

Morning of main walk last checked	Afternoon of main walk last checked	a) Valley Ending last checked	
24 September 2016	24 September 2016	12 August 2016	
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Hassocks to Upper Beeding

Devil's Dyke and the South Downs Escarpment

Length: **Main walk** 16.4km (10.2 miles)

a) Valley ending 18.5km (11.5 miles)

Toughness: 7 out of 10

Maps: OS Landranger 198, OS Explorer Map: OL11 (formerly 122)

Features

It is a matter of opinion which is the finest view in south-east England, but the amazing panorama from Devil's Dyke on the South Downs escarpment must be a strong contender. Such beauty comes at a price, however, and the area immediately around the viewpoint can be exceedingly busy on a fine weekend. No matter: the South Downs afford numerous less-frequented viewpoints, and this walk introduces you to several of them, including tranquil Wolstonbury Hill and Edburton Hill.

The morning of this walk, in particular, is a delightful sequence of climbs and descents on slopes covered by rare chalk grassland. In the afternoon – somewhat easier on the leg muscles, though still with a couple of short uphill sections – you follow the South Downs Way for a little while across Fulking Escarpment, before descending into the riverside village of Upper Beeding for tea.

Walk options

a) Alternative ending via the valley: This slightly longer ending to the walk (an additional **2.1km/1.3 miles**, making a total walk of **18.5km/11.5 miles**) avoids civilisation all the way into Upper Beeding. It takes you on a dramatic route down the front of the Downs, with magnificent views, and then across tranquil water meadows and pasture to Upper Beeding. Note, however, that this way can be waterlogged in winter, and so is not recommended from October to March.

On Saturdays, Sundays and public holidays (daily in July and August) you can do either the morning or afternoon of the walk as a separate outing using bus no.77 from Brighton. Both halves of the walk are **8.2km (5.1 miles)**, unless you use option **a) Alternative ending via the valley** in which case the afternoon half is **10.3km (6.4 miles)**. For bus details see **Transport** below.

Transport

Two trains an hour go from **London Bridge** to Hassocks from Monday to Saturday (journey time 54 minutes) and there is also an hourly fast train from **Victoria**. On Sunday there is one train an hour from London Bridge and one from Victoria. Take the train nearest to 9.20am to get to lunch in time. The best ticket depends on which option you take to return from Upper Beeding: see below.

To return from Upper Beeding, there are two options:

- On Mondays to Saturdays only you can get **bus number 100** from Upper Beeding to **Burgess Hill** station, which is one stop up the line (London-bound) from Hassocks. This goes hourly at 08 minutes past the hour until 6.08pm and takes 40 minutes. There is no Sunday service. If taking this option your train ticket only needs to be a **day return to Hassocks**.

- At other times - until up to 11pm Mondays to Fridays, until 7.40pm on Saturdays and until 6.40pm on Sundays - you can take **bus number 2**, which runs to **Shoreham-by-Sea** station hourly. To check times call 01273 886200 or see www.buses.co.uk. From Shoreham there are two direct trains an hour to London Victoria from Monday to Saturday and one an hour on Sunday (journey time 1 hour 15 minutes); change at East Croydon to get back to London Bridge. If doing this option your train ticket needs to be a **day return to Shoreham-by-Sea** (NOT Shoreham, Kent).

On Saturdays, Sundays and public holidays (daily in July and August) **bus number 77** goes hourly from **Brighton's main railway station** to **Devil's Dyke**. The first bus from Brighton is at around 10am, and the last bus back from Devil's Dyke is at about 6pm in winter, or as late as 8.30pm in summer. To check times call 01273 886200 or look on www.buses.co.uk.

If you're **driving**, park at Hassocks, returning at the end of the day by train from Shoreham, changing at Brighton.

Lunch and tea places

Wildflour Cafe 1.6km (1 mile) before the Devil's Dyke pub, this farmyard refreshment kiosk with tables pleasantly arranged around a courtyard, serves cakes, cream teas and hot food such as dahls and chillis, all vegetarian or vegan. It is open 10am to 5pm (at least in summer) Tuesdays to Sunday.

