

Midhurst to Arundel (The Midhurst Way)		
1 st walk check	2 nd walk check	3 rd walk check
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Midhurst to Arundel (The Midhurst Way)

Start: Midhurst Bus Stand

Finish: Arundel Station

Midhurst bus stand, map reference SU 887 218, is 11 km south of Haslemere and 25m above sea level. Arundel Station, map reference TQ 024 264, is 79 km south west of Charing Cross and 4m above sea level. Both are in **West Sussex**.

Length: 31.1 km (19.3 mi), of which 8.0 km (5.0 mi) on tarmac or concrete.

Cumulative ascent/descent: 623/640m.

For a shorter walk, *see below* **Walk Options**.

Toughness: 8 out of 10

Time: 7 ¾ hours walking time.

For the whole outing, including trains, sights and meals, allow at least 13 hours.

Transport: Midhurst connects by bus to Haslemere, Petersfield, Pulborough and Chichester stations. Bus 1 from Pulborough (on the same line as Arundel) runs hourly Mon-Sat on xx.58, and every two hours on Sundays from 07.56. Arundel station is on the Victoria to Southampton West Coastway Line. Journey times are from 84 minutes Mon-Sat (two per hour, hourly after 20.00), and 96 minutes on Sunday (hourly).

Saturday Walkers' Club: Take a train no later than 9.30 hours.

OS Landranger Map: 186 (Aldershot & Guildford) and 197 (Chichester & the South Downs)

OS Explorer Map: OL 10 (Arundel & Pulborough) and OL33 (Haslemere & Petersfield)

Walk Notes:

The route of this walk leads out of Midhurst in a northerly direction past the ruined Cowdray Castle by the River Rother and via Cowdray Park with its polo fields, then passes Easebourne priory and takes you through a mix of farmland, some wooded hills and the Lod Valley, past Nyetimber and Upperton vineyards to Tillington, a first possible lunch stop. From there you cross the Rother Valley towards the South Downs, and commence through Burton Park with its pretty church and imposing mansion.

Surrounded by wooded downs you continue through the sleepy villages of Barlavington and Sutton and on through Bignor and West Burton before ascending through an atmospheric hanging wood (egg Bottom Coppice) to cross the South Downs Way near Westburton Hill.

An ascent through Houghton Forest to the highest point of the walk is followed by a series of smaller woods and heathlands all the way to Arundel's picturesque centre, 1 kilometre from the station.

This walk is the southerly section of the unmarked Midhurst Way, which has been created by John Trueman, local to the area and a passionate advocate of outdoor pursuits. It runs between Arundel and Haslemere.

The northerly section Midhurst to Haslemere is available as a separate SWC Walk.

Both sections have been written up in either direction (in separate pdf's) to enable a through-walk of the whole 47.4 km/29.5 mi Midhurst Way with an overnight stay along the route in Sutton, Coultershaw Bridge, Tillington, Halfway Bridge (a little off route) or Midhurst.

Walk Options:

Bus 99 Chichester – Duncton – Petworth (6 buses per day, Mon-Sat) runs along the A 285, enabling a finish at Coultershaw Bridge (Badger Inn) or in Duncton Heath End, and through Sutton, the very late lunch destination. This is a flexible service, **pre-booking is required**: call 01903 264 776, 09.00-17.00 Mon-Fri, 09.00-13.00 Sat! In Petworth you must connect to below Bus 1.

Bus 1 Midhurst – Petworth – Worthing (via Pulborough Station) travels along the A 272 between Midhurst and Tillington, enabling a shorter walk. From Midhurst the times are as follows (stops Tillington 8 minutes later and Petworth 15 mins later): hourly Mon-Sat to 16.30, then 17.40 and 18.45, and every two hours on Sundays, last at 18.30 (09/17 fare from any stop along that stretch: £4.60).

Lunch:

The Horse Guards Inn Upperton Road, *Tillington, West Sussex GU28 9AF (01798 342 332, <http://www.thehorseguardsinn.co.uk/>)*. The Horse Guards is located 9.2 km (5.7 mi) into the walk. Open all day every day. Lunch served 12.00-14.30 Mon-Fri, 12.00-15.00 Sat and 12.00-15.30 Sun. Dinner 18.30-21.00 Sun-Thu and 18.00-21.30 Fri-Sat.

The Badgers Station Road, *Coultershaw Bridge, Petworth, West Sussex GU28 0JF (01798 342 651, <http://badgerspetworth.co.uk/>)*. The Badgers is located 12.5 km (7.7 mi) into the walk, 100m off route. Open all day every day. Food served 12.00-14.30 and 18.00-21.00 daily.

