

## Walk 263: Haslemere to Midhurst via Temple of the Winds and Henley

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1 <sup>st</sup> walk check	2 <sup>nd</sup> walk check	3 <sup>rd</sup> walk check
7 May 2016 (main route, both shortcuts and alternate lunch diversion)	31 May 2017 (main route and both short cuts)	
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**Start:** Haslemere Train Station

**Finish:** Midhurst Bus Terminus

**Length:** Main Walk: 14.1 miles (22.6 kilometers)

With Morning Shortcut: 13.8 miles (22.1 kilometers) – A slightly shorter route to the Temple of the Winds, with more open views from the Black Down to the west. This option would be particularly good when the heather is out in mid-late August.

With Afternoon Shortcut: 12.3 miles (19.8 kilometers) – A more direct approach to Cowdray Estate and Midhurst, sharing similar views (though to a more limited extent) and characteristics of the main walk. Also, omits a pretty valley approach through the Cowdray Estate and the crossing of a golf course.

With both Shortcuts: 12.0 miles (19.3 kilometers).

It is also possible to shorten the route to 7 or 8 miles by catching a number 70 bus back to Haslemere from near either of the lunch pubs. From the Duke of Cumberland -- take the footpath on the right steeply uphill about 80 meters after leaving the pub until you reach the main road, the bus stop will be across the road a short distance to the right; from the Kings Arms – the bus stop is about 20 meters to the right on the same side of main road when leaving the pub.

**Difficulty:** 8 out of 10 (7 out of 10 with both shortcuts)

- Time:** 8-10 hours, including transportation, lunch, afternoon refreshment stops and time spent admiring views and sites.
- Transport:** Take the train closest to 9:00 from London Waterloo to Haslemere. The return journey requires taking a number 70 bus from the Midhurst Bus Terminus back to Haslemere. As of March 2018, these buses are at 16:05, 17:05, 18:05 and 19:10 Monday – Saturday (no buses on Sunday).
- Lunch/Tea:** The recommended lunch pub is the **Duke of Cumberland Arms** (01428 652 280/ [www.dukeofcumberland.com](http://www.dukeofcumberland.com)) located in the tiny hamlet of Henley, 8.2 miles (13.2 km) into the main walk and 8 miles (12.8 km) if using the Morning Shortcut. They serve lunch from 12:00 to 2:30 pm daily. It is recommended to book a table a few weeks in advance. Additionally, there is a large first come first served garden if the weather is nice. There are stunning views from the huge multi-level garden. Large groups should call from Haslemere Station.
- The **Kings Arms** (01428 641 165/ [www.kingsarmspub.co.uk](http://www.kingsarmspub.co.uk)) located on the main road to Fernhurst is 7.7 miles (12.4 km) into the main walk or 7.4 miles (11.9 km) into the walk if using the Morning Shortcut, along a 1 km diversion, and is an alternate lunch pub if not able to get a table at the Duke of Cumberland or worried that you will not get to it by 2:15 pm. It serves food daily from 12:00 to 2:30 (except Saturday when it serves food all day and Sunday when food is served until 3:00pm).
- The recommended tea stop is the **Cowdray Estate Farm Shop and Café**, open until 4:30 daily. Alternatively, **The White Horse** in Easebourne which is open all day Friday-Sunday can provide stronger afternoon refreshments on the weekends.
- Midhurst also has a number of tea and post walk drink options – the most promising being: for tea – **Garton’s Coffee House** in the Old Town Hall located on the market square open until 5:00 pm on Saturdays and 4:30 pm each other day of the week and for something stronger or later – **The Bricklayers Arms** (which has a courtyard that catches the sun in the evening) or **The Wheatsheaf**, both located a few blocks beyond the market square on West Street and Wood Lane, respectively, (walk down West St. between the Spread Eagle Hotel on the left and the Swan Inn on the right to reach the Bricklayers Arms in 90 meters on the right and, for the Wheatsheaf, turn right onto Wood Lane at the Bricklayers Arms and continue along to reach the Wheatsheaf in 75 meters on the left). The **Swan Inn** and the **Spread Eagle Hotel** near the market square are also good alternatives.
- Map:** OL 33 OS Explorer
- Walk Summary:** From the **medieval town well** in Haslemere to the **stocks and pillory** in Midhurst, this walk is an epic journey partially in the footsteps of a poet. It gently climbs the highest point in Sussex (the **Black Down**), and then drops steeply to traverse a valley along a

roller coaster of a path through some light woods before entering more thickly planted pine forests, allegedly haunted by the ghost of the last wild bear killed in England. After lunch in the idyllic hamlet of Henley at a pub boasting views back to the **Temple of the Winds**, the route again climbs a second hill offering stunning views back across your journey of the morning before a long descent into **Midhurst** across the **Cowdray Estate** with the mighty **South Downs** ahead, passing by the intriguing **ruins of Cowdray House** en route where various historic figures of note were either voluntary visitors or held captive prior to execution. The walk is very pleasant during bluebell season (mid-April to early/mid-May) as you come across bluebells in many varied locations during the walk.

### Features of Interest:

**Haslemere:** Haslemere is a town dating from 1221 and is named after Hazel trees standing beside a lake which no longer exists but the walk takes you past one of the old wells (the **Haslemere Town Well**) fed from a large natural spring that may have fed the lake. Located in Surrey, Haslemere sits near the tri-meeting point of Surrey, West Sussex and Hampshire.