Devil's Dyke pub *Devil's Dyke Road, Poynings, BN1 8YJ (01273 857256, www.vintageinn.co.uk/thedevilsdykebrighton)*. **Open** 11am-11pm Mon-Sat; noon-10.30pm Sun. **Food served** noon-10pm Mon-Sat; noon-9.30pm Sun. 8km (5 miles) into the walk, on the lip of the South Downs escarpment, this large pub is always busy but very efficient. On a fine summer weekend it can be a positive advantage to turn up after the lunchtime rush. It is the recommended lunch stop for the walk.

Kings Head, *High Street, Upper Beeding, BN44 3HZ (01903 812196)*. **Open** 11am-3pm, 5-11pm Mon-Fri; 11am-11pm Sat; noon-10.30pm Sun. **Food served** noon-3pm, 6-9pm daily. This pub is conveniently situated for tea at the end of the walk, and has quite a large garden, though it is well hidden out the back.

Castle Inn Hotel *The Street, Bramber, BN14 3WE (01903 812102, www.castleinnhotel.co.uk)*. **Open** 11am-11pm daily. **Food served** noon-2pm, 6.30-9.30pm Mon-Sat; noon-3pm Sun. This pub cum hotel was advertising "barista coffee and tea, drink-in or takeaway" in summer 2016.

Old Tollgate Restaurant & Hotel *The Street, Bramber, BN44 3HZ (01903 879494, www.oldtollgatehotel.com)*. **Open** noon-9pm daily. **Food served** noon-2pm, 6-9pm daily. This hotel in Bramber, down the road from Upper Beeding (see above), serves cream teas from 2-6pm, so long as it is not catering for a private function.

Picnic: This walk affords many excellent places for a picnic, such as Wolstonbury, the Devil's Dyke area (especially the escarpment in front of the pub, with its broad views) and Edburton Hill.

WALK DIRECTIONS

1. At Hassocks station, leave platform 2 (the platform you arrive at from London) and walk out across the station car park
2. In 60 metres, opposite the Hassocks pub, turn right down a path between houses signposted South Downs.
3. Cross the main road and turn right. In 80 metres, **shortly before the railway bridge, [!] ignore an earth footpath signposted to the left**, but turn left up stone steps 5 metres beyond it onto a footpath that follows the railway embankment to the right.
4. Stay on this path, ignoring ways off to the left. In 400 metres there is a wood to your left, and in 300 metres more an open field on the same side (initially obscured by a hedge in summer).
5. In another 150 metres, at the end of the field, turn right on a brick bridge over the railway line.
6. At the end of the bridge carry straight on for 15 metres to cross a stile (hidden from view till the last minute). Keep straight on beyond, with a mature wood to your right and a field with young trees (a woodland burial site) to your left.
7. In 170 metres, at the end of the field, pass to the right of a green metal gate. In 20 metres more veer left off the gravel track onto a fenced-in signposted footpath, and follow this for 100 metres to a road.
8. **[!] Cross this road with care.** At times it may look like a quiet country lane, but it is a main road, and traffic can appear suddenly over the hill to the right.
9. Turn right onto the road for 30 metres, and then go left on a farm track following a green footpath sign. In 15 metres cross a stile to the right of a fieldgate and keep on along the right-hand edge of the field.
10. In 150 metres cross a stile into the next field and go straight ahead up the left-hand edge of the field, ignoring a faint path that forks half right.
11. **[!] In 90 metres, 30 metres before you get to the end of the field, as the hedge to your left gives way to trees, cross a stile to your left. Turn right beyond it into a wood.**
12. In 50 metres cross a V shaped stile and turn left onto a car-wide path.
13. In 100 metres you come out past a barn into a small open space with a pond to the left. Here go straight on past a farmhouse and on up a gravel drive to the right of it.
14. In 230 metres this brings you out onto a road where you turn right. In 100 metres at the brow of the hill you get a good view ahead left of Wolstonbury Hill, which you are about to climb.
15. Stay on the road as it descends into a dip - a distance of 200 metres - and then turn left up a tarmac drive, marked PRIVATE but also signposted as a footpath. In 80 metres the drive curves half right past a converted barn. Just beyond this leave the drive to go straight on through a gap to the right of a wooden fieldgate and on up the rough track beyond with a house to your left.
16. The track takes you up the edge of a wood until in 250 metres the trees end to your left. In another 70 metres ignore a metal gate and a V-shaped stile straight ahead, and instead follow the track to the right for 15 metres to a junction.
17. Ignore the car-wide track to the left here, and instead go half right through a wooden gate to the right of a metal fieldgate to emerge onto the open hillside. Follow the broad grassy path straight ahead up the rounded **Wolstonbury Hill**.