The Old Railway Station Coultershaw Bridge, *Petworth, West Sussex, GU28 0JF (01798 342 346, <https://old-station.co.uk/>)*. The ORS is located 12.6 km (7.8 mi) into the walk, 200m off route.

The White Horse Inn The Street, *Sutton, West Sussex RH20 1PS (01798 869 221, <http://www.whitehorse-sutton.co.uk/>)*. Open 12.00-15.00 and 18.00-23.00 Tue-Sun. Food served 12.00-14.00 and 18.00-21.00. The White Horse is located 17.3 km (10.8 mi) into the walk.

Tea:

The Kings Arms, The Eagle Inn, Butlers, Bay Tree Restaurant, Ice Cream & Candy Parlour, La Campania, Motte & Bailey Café, The Norfolk Arms, The Red Lion, Ristorante Osteria Pappardelle, Pizza Express, The Swan Hotel.

Notes:

Midhurst

Midhurst is a medieval market town nestled in the South Downs National Park, with some remains of a Norman motte-and-double bailey castle built in 1102 (along with Pulborough, Chichester and Bramber castles) to safeguard the Norman stronghold in Sussex after the Conquest in 1066. Also surviving are the town stocks and pillory, last used in 1859. Like Pulborough castle, near the confluence of the River Rother and the Arun, Midhurst Castle was built on a high point (St. Ann's Hill) along the River Rother, an important transportation link in the Middle Ages due to poor roads in the area. Midhurst Castle led to the growth of Midhurst as a thriving town but was abandoned in 1317 and ultimately replaced with Cowdray House, built just across the river. The name Midhurst was first recorded in 1186 as *Middeherst*, meaning "Middle wooded hill", or "(place) among the wooded hills".

The Rother River/Rother Valley

The River Rother flows from Empshott in Hampshire to Stopham in West Sussex, where it joins the River Arun. The upper river, from its source to Midhurst, has been used to power watermills, with the earliest recorded use being in 1086. Many of the buildings which housed the mills still exist, and in some cases, still retain their milling machinery. This section is also noted for the number of early bridges, which have survived since the 15th, 16th and 17th centuries. The lower Rother has been used for navigation in the past. The river is a designated Site of Nature Conservation Importance, in recognition of its value for wildlife.

Cowdray Estate/House

The evocative ruins of Cowdray House - the former home of the Montague family and immortalized by JMW Turner - form the central focus of the 16,500 acres Cowdray Estate. It was a fortified Tudor manor house built in the 1520s on the site of an original manor house called Coudreye (the Norman word for the nearby hazel woods) built across the River Rother 1273-1284. The structure was badly damaged by a fire in 1793 during a restoration project and left to decay. In its heyday, Cowdray House saw many influential visitors including Henry VIII, Edward VI, Elizabeth I and Guy Fawkes. The last surviving member of the House of Plantagenet was imprisoned in the house before being taken to the Tower of London for execution. The estate also includes world class polo fields and a Farm Shop and Café with wine tasting room. The window frames of many of the Estates cottages around Midhurst are painted in unusual yellow paint.

The River Lod

The River Lod is a short river draining only about 52 km² of north west Sussex, but still one of the main tributaries of the River Rother. The source is on Marley Heights near Haslemere, about 140m above sea level. From here it flows west past Linchmere, then south to Furnace Pond, where iron cannon were cast during the English Civil War. It then turns south east, flowing south of Fernhurst to Lickfold and Lurgashall where it formerly powered Lurgashall Mill, now moved to the Weald and Downland Open Air Museum. From Mill Farm it heads south between high banks, which it only overflows after the heaviest of rainfalls, passing between the hills of Lodsworth and River to Halfway Bridge then joining the River Rother at Lods Bridge.

Nyetimber Vineyard

Nyetimber was mentioned in the Domesday Book as 'Nitimbreha', likely referring to a newly timbered house or perhaps a small timber plantation. It now has 170 hectares of vineyards, planted across eight separate sites in West Sussex and Hampshire. Nyetimber's vineyards were the first to be devoted exclusively to the trinity of Champagne grapes: chardonnay, pinot meunier and pinot noir. <http://nyetimber.com/>

Upperton Vineyard

Upperton is a family-run 16 hectares-vineyard specialising in sparkling wine. Open 10.00-17.00 Fri-Sat and 12.00-17.00 Tue-Thu (May-Sep only). <http://www.uppertonvineyards.co.uk/>

Serpent Trail

The Serpent Trail is a 103 km (64 mi) waymarked Long Distance Path through some of the finest heathland and woodland landscapes in the South East and follows a rough "S" shape along the hills of the Sussex Greensand - snaking between Haslemere, Petworth, Midhurst and Petersfield in a habitat of snakes.