**Black Down:** At 919 feet, **Black Down** is the highest point in Sussex. In the Southeast, it is exceeded only by Leith Hill (which you can see in the distance on your way up Black Down on the main walk) and Walbury Hill. Its pine and heather covered slopes have a strong literary connection with **Alfred Lord Tennyson** whose house **Aldworth** is near the route of the main walk. Keen to escape the summer visitors to his home on the Isle of Wight, Tennyson purchased Black Down and built Aldworth in 1869 which he used as his summer house (until his death in the house in 1892), often taking long walks across Black Down. Located on the southern escarpment of the Black Down, the **Temple of the Winds** view point offers stunning views of the South Downs.

**Cowdray Estate:** The evocative ruins of **Cowdray House** form the central focus of the Cowdray Estate. Cowdray House 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 from Midhurst between 1273 and 1284. The Tudor structure was badly damaged by a fire in 1793 during a restoration project and left to decay. These ruins have been immortalized by JMW Turner. In its heyday, Cowdray House saw many influential visitors including Henry the VIII, Edward the 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**.

**Midhurst:** Midhurst is a medieval market town nestled in the South Downs National Park. Remains of the **Norman castle** built in 1102 (along with Pulborough, Chichester and Bramber castles) to safeguard the Norman stronghold in Sussex after the Norman Conquest in 1066 are passed towards the end of the walk if walking up to Midhurst village, as are the town **stocks and pillory**, last used in 1859. Like Pulborough castle, Midhurst Castle was built on a high point 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.

### Walk Instructions:

1. Leaving platform 1 at Haslemere Station through the usually open gate to the left of the ticket office or through the ticket office, *turn left* and follow the driveway up to meet the main road where you *turn left*.
2. In 240 meters where the main road curves to the right, *take the left fork* to continue in roughly the same direction down Tanners Lane on its left-hand side.
3. In 200 meters, *cross Tanners Lane* to enter a car park on the right-hand side. Walk straight through the car park. In 60 meters exit the car park along a concrete path and in 50 meters continue in the same direction along West St.
4. In 270 meters at a T-junction with the High Street, *turn left* to cross West St., and continue along the left-hand side of the High Street.
5. In 75 meters (just past The Georgian on the left) at a sign post with a **Serpent Trail** and **Swan Barn Farm National Trust Property** marker, *turn right* to cross the High Street and carry on in the same direction between two brick buildings on Well Lane sign posted to Well Lane House and **Haslemere Town Well** (and with a Serpent Trail marker). In 40 meters continue in the same direction on a gravel track to the left of a small car park. In 40 meters you will see the **Haslemere Town Well** down a few steps to the left. (The well was one of the primary sources of drinking water for Haslemere from medieval times until late 19<sup>th</sup> Century. Haslemere's last public water carrier died in 1898 and charged a penny half penny per bucket to deliver water to houses in the town.)
6. After admiring the well, return to the top of the steps and facing towards the well, *turn right* following the Serpent Trail path marker on a Swan Barn Walk National Trust signpost.
7. In 100 meters, *veer half left* towards a wooden information board and wooden fence with a Serpent Trail marker and in 10 further meters pass through a wooden kissing gate and *turn right* to follow a Serpent Trail marker on a clear path into an open grassy space with a clump of trees to the left and a wooden fence to the right. In 90 meters cross a metal and wooden plank bridge over a small stream to veer half right towards a wooden gate 50 meters away. Go through the gate onto a track.
8. Here, **you have a choice:**
  - a. to take the Morning Shortcut, *turn right* and follow the track for 200 meters until you reach a junction with the main road where you cross the road with care and turn left picking up the instructions for the **Morning Shortcut** at the end of the instructions for the main walk – this shortcut will reduce the walk by about 500 meters;
  - b. to continue with the main walk, *turn left*. In 75 meters, pass a footpath signpost on the left with a Serpent Trail marker and continue straight on in the same direction.
9. In 165 meters, with a shed ahead of you with a National Trust sign for "Speckled Wood", *follow the car wide track around to the right then turn left* to pass the shed on your left to continue in your previous direction and pass through a wooden farm gate into a large