It used to be assumed that **Wolstonbury Hill** was an Iron Age (600-100 BC) fort, but research has cast doubt on that. The fact that its earth rampart is outside of the ditch not the other way round suggests that it may in fact have been a stock pen for keeping cattle or other livestock in. However it is at least ancient, dating back to the late Bronze Age.

18. In 300 metres the path crosses a stile and continues on upwards a bit more steeply. Be sure to look back on this ascent for fine views of the Jack and Jill windmills (Jack, the higher one, now sadly being demasted) and the downs above Hassocks.
19. Near the top of the hill, cross a low ditch and rampart, which probably marks the boundary of an ancient cattle pen. Go straight on for 100 metres, still climbing gently to reach the summit, marked by a concrete trigonometry post. A fine view presents itself. The distant hill straight ahead topped by telecommunications masts is Truleigh Hill, which you will visit mid-afternoon
20. Keep straight on from the trigonometry post. In 80 metres cross the far rampart of the ancient cattle pen and keep straight on down the slope.

21. In 60 metres a large depression (a former quarry?) appears on your right. The path skirts this as it carries straight on downhill.
22. In 100 metres cross a stile to continue straight on down a steep bank. Beyond this veer slightly right with the path to cross a ditch in another 100 metres.
23. On the far side of the ditch, keep straight on to merge with a car-wide path coming from the left in 70 metres. Follow this and where it divides in 80 metres take the fork curving left into the scrub.
24. In another 80 metres pass through a gate and turn left onto a bridleway between bushes.

Hard though it is to believe it now, in their natural state the **South Downs** would have been thickly forested like the rest of England. The first clearance was in the Neolithic period (the Stone Age), when the Downs were favoured by settlers for their easily cultivated soil and defensive advantage. Later the Downs were more used for animal pasture, creating unique chalk grasslands. Grazing kept the grass short, enabling a wide range of wild flowers to grow. During the Second World War and with the advent of modern farming, large areas of the downs were ploughed up to grow cereals, The remaining pastures were often neglected, allowing the spread of bushes and reducing wild flower populations. Conservation efforts today tend to focus on reintroducing grazing to the remaining grasslands: the sheep or cows you see on this walk are thus very much workers in the environmental cause.

The **South Downs Way**, created in 1972, was the Britain's first long distance bridleway. Many of the paths it uses, as well as the broad paths that climb slantways up the front of the Downs escarpment to join it, were originally drove roads for moving livestock herds.

25. Carry on along the bridleway for about 800 metres until it merges with a car-wide track coming from a gate to the left. This descends gently and in 300 metres comes to the village of **Pyecombe**, where it becomes a road. After 150 metres on the road you come to the A23 dual carriageway which you cross on a footbridge.
26. On the far side of the bridge, go straight on up a stoney path ahead, ignoring a tarmac pedestrian and cycle path left and right. In 30 metres pass through a wooden gate, and in 20 metres another, and carry on up a path fenced off from a large field right.
27. In 300 metres pass through a field boundary (with two broken gates currently, which might at some point be restored) and carry on climbing steadily upwards along the curve of the hill, heading to right of the trees 150 metres ahead.
28. In 350 metres or so the path peters out but carry on in the same direction, aiming for the top right-hand corner of the field in another 250 metres. Here pass through a line of scrub via a wooden gate in the field corner.
29. A broad grassy expanse of hilltop now opens out in front of you. Keep more or less straight on across this on a faint path that soon becomes more distinct.
30. In 250 metres there are trees/scrub downhill to your right. In another 170 metres the path goes downhill through a strip of wood.
31. In 60 metres you emerge from the wood to cross open grass for 50 metres, then carry on downhill on a grassy track with a hedge to your left.
32. In 100 metres merge with a stone track from the left and in 20 metres with another from the right. In 20 metres more you come to a track T-junction with a four-armed footpath sign. Go right here, passing through a wooden gate to the left of a fieldgate in 20 metres.
33. Beyond the gate you emerge onto a car-wide drive, first concrete and then gravel. Keep straight on down this.
34. You pass two houses right and a farm building complex left, ignoring a farm track that turns left into the farm buildings at a point roughly between the two houses.
35. 80 metres beyond this there is another track curving into the farm complex (leading to the **Wildflour Cafe**, a possible lunch or tea stop). Passing this, keep straight on, slightly uphill on a car-wide track.
36. In 30 metres pass through a wooden fieldgate, and **[!] in another 40 metres, fork half left off the track**, following a blue arrow on a post, onto a path that descends steeply downhill.
37. In 60 metres you come to a gate, and cross a driveway to go straight ahead down another to reach a road in 40 metres.
38. **Cross the road with care** (some fast traffic) and turn right. In 30 metres turn left down the steep bank and cross a stile.
 - **The original route of the walk**, which took you to the bottom of Devil's Dyke,