Burton Park

Burton Park is a 19th century country house, now converted into flats, which stands in its own estate in the parish of Duncton. It is a Grade I listed building. The mansion was built in three storeys faced with Roman cement and has a five-bay west-facing entrance frontage and a 10-window eastern frontage. The interior contains a Grecian hall and an impressive staircase possibly rescued from Michelgrove near Arundel, which was demolished in 1828. The staircase had been built in 1800 and made of cast and wrought bronze with a figure of a greyhound on alternate steps and is largely responsible for the house's Grade I listing.

The house is surrounded by 6 hectares of pleasure gardens, parkland and formal gardens laid out in 1738 and subsequently altered in the 1920s and 1930s. The parkland dates from the 13th century and was landscaped in the 18th and 19th century. The house and park were requisitioned by the army during WWII after which the house, gardens and southern half of the park were sold to St. Michael's, a girls' boarding

school. It remained in occupation until the 1980s after which, in 1994, the site became a police dog-training centre. Since then the house has been divided into apartments. In the park stands the small Norman parish Church of St. Richard, a Grade I listed building.

West Sussex Literary Trail

... is a waymarked 88 km (55 mi) long distance footpath which runs from Horsham to Chichester.

Bignor Roman Villa

Bignor Roman Villa is a large Roman courtyard villa which has been excavated and put on public display on the Bignor estate. It is well known for its high quality mosaic floors, which are some of the most complete and intricate in the country, both in terms of preservation, artistic merit and detailing. It is located close to Stane Street, about 15 km north-east of Chichester (the Roman city of *Noviomagus Reginorum*) and the nearby and much larger Fishbourne Roman Palace. It is on the south-facing slope of a ridge of greensand which provided better conditions for agriculture than the nearby chalk. The earliest structural remains are of a simple timber farm structure dating to around 200, but in its final form, the villa consisted of some sixty-five rooms surrounding a courtyard, with a number of outlying farm buildings.

Open 7 days a week March–October, 10.00–17.00. <http://www.bignorromanvilla.co.uk/>

Monarch's Way

The Monarch's Way is a waymarked linear 990 km (615 mi) long-distance footpath in England that approximates the escape route taken by King Charles II in 1651 after being defeated in the Battle of Worcester. It runs from Worcester via Bristol and Yeovil to Brighton. The waymark is yellow and shows a picture of the ship *The Surprise* above the Prince of Wales's three-point feathered crown which is superimposed on a Royal Oak tree (which is at Boscobel House) in black.

Arundel/Arundel Castle/Arundel Cathedral

The much-conserved town with large green buffers has a medieval castle and Roman Catholic cathedral. Although smaller in population than most other parishes, Arundel has a museum and comes second only behind the much larger Chichester in its number of listed buildings in West Sussex. Arundel is located where the Arun valley opens out into the coastal plain, and the Arun runs through the eastern side of the town. Arundel is home to Arundel Castle, seat of the Howard family, who, as Dukes of Norfolk and Earls of Arundel, are the most prominent English Catholic family, and rank first (below the royal family) in the Peerage of England, as well as to Arundel Cathedral, seat of the (Catholic) Bishop of Arundel and Brighton. The cathedral is Grade I listed and regarded as one of the finest examples of Gothic Revival architecture in the French Gothic style in the country.

The Arun River

At 60 km (37 mi) long, it is the longest river entirely in Sussex and one of the longest in Sussex after the Medway, Wey and Mole. From the series of small streams that form its source in St. Leonard's Forest in the Weald, the Arun flows westwards through Horsham to Nowhurst where it is joined by the North River. Turning to the south, it is joined by its main tributary, the western River Rother, near Stopham and continues through a gap in the South Downs to Arundel to join the Channel at Littlehampton. The mouth of the river has not always been there, though. Until the later 15th century the Arun joined the River Adur at Lancing some 16 km to the east before entering the sea. This estuary became blocked with shingle by the eastward drift of the tides, pushing the Adur towards Shoreham-by-Sea, while the Arun eventually formed its present estuary at Littlehampton between 1500 and 1530.