- grassy area. Carry on along the left-hand side of this open grassy area with trees on the left aiming for a gap between some trees ahead. In 100 meters, pass through this gap into another large grassy space and continue *half-left* on a faint path (your direction 75°) across the grassy area aiming for a wooden gate near the far left corner (ignore the wider track heading straight ahead). In 110 meters pass through a wooden swing gate with a footpath marker on the left and in 10 meters cross a bridge over a stream.
10. In another 5 meters, *turn right* at a three-armed footpath sign to follow a footpath with a Serpent Trail marker to climb gently uphill through woodland with bluebells in season. In 40 meters cross a small wooden plank bridge and in a further 30 meters cross another larger wooden plank bridge to continue in the same direction gently uphill. 20 meters after the second plank bridge pass through a wooden swing gate with a Serpent Trail marker and in 10 meters pass through a second wooden swing gate with a Serpent Trail marker to continue in the same direction gently uphill in a wood with an open grassy area to the left.
  11. In 70 meters at a T-junction, *turn left* immediately after crossing a two-plank wooden bridge over a stream to continue with the Serpent Trail and in 80 meters follow the trail around to the right, crossing along the way a few small wooden plank bridges over small streams and boggy areas.
  12. In 200 meters you reach a road where you *turn left* onto the grassy verge of the road (Petworth Road).
  13. In 30 meters where Blackdown Lane joins the road from the right, *cross the road carefully* and also *cross Blackdown Lane to carry on down* a tarmac drive signposted Pine Springs Valley at the end of a row of houses following a public bridleway signpost with a Serpent Trail marker. In 300 meters, ignore a driveway to the right to carry on ahead on the wide tarmac track.
  14. In 110 meters *fork left* (just before some wooden gates) to follow a public bridleway with a Serpent Trail marker along a more rustic car wide track. In 200 meters, pass a bollard in the track to continue ahead on a narrower dirt track with a wood on the right-hand side. In 130 meters you carry on this path as it curves left, now with trees on both sides, and going gently downhill. In 120 meters cross a stream between wooden railings and follow the path as it veers right steeply uphill. In 100 meters, pass through a metal gate to carry on in the same direction on a car wide track gently uphill now between fences.
  15. In 100 meters at a junction of tracks with a private gravel driveway on the right and a three-armed sign post to the left, carry *on straight ahead* passing over the track (and past the private driveway) to continue along a car wide track marked with a public bridleway sign.
  16. In 165 meters, pass through a metal field gate and *turn left* to continue along a car wide grassy track between hedges. In 90 meters, the hedges end and you continue straight ahead on a wide rutted track with a wood on the right-hand side. In a further 100 meters, you cross over a junction of farm tracks with a couple of metal field gates to the left to continue in the same direction with a wood on the right and fine views off

to the left of **Leith Hill**. In 160 meters, pass a three-armed foot path sign post on your right to continue straight ahead. In 125 meters pass through a metal field gate (usually open) to continue along the same track between hedges. In 270 meters follow the track round to the right. In a further 100 meters *veer left* with the track on to the driveway for Barfold Farm.

17. *Turn right* on the driveway and in a further 5 meters *turn right* onto a sunken tarmac lane to continue uphill.
18. [!!!] In 150 meters just past a drive on the right for **Owlden**, *veer left* off the lane on to the indistinct footpath with a wooden post on the left (but no marker), 210° initially. Follow this footpath uphill, initially largely parallel to the lane.
19. In 75 meters where the footpath begins to climb more steeply, *take the right hand* of the two somewhat indistinct options to continue more steeply up the hill, starting to veer away from the road. In a further 100 meters, follow the now clearer path as it curves around to the left keeping to the ridge of a hill in the woods.
20. In 300 meters after the path has leveled out and is beginning to descend, *take the narrow right-hand fork* which begins to drop gently downhill in about 50 meters.
21. In 100 meters, emerge from the wood at the driveway for **Aldworth House** (Alfred Tennyson's summer house where he died in 1892) with its large white gates, *turn right* on the driveway towards a hairpin bend in the lane (Tennyson Lane – named in honor of the poet who used this route to walk between Haslemere and Aldworth)), following the Sussex Border Path marker on a public bridleway post on the left.
22. At the bend in the lane, *veer slightly to the left* following a Sussex Border Path marker on a Black Down National Trust sign on the left onto a track into the woods, your direction 225° initially (i.e.: ignore the gravel track to a car park on the left). The track soon narrows and in 110 meters pass through a wooden gate to carry on in the same direction to wind your way through the woods gently uphill.
23. In 75 meters at a junction with a car wide dirt track with a two-armed footpath post, *turn left* onto the dirt track following a Sussex Border Path marker. *Note that for better views you can also walk along a narrow elevated path to the left of the dirt track. However, be careful as parts of this path are very narrow.*
  - a. *If following this elevated path*, ascend the embankment on the left and turn right to follow the narrow path initially running parallel to the track below (ignore other paths heading away from the track), in 90 meters pass a bench with lovely views of the South Downs, 70 meters beyond the bench, follow the path around to the left as it continues along the left hand fork of the main dirt track just below (the main dirt track now signposted with a Serpent Trail marker) and [!!!] in a further 100 meters at a junction of small paths going in all directions in a small clearing take the *hard right* and not very clear of these options to emerge shortly into an open area

