 290 degrees. After 500 metres, at the bottom by a wooden bridleway post, turn left, your direction 200 degrees. Follow a car-wide bridleway towards some farm buildings which can be seen ahead 900 metres distant.*

After passing the farm buildings on your left you continue along the car-wide farm track. *A kilometre past the farm buildings you come to a main road. Go straight across and on into Burpham.* Rejoin the [route at the asterisk \[\\*\] below.](#)

**(ii) Wepham Down** Continue in the same direction up a fenced-in car wide track. In 350 metres just before a metal fieldgate leading onto a concrete track, turn sharp right along a car wide track, your initial direction 310 degrees, with the track gradually curving to the left and with a fence on its left-hand side.

After 300 metres, by a 3 armed wooden footpath post on your left-hand side, fork right down across the hillside, your direction 250 degrees.

In 550 metres at the bottom, veer left onto a bridleway with a fence on its right-hand side, your direction 230 degrees. After 500 metres (having gone through a wooden gate along the way) you go past a house on your left to join Coombe Lane. In 400 metres at a T-junction with a road, turn right up into Burpham. In 50 metres follow the road round to the left.

**[\*]** Going along this road with pretty cottages and houses to the left and right you ignore one turning to the left and come after 500 metres to **The George** on the left (opposite **St Mary the Virgin Church**), the suggested lunchtime stop in Burpham.

After lunch *go left out of the pub.* In 20 metres follow a signpost on your right to

*go past a cricket pavilion on your left and along the left side of the cricket pitch. (Please give respect to the game: pausing when balls are being bowled, etc.) In 120 metres take a path to the left of a children's play area. In 50 metres go straight through a gate and continue straight ahead. In 160 metres go down some steps leading down to the valley below.*

*In 40 metres, at the bottom of the steps, go over a stile [5], your direction 260 degrees. **Arundel Castle** is visible in the distance. You now follow the river into Arundel for the next 4 km until [6] below.*

In more detail: In 250 metres go over another stile. In 70 metres cross a footbridge flanked by two stiles. Turn right along an embankment. Continue onwards for 300 metres to go over a pair of stiles, still following the embankment.

In 250 metres you come to a railway line and turn left towards a pedestrian railway crossing. Go right over the crossing, looking and listening carefully for trains. Climb over the stile on the other side and head towards a rock face with an attractive pub underneath called the Black Rabbit (which can only be reached by crossing the bridge at Arundel or South Stoke).

Continue on the embankment, crossing three more stiles. In 2km go through a wooden kissing gate with a railway crossing ahead. Don't go over the railway crossing; instead, go to the right with the river on your right. Go through another kissing gate, with the river on your right-hand side. Arundel Castle now looms ahead again about 1.5 km away.

In 1 km you go over a stile. Boats and craft are moored to your right. In 70 metres you reach a two-arrow footpath post. [6]

*[If not wishing to take tea, turn left here. At the road you turn left to the roundabout after 80 metres. Continue straight on to reach the station on your right after 300 metres.]*

*Otherwise continue straight on. In 350 metres follow the footpath round to the left away from the river to continue straight ahead through two concrete posts. In 40 metres you come out onto a road, (Queen Street). Turn right to cross the road bridge. In 60 metres continue ahead across a mini roundabout up the High Street. In 90 metres (25 metres past the war memorial) turn left onto Tarrant Street, which offers several good possibilities for tea.*

*After tea, retrace your steps back to the High Street. Turn right at the High Street to go back down towards the river. Cross the bridge and proceed for 400 metres to a roundabout. At this roundabout continue ahead to **Arundel station**, which is located on your right-hand side, 300 metres along this busy road.*

## Lunch & tea places

**The George** Burpham, BN18 9RR (01903 883131). **Open** 11am-2.30pm, 6-11pm Mon-Sat; noon-3pm, 7-10.30pm Sun. **Food served** noon-2pm, 7-9.30pm Mon-Sat; noon-2pm Sun. Serves good if somewhat pricey food. This is the suggested lunch place for this walk

**The Swan** 27-29 High street, Arundel, BN18 9AG (01903 882314). **Open** 11am-11.30pm Mon-Sat; noon-10.30pm Sun. **Food served** noon-2.30pm, 6-9pm Mon-Fri; noon-9pm Sat, Sun. Probably the best of Arundel's many pubs.

**Tea** There are many possibilities in Arundel.