It is one of the faster flowing rivers in England (some sources say the second fastest after the Severn), and is tidal as far inland as Pallingham Quay, 41 km (25.5 mi) upstream from the sea.

In Roman times the Arun was called the *Trisantonis*, thought to be Brythonic for 'the trespasser', indicating the river's tendency to flood land near to the river. A name derived from this, the Tarrant, is reflected in the road name Tarrant Street, which runs through Arundel and is walked along on this walk.

WALK DIRECTIONS

Alighting from the bus at the **Midhurst bus terminus**, turn away from the main road and walk past some public conveniences on the right and across a minor car park access road towards a wooden kissing gate. In 30m go through the gate and continue in the same direction through a meadow towards the **River Rother** and the **Cowdray House** ruins along a track. In 300m go through a wooden gate, then a metal one to cross the river and *turn left* along a tarmac lane, in front of Cowdray House, a fortified Tudor courtier's house. In 130m continue in the same direction along a car wide gravel track by a three-way signpost where the tarmac lane forks to the left, and in 100m, just after another track has joined from the left, pass to the left of a double wooden field gate and continue along a car wide track with a wooden fence on your right.

You have a cricket pitch on the right and in 200m, at the corner of the fence, carry on along the car wide track, now with polo fields on the right. In 280m the track continues as tarmac and in another 40m you go through or around a double wooden gate to continue in the same direction (another track has joined from the right). In 100m you pass **Cowdray Farm Shop & Café** on your left and in 40m **Easebourne Priory**, also on your left-hand side. In 60m cross the **A 272 Easebourne Lane** carefully and in 15m go through a wooden gate into a grassy area. In 90m continue in the same direction over a stile to the left of a metal field gate along an avenue of old sweet chestnuts on **The Race** (a permissive footpath). In 650m, by a wooden kissing gate on your left, *turn right* at a four-way signpost across a large arable field along a usually clear path (120°).

In 150m you continue in the same direction through a wooded strip (to in 10m go through a wooden kissing gate) and in 40m cross a golf fairway (played from the right). In 50m continue in the same direction by a yellow marker post and in 30m you pass a two-way signpost and cross a car wide track to continue straight ahead along a car wide earth track past another two-way signpost in 110m and then up an incline. In 40m *veer a little to the left* across another fairway (played from the left) and in 65m pass a two-way signpost. Cross another fairway and continue in the same direction along a clear path through the grass (85°), towards a lone young oak tree. In 80m pass the tree and another two-armed signpost and continue in the same direction across another fairway (played from the left). In 60m continue along a path through some trees heading gently downhill and in 90m ignore a footpath joining from the right at a three-way junction.

You walk down a shallow valley (carpeted in **bluebells in season**) and in 280m *turn left* through a wooden kissing gate to the right of a wooden field gate and *turn right* in a grassy area (85°). In 60m you *bear left* around an obscured fenced-in pond (**Steward's Pond**) and in 80m pass a solitary tall tree. [There is another prominent old tree 100m off to the left: this is the well-worth-a-detour fenced **Queen Elizabeth I Oak**, one of the 50 'Great British Trees', with a diameter of 3m.] Continue along an avenue of young lime trees (60°) and in 330m leave the **Cowdray Estate** through a wooden kissing gate. In 15m *turn left* along an arable field boundary and in 150m follow it around to the right. In another 180m leave the field through a gap in its far corner. In 10m *turn left* at a three-way signpost along an earth-and-gravel bridleway (can be overgrown).

In 50m *turn right* at a signposted three-way bridleway junction with **Heathend Copse** on the right. In 200m, by **Heath End Farm** on the left, continue in the same direction along a tarmac lane at a bend. In 450m continue in the same direction at a small triangular green in **Lodsworth** village along **Gills Lane**, and in 200m reach the village green by **The Hollist Arms** on the left, with **The Lodsworth Larder** village store behind it, and in 20m *turn right* along the main road through the village (The Street). In 180m – just before The Street turns sharply right – *turn left* down **Vicarage Lane**. In 60m pass the Old Vicarage on your left and in 130m, where the lane turns right, *turn left* along a grassy track, an unsigned bridleway.

In 70m *turn right* with a bridleway through a wooden gate by a three-way signpost and walk down a pasture (**Lodsworth Common**), with fine views across the valley to **River Wood**, towards its bottom right hand corner (80°). In 270m leave the field through a metal field gate and cross **The River Lod** on a concrete bridge (**Eel Bridge** on the OS map). Enter River Wood and in 30m [!] *turn right* with the bridleway up through the wood, ignoring a footpath continuing a little to the left. In 80m continue in the same direction at a crosspaths and in 100m *turn left* at a T-junction by a three-way signpost, still ascending. In 50m the path turns right as a car wide grassy track between hedges and trees, more gently ascending and in 160m you reach a tarmac lane in **River** village.