- and rejoin the main dirt track in 40 meters, *turning left* onto the track.
- b. *If staying on the main track*, in 160 meters, take the left-hand fork to follow the Serpent Trail marker (now leaving the Sussex Border Path) and ignore all ways off for 200 meters.
24. When you reach a fork in the track marked with a three-armed bridleway post, *take the left fork* to follow the Serpent Trail marker. In 480 meters where a bridleway joins from the right, carry on straight ahead following the public bridleway and Serpent Trail marker with the escarpment off to the left-hand side. In a further 25 meters ignore a path that joins from the left up some stairs. In a further 25 meters, at a fork with a three-armed bridleway post, carry-on straight ahead to follow the Serpent Trail marker, ignoring ways off.
25. In 300 meters [!] you reach a fork with an island of trees on the right, *take the left hand fork* to follow the path around with more fine views off to the left in 35 meters, including the ring of trees comprising **Chanctonbury Ring** on the South Downs (if you reach a three-armed footpath marker post on the right and a Temple of the Winds sign on the left, you have gone too far, *turn left* here and in 30 meters rejoin the main route). In 55 meters, after a slight descent you arrive at the **Temple of Winds** view point with fine views and a toposcope to identify what you see before you, including some favorite SWC destinations. Looking towards the relay tower on a hill in the distance on the far right, you can also catch a glimpse of your journey to come across the valley below to the lunch pub.
26. When you can manage to pull yourself away from the view (keeping in mind that lunch is still some distance off), facing the view, *turn right* to follow a minor path, in 30 meters passing through redundant wooden barriers to carry on in the same direction on a faint path through trees.
27. In 50 meters you pass a bench on the left and in a further 10 meters you reach a short arrow post where you *turn left* onto a much wider and distinct footpath now leaving the Serpent Trail and in 130 meters start gradually downhill ignoring ways off. In a further 100 meters you pass through a wooden gate and continue ahead now much more steeply (and often muddily) downhill.
28. In 350 meters you emerge into a clearing beside a National Trust Black Down signpost with nice views ahead, *bear left* on a car wide grassy track for 15 meters to join a road where you *turn left*, following the road with care for 180 meters, to reach the entrance of **Black Down Park**. Continue straight ahead *passing through* the wall crossing to the left of the main gate, indicated by a public footpath signpost. Carry on down the tarmac driveway with nice views of the South Downs ahead.
29. [!!] In 90 meters at a footpath marker post on the right-hand side, *fork right* off of the driveway to follow a faint footpath down the grassy slope with Black Down House to the right. In 180 meters cross the driveway to Black Down House and pass through a wooden kissing gate to continue in the same direction on a faint path contouring around to the right on a grassy slope (not descending) to the left of a large tree, eventually (in 120 meters) passing to the left

- of a small tree surrounded by wooden fences with a metal gate now coming into view directly ahead. In 50 meters, you pass through this basic metal gate to continue in the same direction downhill with a wooden fence on the right-hand side and a large ditch with brambles on the left-hand side.
30. In 90 meters at a three-armed footpath sign, *cross the stile* on your left and *veer right* following a ditch and line of hedges on the right towards a gravel track. In 30 meters *carry on downhill* on the gravel track with a newly planted vineyard (Lurgashall Winery) on the left-hand side and row of hedges on the right-hand side.
31. In 75 meters, before the track curves left, *veer right* off of the gravel track towards a stile partially hidden in hedges on the right-hand side to the right of a metal field gate. *Cross the stile* to continue downhill on a path in roughly the same direction with a wooden fence on the right-hand side and some brambly hedges on the left-hand side. In 320 meters you pass a broken/redundant stile to continue in the same direction.
32. In 140 meters at a three-armed footpath post, [!] *turn right* to follow a faint path through a wide grassy area with a wood off to your left and a wooden fence to your right. In 100 meters *veer slightly to the right* of another fence line, following the footpath arrow on the right-hand side, on a car wide grassy track with wooden fence on the left and brambly hedges on the right.
33. In 175 meters at the field corner with a footpath arrow on a post, *carry on straight ahead* on the clear path into a wood (with bluebells in season). Carry on ahead on the path as it winds through the woods, crossing over a couple of small ditches.
34. In 220 meters, after crossing a small stream without a bridge followed shortly thereafter with a larger stream which you cross on a two-plank wooden bridge, you cross a stile at a three-armed footpath post and *turn left*. In 10 meters, pass through a high wooden kissing gate into a field. Carry on across this field in the same general direction aiming to the immediate right of a lone large tree about 60 meters into the field, your direction 210°. Once you reach the tree, you should see a stile in the wooden fence directly ahead. In 90 meters cross the stile and enter into the woods to continue in the same direction. In 80 meters, the path descends steeply to a two-planked wooden bridge with wooden railing over a stream. Cross the bridge and continue on the path uphill on the other side of the stream. Follow this clear path as it gently winds right and left through the woods. In 100 meters, the path again steeply descends down some wooden steps to cross the stream again in 20 meters over another two-planked wooden bridge with railing and continues uphill.
35. In 30 meters at the top of the hill at a yellow footpath marker post, *turn right*. In 120 meters the path again descends to cross a four-planked wooden bridge over the stream. Cross the bridge and continue to follow the path through the woods.
36. In 300 meters, you emerge from woods onto a tarmac lane where you *turn right*. In 50 meters where the road turns right you cross the driveway of Upperfold House on the left-hand side with its impressive double gate and follow the footpath sign post along a

faint path heading slightly uphill. In 50 meters at the top of the rise, cross over the stile into a grassy field and *veer half-left* following the fence on your left.

37. In 20 meters at a two-armed footpath post, *bear left* to carry on across the open field, your direction 230°. In 110 meters carefully *turn left* over a set of wobbly stiles into the next field. *Bear right* in the direction of the footpath arrow (your direction 190°) towards a wooden post and gate barely visible ahead across the field. In 80 meters, pass through the wooden gate to descend down a narrow path into the woods. In 20 meters cross over a two-planked wooden bridge to carry on uphill to a stile 15 meters ahead. Cross the stile and *veer slightly left* across the field towards another stile visible across the field (your direction 235°). In 80 meters cross the stile and a two-planked wooden bridge, to continue straight ahead towards the left-hand side of some farm buildings. *Note: The path is not very clear in this area, just continue ahead towards the left side of the buildings and in 75 meters you will arrive at a concrete car wide track. Carry along this track until you reach the left side of the buildings.* In a further 80 meters, when you reach the left-hand side of the farm buildings, continue to the left of buildings, passing around to the left of the metal gate that crosses the driveway of the farm.
38. In 30 meters you reach a lane where you *turn right*.
39. In 80 meters at a footpath post on the left, *turn left* down a tarmac lane (marked with a “no vehicles except for access” sign and a dead-end indicator). In 250 meters, after

the tarmac lane goes gently downhill around a small pond on the right, continue straight ahead on the left-hand fork, ignoring the driveway on the right to Bridgelands Barn. In 100 meters pass Bridgelands House on the right and continue straight ahead along the tarmac driveway, ignoring a footpath sign veering left into a field, to pass by some stables and horse training facilities on the right-hand side. In 130 meters you either pass through a wooden field gate or to the left of it to arrive in a further 15 meters at a tarmac lane where **you have a choice**:

- a. to admire the stately elegance of Verdley Place, cross straight ahead following a footpath sign along a car wide gravel track, in 80 meters you arrive in front of **Verdley Place** with a public footpath sign on the right hand side and after admiring the stately home, *turn extremely sharp left* almost back on yourself to carry down a small lane forking right and in 80 meters at a junction with a lane (the one crossed a few minutes earlier), *turn right* to carry on down this lane for 75 meters.
  - b. to continue more directly, *turn left* onto the lane and ignore ways off for 100 meters.
40. Immediately after crossing a stream over a bridge, *turn sharply right* to follow an unmarked path along the left-hand side of the stream.
41. In 60 meters at a three-footpath signpost, **you have a choice**:
- a. to continue directly to the recommended lunch pub the Duke of Cumberland, *take the left fork*

along the restricted byway heading uphill and continue with the main walk instructions; or

- b. to divert to the alternate lunch pub (recommended if there are less than 20 minutes remaining before the Duke of Cumberland stops serving lunch)), *take the right-hand fork* and continue with the instructions for the **Alternate Lunch Pub Diversion** below immediately after the instructions for the main walk.

42. In 150 meters you reach a cross track with Courts Farm (on the OS map) to the left, *cross the track* and *veer left* to follow the public footpath that runs parallel to the restricted byway (which can be very muddy) initially along a gravel track to the right of a field and crossing over a stile to the right of a wooden field gate in 40 meters. In 200 meters continue ahead in the same direction now along the right-hand edge of a grassy field. In 100 meters, cross a stile into some woods and in 50 meters cross a stile to continue ahead through another grassy field. In 100 meters, at the far right hand corner of this field, cross a stile and follow a faint path into the woods. In 30 meters cross a two-plank wooden bridge with a railing over a stream to follow the faint path.

43. In 35 meters at a three-armed footpath and byway post, *turn left* on to the restricted byway. In 150 meters, *bear right* onto a wider car wide track coming from the left, basically continuing in the same direction. In 80 meters, you reach a four-way junction with a marker post where you continue straight ahead on the restricted byway along the right-hand edge of a wood (Verdley

Wood) – apparently haunted by a ghost of the last wild bear killed in England – with an ancient stone estate wall to the left with trees periodically growing from the moss covered stonework. In 400 meters, ignore a footpath joining on the left and in a further 75 meters after emerging from the woods on the left-hand side of a garage, continue uphill on a gravel driveway which in 30 meters becomes a more defined tarmac drive.

44. In a further 80 meters, *turn left* on the lane and the recommended lunch pub the **Duke of Cumberland** will be on the right-hand side in 50 meters. Enjoy your lunch – preferably in the extensive garden with views back to the Black Down.

45. Leaving the pub *turn right* and follow the lane steeply uphill from the pub. In 220 meters, where the lane turns sharp right, *continue straight ahead* through a gap in a wooden fence with a footpath marker on a post still heading steeply uphill. In 400 meters the path begins to level out by a footpath post on the right. In a further 250 meters, go over a stile to the left of a metal field gate into an open green space. Continue across this field by veering slightly to the right to pass to the left of a line of utility poles with tremendous views to the left (after 100 meters) across to the Black Down and down to the valley you traversed earlier (if you look carefully, you can even follow a large portion of the morning route). In another 90 meters go through a wooden gate into Verdley Farm and continue in the same direction along a farm track to the left of some stables.