Turn right along **River Lane** and in 90m *turn left* with the lane and with some vineyards on the right (**Nyetimber**). Follow this pleasant lane with occasional South Downs views on the right, ignoring all ways off for 1.6 km. **In more detail:** In 250m **Brookfield Lane** joins from the right by a small triangular green and in 30m a tarmac drive joins from the left by a small triangular green. In 200m *turn right* with the lane and then *left* again in another 50m and in 200m again *turn right* and *left* with the lane (ignore a footpath turning right through a wooden kissing gate into a vineyard (Nyetimber again)). In 500m go through **Dene Dip** and ignore a lane turning right and in 200m reach **New Road** at a T-junction.

Cross the road and continue a little to the right through a high wooden gate to the right of a wooden field gate, and follow a vineyard's right hand boundary hedge (Nyetimber again). In 230m leave this field in the far corner through a high wooden gate to the left of a wooden field gate, to continue in the same direction between hedges. In 100m go down some railed steps and across a signposted 'Public Way' in a deep rutted holloway. Re-ascend some railed steps on the other side and continue in the same direction a little to the right along a narrow path through a hedge. Cross a tarmac drive and go through a wooden gate and follow a track with a hedge on the left and a wooden fence on the right. In 100m you walk through another vineyard along a clear track through the rows of vines. This is **Upperton Vineyard** (shop open 11.00-17.00 Fri-Sat during May-Sep).

In 170m walk through a high wooden gate and *bear right* along a broad fenced earthen path (a public footpath, 140°) by a three-way signpost, ignoring a permissive footpath off to the left. In 250m walk through a gap to the left of a wooden field gate and *turn left* along **Cemetery Lane** by a medium high footpath signpost into **Tillington** village (or walk through the cemetery opposite). In 120m *turn right then left* with the lane and in 110m reach **Upperton Lane** at a T-junction. Just before it a tarmac path on the left rises up to the recommended early lunch stop **The Horse Guards Inn**, opposite the well-worth-a-visit **All Hallows Church, Tillington with Upperton and River** (there are benches for a picnic in the churchyard). *Turn right* down the road and in 100m cross the **A 272** carefully (with a **bus stop** 30m on your right – Pulborough buses leave from this side) and continue in the same direction along a tarmac lane.

In 500m by some buildings on the right, *fork left* on the main track between hedges and in 600m *turn left* at a T-junction by the buildings of **Sokenhole Farm**. In 50m the track continues as gravel and in 200m you *turn right* at a crosspaths along an earthen bridle path (**Hungers Lane**) for 500m. The last stretch of this atmospheric sunken lane runs between **sandstone bluff** on either side, and at the end you *turn right* at a signposted three-way bridleway junction along a tarmac lane (Rotherbridge Lane on the OS map). In 100m continue in the same direction by **Rotherbridge Farm**, and cross the **Rother River** on an elevated footbridge. On the other side go through a wooden gate and *veer left* to continue along a rising gravel car wide track. In 190m the track continues as tarmac and in 80m it levels out. In another 100m it starts to descend and you have good views behind you back to Tillington's church and to Bexleyhill with its transmission mast. In 170m ignore a right turn to **Kilsham Farm** and in 80m cross a stream on the lane and in another 50m another one.

In 300m you reach a T-junction with the **A 285**. Along the road on the left in 100m you find the late lunch stop **The Badgers**. To continue the walk, cross the road carefully and *turn right* and cross the dismantled **Pulborough to Midhurst Railway** line on a narrow road bridge. On the left below you have the former **Coultershaw Halt**, now **The Old Railway Station**, a B&B with afternoon tea provision (the approach to it is 100m back down the road by The Badgers). In 50m you continue along a pavement in a grassy verge and in 250m (the **Serpent Trail** joins from along the road) *turn left* with a bridgeway signpost along a car wide earth track, with a brick wall on the left initially, then a wood (**The Rough**). In 300m *turn right* by a signpost with a tarmac track and in 60m cross a road and continue along a tarmac drive with grassy margins.