46. In 40 meters, *turn right* with the farm track just past the stables, following a footpath sign on a post to the left. Continue through the stables passing through a double wooden field gate in 50 meters to continue in the same direction along the farm track with polo practice fields to the right and horse pastures and exercise facilities to the left.
47. In 190 meters, *fork left* at the triangular green onto a lane in 20 meters.
48. In 100 meters, **you have a choice**:
- for the afternoon short cut and most direct route to Midhurst (saving you just under 2 miles (and just over 3 km)), *turn right* to follow the marked footpath into a coppiced wood and pick up the **Afternoon Short Cut** instructions below after the main walk instructions; or
  - to continue with the main walk, continue in the same direction down the lane.
49. In 200 meters ignore the fork to the left to continue down the tarmac lane and in a further 420 meters cross a lane to continue ahead to the right of a metal field gate following a public bridleway signpost up a rutted track. In 30 meters continue ahead towards and past a large “Public Right of Way” sign, ignoring paths to the right and left.
50. Continue along this wide track ignoring ways off – in 130 meters ignore a track joining from the right to carry on ahead, then in a further 220 meters cross a track to continue in the same direction following the bridleway arrow on a post to the left ignoring ways off. In 240 meters cross over a wide path to carry on ahead, passing a public bridleway marker on the right. In a further 40 meters emerge from the woods into the right-hand side of a field with fine views of the South Downs to the right. Continue ahead along the right-hand side of the field.
51. In 260 meters, at a junction with a farm track, *turn left* towards a four-armed footpath signpost and in 15 meters *veer right* with a wide track to continue in roughly the same direction as before.
52. In 470 meters, at a four-arm bridleway signpost and bench on the left, *turn right* down a grassy holloway, now with fine views of the South Downs straight ahead. In 40 meters ignore a footpath to the right to carry on ahead and in 80 meters you pass the garden wall of Upper Vining Farm on your right. Carry on straight ahead past the entrance to Upper Vining Farm.
53. In 25 meters carry on ahead through a four-way junction of footpaths and bridleways and 10 meters after the junction, *bear slightly right* to head downhill, on a narrow sunken path with trees on either side. Continue ahead on this holloway, crossing another farm track in a further 400 meters and ignoring a narrow path into a field to the right in a further 200 meters.
54. In a further 150 meters, where the path divides at a three-armed bridleway signpost, *take the right fork*.
55. In 50 meters *turn right* with a footpath at a three-armed signpost on the left (sometimes obscured by overgrown trees and bushes in the summer) and in a further 10 meters enter a field. Keep to the right-hand edge of this field, reaching a field corner with a two-armed footpath signpost in 160 meters,

where you *turn left* to continue along the right-hand edge of the field.

56. In 150 meters, at the end of the wooded strip on the right, *turn right* towards a stile in 15 meters. Cross the stile and continue half left down an avenue of newly planted lime trees to enter the **Cowdray Estate**. In 300 meters, the path passes to the right of a large tree (*Note: The strangely shaped squat tree about a hundred meters to the right is the Queen Elizabeth I Oak, a tree of significance with a diameter of 3 meters under which QE I allegedly took cover during a rain storm*) then to the left of a fenced in pond. Follow the fence line around the left-hand edge of the pond.
57. In 50 meters, *veer away* from the pond's fence line towards a kissing gate to the left of a field gate.
58. In 50 meters, pass through the kissing gate and *veer right* to follow a path along the floor of a shallow valley dotted with some occasional trees (and carpeted with bluebells in season).
59. In 210 meters, at a three-way footpath junction, *fork right* through some trees heading gently uphill. In 100 meters emerge from the woods onto the fairway of a golf course (with play right to left) and continue carefully ahead passing a two-armed footpath signpost in 50 meters on the far side of the fairway. Carry on straight ahead across the golf course following occasional footpath signposts, carefully crossing each fairway that you reach. In about 120 meters pass a footpath signpost, cross a fairway (this will be the third one crossed with a green to the left) and in 65 meters on the far side of the fairway continue in roughly the same direction as the footpath dips down into a valley on a more distinct dirt track with some trees on the right and left. Carry on ahead along a car wide dirt track. In about 150 meters cross over another car wide track to continue in the same direction following a two-armed footpath post on the left through some small trees. In 30 meters cross the last fairway to enter into some woods following a yellow footpath marker. In 50 meters go through a wooden kissing gate to continue in the same direction across a large arable field.
60. In 155 meters, on the far side of the field, *turn left* onto a permissive footpath at a four-armed footpath sign to carry up between an avenue of grand old trees (sweet chestnuts) on **The Race**. In 660 meters, cross a stile to the right of a metal field gate to carry on ahead along a track with a grassy field on the left, here **you have a choice:**
- a. to make a detour to visit the charming buildings of **Easebourne** with their distinctive mustard yellow windows and woodwork, by turning right through a wooden gate in 10 meters to follow a lane about 60 meters down to the main street of Easebourne with its pub about 60 meters down the main street on the left. When finished exploring retrace your steps and continue with the walk or continue to the A272 and turn left to rejoin the instructions at point 61.
  - b. to continue the walk, continue in the same direction along the track and in 90 meters go through a

wooden gate to the left of a double wooden vehicle gate to reach the busy A272.