In 70m ignore a grassy footpath turning right along a fence and in 210m a driveway turning right to a house. In another 100m the track continues as gravel, as you walk through some buildings of **Burton Park Farm** and continue into **Burton Park**, with Burton House ahead. In 300m ignore a footpath (and the **Serpent Trail**) turning left and continue in the same direction along the farm track. In 260m go through a wooden gate to the right of a double wooden field gate with a 'No Entry'-sign and in 40m ignore a footpath turning right through a wooden kissing gate. In 40m at a bend in a tarmac lane (the **West Sussex Literary Trail** joins from the left), you have **St. Richard's Church** on the left, which is well worth a visit, and *bear right* along a fence with a bridgeway by a three-way signpost.

In 50m continue in the same direction where the fence – and with it a footpath and the West Sussex Literary Trail – turns right. In 70m continue in the same direction where a tarmac drive joins from the left from **Burton House** and in 140m, where the lane turns right, continue in the same direction with a bridgeway signpost across a grassy area. In 170m walk through a metal gate to the left of a metal field gate to enter some trees and continue in the same direction past a pond on the right. In 60m continue with a barbed wire fence on the left, uphill through a pasture. In 320m continue in the same direction more steadily uphill, now with **Fountain Copse** on the right. In 280m at a T-junction *turn left* with the bridgeway. You walk between fences and have fine views of **Burton House** in the valley below and of the **Rother Valley** beyond it. In 140m you go through a gap to the left of a double metal field gate by a tarmac lane.

[!] *Turn left* immediately before the tarmac lane over a stile in a hedge into a pasture. Cross the field towards a fence corner on a bearing of 125° and in 130m pass a redundant stile. In another 25m you continue in the same direction with a fence on the left and in 100m leave the field over a stile and go down to a tarmac lane in 30m. Cross the lane and in 15m cross a stream on a railed plank bridge and ascend steeply through trees. In 40m the path levels out and you have a hedge on the right. In 50m go through a wooden gate and continue in the same direction along a gravel drive by **Barlavington Stud Farm** and in 30m continue in the same direction along a tarmac lane at a bend.

In 80m *turn right* through a wooden gate into the churchyard of **St. Mary, Barlavington** (notice the seat carved from a tree after 10m on the left) and pass the (usually open) church to the right and leave the churchyard in the far corner through a wooden gate. Continue in the same direction along a farm track at a bend by a marker post and in 20m follow it to the left around some buildings of **Barlavington Farm**. In 75m *turn right* with the farm track and a signpost, now with a barbed wire fence on the right and trees on the left, and in 120m continue in the same direction along a fenced grassy strip to the right of a pasture, ignoring the left turning farm track.

You gently descend and in 150m *turn right* over a stile into a sloping pasture. Cross it diagonally to the left towards a partly visible three-way signpost at a fence corner 60m away and *turn left* there along the fence and in 30m go over a stile and cross a stream

on an earth bridge. Ascend through a small wood and in 50m emerge from the wood to continue in the same direction with a wood on the left. In 150m ignore a left turning footpath at a three-way signpost and continue in the same direction with a footpath signpost along a grassy path with a barbed wire fence on the right. In 100m you cross a bridleway and then an arable field along a usually clear path (140°). In 280m at the opposite field boundary *veer right* past a redundant wooden kissing gate to leave the field and continue between trees through a grassy area.

In 40m continue in the same direction towards the right of some buildings and in 20m follow a hedge on the right in the same direction. In 30m at the corner of a barn on the left *turn left* with a marker post down some steps and *veer right* through a wooden gate to continue between a wooden fence and a high brick wall. In 50m descend with a wooden railing on the right along a narrow path to the left of a car park and in 20m continue through the car park and reach a road with the very late lunch pub **The White Horse**, and a **bus stop for services to Petworth and Chichester**, on the right.

Turn right past the pub and right again down a road (the **West Sussex Literary Trail** joins from the left) and **[!]** immediately up left along a tarmac drive, signed 'To The Orchard'. In 10m *turn right* with a footpath signpost up an earthen path and follow it between garden fences. In 40m go over a wooden boardwalk and at the end of it cross an arable field in the same direction along a usually clear path (160°) with views of wooded downs ahead and to the right, towards a metal field gate not initially visible. In 210m leave the field over a stile somewhat to the right of the field gate. You descend through a grassy slope in the previous direction and in 70m go through a hedge gap and in 50m go through a wooden field gate and over a wide plank bridge by a confluence of streams (**Bignor Mill** is just ahead through trees).

Turn right with the path and in another 20m turn left with the path by a footpath signpost. In 50m turn left with the path over a two-railed plank bridge and in 20m *turn right* to continue between streams. In 80m you cross a stream on a plank bridge and follow the path through some more trees and then a grassy area with a stream on the right below and leave it in 120m through a wooden gate by a signpost and *turn right* along a tarmac lane into **Bignor** village. In 80m ignore a right turning footpath and in 20m *turn left* with the lane by **Streamfield House**. In 150m pass **Jay's Farm** to continue in the same direction, where a tarmac lane joins from the right.

In 35m ignore a left turning lane, soon with **Bignor Roman Villa** away to the left on a slope, surrounded by some more of Nyetimber's vineyards, and in another 170m *veer right* with a footpath signpost through a gap in the growth and diagonally across a large arable field on a usually clear path (110°). En route you pass a low wooden marker post and in 370m continue in the same direction with a signpost along the opposite grassy field boundary. In 180m you *turn left* over a plank bridge, and *turn right* immediately by an overgrown signpost over a (two-railed) plank bridge into the adjacent field.

Turn left with a marker post along its left hand boundary, with **Bignortail Wood** on the right across the field and in 300m *turn left* through a hedge gap by a two-way signpost on the left into a grassy area with some apple trees and *turn right* through it. In 40m you pass a pond on the left and in 20m cross some planks over a ditch and in 90m cross a plank bridge to continue in the same direction along a narrow path with a stream on the right. In 80m reach some houses in **West Burton** and continue along a car wide tarmac track and in 40m *turn right* along a car wide gravel track at a three-way footpath signpost (the WSLT continues ahead).

In 40m and in another 50m you have fine views on the right towards **Barlavington and Duncton Down** on a bearing of 300° and continue in the same direction along a now chalky track. In 100m **[!]** *fork left* with a bridleway signpost up a narrow earthen

track into **Egg Bottom Coppice**, where the chalky track bends right. In 500m the track curves to the left and ascends further through the hanging wood, now with a steep drop on the right. In 340m emerge from the trees where a farm track joins from the left and in 20m you reach a signposted four-way junction by farm buildings on the left (South Downs Way from the left, bridleway to the right).

Cross the track and in 20m continue in the same direction (190°) at a three-way signpost where the South Downs Way turns right. In 150m go through a wooden gate to the left of a metal field gate and continue between hedges initially, then in 80m gently uphill along a clear track through a more open area, bending right ever so slightly, and in 110m walk through a wooden gate to the left of a metal field gate and go through a grassy slope on a bearing of 220°, still uphill. In 120m go through a wooden gate to the right of a metal field gate (you have far views behind you to the north, past **Westburton Hill** on the right towards the **Rother Valley** walked through earlier) and continue in the same direction along a farm track at a bend along an arable field on the right. In 60m continue in the same direction with a wood on the right.

In 40m at the wood's far corner, with **King's Buildings** (on the OS map) 100m away to the left, *bear right* with a bridleway marker post down across a large arable field along an obvious and usually well-cleared path (250°). [The right-of-way on the OS map runs somewhat to the right of this route, but there is no evidence of a path there]. In 340m continue in the same direction into **Barkhale Wood** (on the OS map) and in 30m *bear left*, ignoring a 'Private' turn to the right. In 130m the path levels out and you ignore a path joining from the left. In 90m another path joins from the left by a bridleway marker post and in 130m you *turn left* at a signposted three-way bridleway junction (this is the highest point of the walk) along a car wide forest track (125°), where the **Monarch's Way** joins from the right.

You now continue broadly in the same direction along **The Denture** for the next 2.4 km, but turn off the main track at a fork. **In more detail:** In 500m continue in the same direction by a marker post on the right, ignoring a track joining from the left; in 350m ignore a right turning bridleway and in another 200m **[!]** *fork right* off the main track where the **Monarch's Way** forks left; in 850m a narrow track joins on the left by a marker post on the right and in 250m you pass a two-way bridleway signpost and cross a road a little to the right to continue through another wood. Walk through a dip and in 220m the path curves right.

In 70m ignore a bridleway forking left and in another 50m continue with a narrow arable field on the left. The track continues as gravel in 160m and in another 500m, with a shallow U-shaped valley ahead, you *turn left* with the track by a metal kissing gate on the right. In 90m cross the **A 29** and continue in the same direction past a redundant wooden field gate (signed **Fairmile Bottom LNR**) and across a clearing. In 40m you walk past a two-way signpost up into **Rewell Wood**, a yew and beech wood. In 70m you walk up a steep stepped section and keep ascending with a somewhat lesser gradient at the top of the steps. In 120m *turn left* with a footpath signpost where a couple of tracks join from the right and in 20m continue in the same direction to the right of a wooden field gate (**Yewtree Gate** on the OS map) where the track turns left.