61. *Cross the A272* to follow the public footpath down the Cowdray Estate Road signed for the Cowdray Park Farm Shop and Café, passing to the left of the impressive **Easebourne Priory** buildings. In 85 meters, at a right fork, either *fork right* to the **Cowdray Farm Shop Café** for a possible **tea stop**, otherwise *continue straight ahead* along the tarmac drive with polo fields on the left. In 75 meters a footpath joins from the left (the incoming route of SWC 48 – Haslemere to Midhurst via Lurgashall) and in 30 meters go through or around a double wooden gate to continue in the same direction on the tarmac drive which becomes a gravel track in 40 meters (ignoring the tarmac fork to the left). In a further 220 meters go to the right of a double wooden gate to carry on along a shingle track in the same direction on the right-hand side of a wooden fence. In 200 meters go to the right of a double wooden field gate to continue in the same direction onto a gravel drive.
62. In 20 meters *take the left-hand fork* on a car wide gravel track with **Cowdray House ruins** visible ahead on the left. Continue along for 80 meters to a tarmac drive where you carry on ahead with a footpath sign on the left. In a further 140 meters, you arrive at the front of the **Cowdray House**, a fortified Tudor courtier's house, on the left-hand side. At the impressive metal gates, *turn right* to cross the Rother River, passing through first a metal gate; then a wooden gate. Once across the river, you have **a choice**:
- a. for a shortcut to the bus stop, *continue straight ahead* down the wide track for 330 meters emerging into the **Midhurst bus terminus** and *return to Haslemere on Bus 70*; or
  - b. to explore **Midhurst**, *turn left* on the faint footpath immediately after crossing the Rother and follow this path on the right-hand side of the river which in 120 meters curves to the right and in a further 60 meters continue in the same direction passing through a wooden kissing gate.
63. In a further 25 meters where the riverside path swings to the left at a three armed footpath post *continue straight ahead* uphill on a stepped path, now leaving the riverside footpath. At the top of the steps (ignoring a path to the left on the way), the path levels out and in 20 meters you reach a clearing with several large trees on your left with the low stone remains of **Midhurst Castle** visible. Continue on, following the hedge to your right as it curves gently to the right. In 70 meters, pass through a wooden gate onto a road (Court Green St. Anne's Hill). Go down this road and in 70 meters you reach another road which you cross to arrive at the market square of **Midhurst** with a church (St. Mary Magdalene of St. Denys) on the right, **stock & pillory** to the left and a few further tea and beverage options (**Garton's Coffee House** around the left of the building, **The Swan Inn** opposite the square, **The Spread Eagle Hotel** to the left of it).
64. To explore Midhurst further or find further refreshment stops, cross the market square to continue to the left of The Swan Inn on

West Street, in 90 meters turn right along a small road (Wool Lane) by **The Bricklayers Arms** on your right and in 75 meters reach **The Wheatsheaf Inn** on your left at a junction with a main road (North Street).

65. Leaving your preferred post walk refreshment venue find your way to the Wheatsheaf Inn following the route in point 64 above and, from The Wheatsheaf, head straight down North Street (i.e.: continue in the same direction) for 300 meters to reach the **Midhurst bus terminus** on the right-hand side. *Catch the 70 bus to Haslemere Station.*

### **Alternate Lunch Pub Diversion (adds 1.0 km)**

1. In 30 meters, walk through a wooden gate and *turn half left* going slightly uphill across an open grassy field towards another wooden gate becoming visible at the crest of the hill. In 70 meters, walk through the wooden gate and in a further 5 meters go through a gap in a wire fence between two wooden posts to follow a small path left through the trees, again on the left hand side of a stream.
2. Follow this gently winding path for 350 meters (ignoring all ways off and passing through a light clearing) until you arrive at a private sign with a clearing ahead and a footpath marker post on the left with a green arrow. *Turn left* to follow the path uphill in the direction of the arrow. In 30 meters go through a wooden gate to emerge into a large grassy field. Carry on straight across this field in the same direction towards a hard to see stile in the opposing fence directly across the field. In 75 meters, cross the stile to continue ahead through some light woods until you reach a wooden fence directly ahead of you in 25 meters.
3. When you reach the fence, *turn right* to follow a footpath that runs next to the fence. In 270 meters, you go through a wooden gate to arrive at a busy road with the **Kings Arms pub** directly across the road. Cross the road carefully and enjoy your lunch.
4. After lunch, leave the pub by its driveway and *cross* the busy road. *Turn right* to walk along the grassy verge of the road.

5. In 80 meters *turn left* down a side road sign-posted for Henley. Continue along this quiet road as it curves to the right in 130 meters.
6. In 440 meters *turn left* at a footpath sign onto a gravel car-wide track.
7. In 330 meters, when you reach a green barrier, *turn right* at a four-armed signpost to follow a restricted byway and to rejoin the main walk instructions at point 43 (third sentence).

### **Morning Shortcut**

1. In 100 meters, just before a large house with some faux timbers named “Loneside”, *turn right* to proceed along a tarmac path between fences just past the driveway to house number 39, initially gradually uphill, then more steeply up steps, crossing a residential road in 150 meters. Ignore a footpath to your left after 180 meters to continue ahead.
2. In 160 meters after passing some athletic fields to the right, *turn left* when you reach a road.
3. After 30 meters, *turn right* just past a gravel drive at a sign-posted public byway which you follow as it gradually descends to pass a house called The Stables on the left after 450 meters shortly after joining a footpath from the left where you curve around to the right to follow a wider gravel drive.
4. In 60 meters *turn left* along a car-wide track which immediately crosses a stream and, in 10 meters further, pass through the entrance gates of “Valewood Farmhouse”.
5. In 250 meters (about 100 meters after passing Valewood Farmhouse on the left),

*fork left* up an unmarked car-wide dirt track which curves uphill to the left almost back on yourself, passing in 30 meters a **National Trust Valewood Park** sign with a Serpent Trail marker and a wooden gate on your right to reach another wooden gate further ahead in 40 meters.