In 15m you pass a two-way signpost and in 65m leave the wood to continue along a narrow track through bracken and gorse (130°). In 90m *turn left* along a car wide forest track and in 30m pass a two-way footpath signpost. *Bear right* along another car wide track where the car wide gravel forest track turns to the left (the conurbation visible in the distance around a large building on a bearing of 160° is **Littlehampton**) and in 15m **[!]** *fork left* along the continuation of your previous direction (135°) through a larger area of bracken and gorse bushes and later some trees. The track descends and turns right at the bottom of the drop, where another car wide forest track joins from the left.

[!] Leave the track here and re-ascend on the other side of the drop in the same direction along a clear grassy path through a lightly wooded area. In 70m the gradient eases and in another 50m you enter a wood. In 60m you pass by a footpath marker post, and in another 160m *bear right* along a car wide forest track by a footpath marker post on the right, with **Screens Wood** on the right and **Sherwood Rough** on the left. In 150m continue slightly to the right at a staggered four-way junction with a two-way footpath signpost on your left (ignore a right turning car wide track). In 160m the track curves to the left and you leave the lightly wooded area (**The Rough**).

In 70m pass a footpath marker post on your right and in 480m *turn right* with a signposted footpath along a grassy track between fields with a barbed wire fence on the right and trees on the left. The path descends towards **Screens Wood**, which you enter in 230m and in another 170m continue in the same direction at a three-way junction at the bottom of the wood and start a gentle ascent.

[To cut out this last ascent: *turn left* along the restricted byway through a wooden field gate, in 300m continue through a concrete yard and then along a tarmac lane and in another 950m pick up the directions at the next paragraph.]

In 240m go over a stile to the right of a metal field gate and in 50m at the top of the rise *bear left* at a four-way junction along a signposted bridleway. You pass the pretty **Screenings Cottage** on your right and in 60m continue in the same direction at the top of the hanging wood at a three-way junction (a footpath joins from the right along a car wide track). In 270m *turn down left* through **The Waterwoods** with the bridleway at a three-way signpost, ignoring the footpath turning right into a field across a stile. In 500m at the bottom of the drop *turn right* along a tarmac drive (the restricted byway).

Walk between a couple of flint-and-brick houses (Waterwood Lodge and Waterwood Cottage) and in 30m *turn left* along the pavement of the **A 27**. In 15m you *turn left* upon reaching a large roundabout and in another 30m cross the **A 284**. Continue along the left-hand side of the roundabout and in 25m *turn left* along the pavement of **Maltravers Street** into **Arundel**. In 20m *turn right* to cross the road and continue along **Surrey Street**. In 80m you *veer left* with **Tarrant Street**, ignoring the left turning School Lane and the right turning Surrey Wharf and The Slipe. In 120m, by **The Kings Arms** pub on the left and where Tarrant Place turns right, you get **good views of Arundel Cathedral** up along an alleyway on the left. You pass **The Eagle Inn**, **Butlers** restaurant and bar, the **Bay Tree Restaurant**, the **Ice Cream & Candy Parlour** and in 250m reach the main square with a war memorial in its centre.

You have **La Campania** restaurant on the left, the **Motte & Bailey Café** (serving tapas on Thu-Sat) on the right and **The Norfolk Arms** hotel and pub opposite, and further along the right **The Red Lion** pub, **Ristorante/Osteria Pappardelle**, a **Pizza Express** branch and **The Swan** hotel and pub. *Turn right* diagonally across the square and in 40m continue along **High Street**. You cross a roundabout in 50m and then cross the **River Arun** on a road bridge. On the other side of the river *turn left* along a signposted footpath and follow a tarmac path between houses. In 40m go through a fence gap onto a lane and *turn left* through another fence gap with a Monarch's Way marker post to the river and *turn right* along its bank.

In 300m you **[!] turn right** away from the bank with a brick wall on the left and a ditch on the right and in 60m *turn left* along a main road's pavement (this is a shared cycle-/footpath). In 120m continue to the left of a large roundabout and in 80m pass a set of lights. The back view is dominated by **Arundel Castle** on the right hand side of town and **Arundel Cathedral** on the left. In 80m the path veers to the left and in 120m it turns right under the raised road to in 30m emerge by **Arundel Station** on the left.

London bound trains depart from the near platform.