6. Pass through the wooden gate and *immediately turn right* to follow the public bridleway path straight up the right-hand side of the hill with a wooded strip to the right. In 130 meters, pass through a double wooden field gate beside a three-armed signpost to continue in the same direction following the Serpent Trail and Sussex Border Path markers heading for the crest of the hill, your direction 155° initially. In 300 meters, pass through a wooden field gate beside a three-armed signpost to bear left following the Serpent Trail and Sussex Border Path on a clear path. After 70 meters, this path veers slightly to the right and begins a slight ascent.
7. In 230 meters, you pass through a wooden gate and, at a footpath sign post 15 meters ahead, you *veer towards the right* (due South) still following the Serpent Trail and Sussex Border Path to follow a faint winding path through woodland with a wire fence sometimes visible to the right (i.e. ignoring the broader path going directly ahead).
8. In 400 meters at a footpath post on the right (about 10 meters before a wooden gate), *fork up left* to follow Serpent Trail and Sussex Border Path.
9. In 180 meters, *turn right* on a wide forest track to follow the Serpent Trail and Sussex Border Path markers. In 70 meters pass through a wooden field gate beside a four-

armed signpost to continue in the same direction still on the Serpent Trail and Sussex Border Path. In a further 220 meters ignore a car wide track on your right and in another 240 meters ignore another wide track on your left to continue ahead.

10. In 220 further meters at a three-way junction, *turn right* on a public bridleway continuing to follow the Serpent Trail (and ignoring the turn off for the Sussex Border Path) soon reaching the crest of **Black Down**. In 280 meters, you pass a bench on the right next to a memorial toposcope of the open views of Hampshire, Surrey and Sussex to the west. Continue in the same direction ignoring ways off, soon passing another bench and footpath on your left. Ignore a path to the right in 160 meters and in a further 250 meters, ignore an unmarked path to your left.
11. In 90 meters, *bear left* at a four-way footpath junction, marked with a two-way signpost. Continue uphill ignoring ways off, passing a bench on your left. After 120 meters, at a cross paths marked by a three-way bridleway signpost, continue straight ahead in the same direction following a sign for the Temple of the Winds.
12. In 35 meters, join another footpath from the left to *bear right*. In 50 meters you arrive at the **Temple of the Winds** viewpoint where you pick-up the instructions for the main walk at point 26.

### Afternoon Shortcut

1. Continue downhill on the footpath through the coppiced wood. In 100 meters at a footpath post on the left, ignore a right fork

to continue ahead. In a further 100 meters continue straight ahead now entering into a pine forest. In 120 meters continue straight ahead across a track to the right of a Public Right of Way sign. In 100 meters where a track joins from the left, continue straight ahead slightly downhill on a rutted track. In 100 meters at a two-armed footpath post on the right, cross a car-wide track and continue ahead to the right of a wooden shed with a corrugated roof and left of a small wooden house to carry on in the same direction now in a slightly more open space in the woods.

2. In 200 meters as the path approaches a large open field, *turn left* at a two-armed footpath post.
3. In 60 meters at a footpath post on the right-hand side *veer right* along a narrow path towards an open field visible ahead. In 20 meters, you emerge from the woods into the field to veer right across a large field along a usually well-cleared path (your direction 201°) with fine views ahead to Midhurst below in the valley and the South Downs rising in the distance. In 220 meters continue in the same direction on a farm track now between fields. In 70 meters pass underneath a high voltage utility line and continue in the same direction initially between fields then along the left-hand side of the field on a farm track.
4. In 300 meters the track leaves the field and in a further 30 meters it curves around slightly to the right down to a sunken lane where, in 20 meters, there is a four-armed footpath post on the left-hand side. *Turn left* onto this sunken lane (Wick Lane) and continue ahead downhill on it. In 350 meters where Wick Lane makes a sharp turn to the left (*note that this could look more like a crossroads as a track also goes off to the right*), continue ahead following a public footpath sign on the right to emerge in 55 meters into a field. Continue straight ahead on a grassy path between arable fields. In 260 meters at a three-armed footpath sign on the left, continue ahead in the same direction.
5. In 130 meters, as you approach the end of the field, follow the footpath *around to the left* following the footpath arrow on a post. In 20 meters, *veer half right* on a faint path heading towards a gap in the bushes on the field boundary.
6. In 20 meters pass through the gap in the bushes to emerge onto a track with some allotments beyond, *turn left* onto this track to carry along the track with the allotments to the right. In 120 meters, at the end of a cemetery on the right-hand side, you merge onto a tarmac lane to continue in the same direction.
7. In 150 meters you emerge onto the main street of **Easebourne** with its charming buildings – all with mustard yellow colored windows, doors and woodwork – where *you turn right*. If interested in stopping by the **White Horse Pub**, it is 60 meters along this main road to the right. You can then rejoin the main instructions at point 61 by walking a short distance along the A272 on leaving the pub (turning left when facing the A272).
8. To continue without exploring Easebourne, in 10 meters *turn left* onto a small lane with a sign for Cowdray Hall a further 20 meters along on the right. Continue along this lane slightly uphill.

9. In 40 meters where the lane swings sharply left, *continue straight ahead* through a wooden gate to emerge into a playing field in 10 meters and *turn right* along a wide path. In 75 meters go through a wooden gate to the left of a double wooden vehicle gate to reach the busy A272 to join the main walk instructions at point 61.