turns right here, down the tarmac track to the right. In 170 metres, 40 metres past a mini-pylon, fork left off the tarmac track onto a grassy path, and then downhill to a stile in the far right-hand corner of the field. Descending 40 metres through a wood then brings you to a T-junction, where you go left on a broad track. In 100 metres you come to the start of the Devil's Dyke valley. Here fork left to take the path which climbs up the valley side. In 150 metres rejoin the main walk directions in paragraph 40 below.

- **However, the new recommended route** (shorter and less strenuous, and still with great views of the Dyke) is to turn left (after crossing the stile at the bottom of the bank just after the road) towards the end of a fence 50 metres away (obscured by nettles in summer). Beyond the fence, turn right, keeping straight ahead along the contour of the hill on a faint path (with the fence initially to your right, but soon curving away). Continue with the directions in the next paragraph

39. In 250 metres you pass over the saddle of the ridge and in 70 metres more you come to a stile, from where there is a fine view of **Devil's Dyke** ahead. Cross the stile and keep straight on uphill on a broad grassy shelf. In 200 metres this merges with a broad path rising up from the right.

Devil's Dyke is a steep sided valley, characteristic of the South Downs, and caused by water erosion. The legend is that it was an attempt by the Devil to dig a channel to the sea in order to flood southern England and prevent the spread of Christianity. (If so, he was digging in the wrong direction). A local farm woman scared the Devil away by lighting a candle and setting her cockerels crowing.

40. Ignore ways off. In 400 metres ignore a path forking up to the left to the lip of the valley. In another 150 metres, when the path you are on finally climbs over the lip of the valley, turn right along the edge of the valley (any path will do and you may have to divert around bushes at times).
41. Keep as closely to the edge as you can and in 200 metres the bushes fall away. In another 200 metres more you come to the head of the valley and a footpath crossroads.
42. Go straight across this and on up the slope beyond to pass through a gate 50 metres up the hill. Beyond this keep on uphill,

ignoring side paths. In 100 metres climb a small bank into the car park of the **Devil's Dyke pub**, a possible lunch stop. The viewpoint is on the far side of the pub. The bus stop is immediately to your left.

43. After lunch emerge from the pub and facing the view (ie north) turn left along the escarpment. In 50 metres pass through a kissing gate and in 120 metres pass over a low ridge of earth.
44. In 150 metres more keep to the top of the ridge as it curves right, ignoring a path that slants down along the escarpment edge to the right. In another 100 metres pass through a metal gate and keep on along the main path as it passes over the top of the hill and descends the far side.
45. In 600 metres you pass through a gate at the bottom of the dip. In another 80 metres the path diverges, with an earth and gravel track left and a fainter grassy one to the right. Take the right fork towards the top of an electricity pylon visible over the rise ahead.
46. In 300 metres this path descends to pass under the line of pylons and rejoin the main path. Almost immediately, you pass through a gate to the right of a metal fieldgate.
47. The main path now curves left on a broad stony track, and most other walkers follow it. But **the recommended route** - much better and less extra effort than it appears from this vantage point is to climb straight up the green hill in front, heading for a clump of trees on top of it, if you can see them.
48. Near the top of this hill - **Edburton Hill** - you can see a few trees, and beyond that a gap in the fence (formerly a stile) leads you into an fenced enclosure which surrounds the remains of earthwork defences. This is a fine peaceful vantage point to sit and contemplate the scenery. There is only one entrance to the enclosure, so to carry on, cross back over the stile and follow the fence around to continue in your former direction, with the escarpment to your right.
49. Keep on across the top of this broad grassy hill, heading for the three communications masts on Truleigh Hill. In about 200 metres the dip that separates Edburton and Truleigh Hills comes into view and you can see the main path curving in from the left to a gate, another 300 metres or so away.
50. Walk down to the gate, pass through it and follow the main car-wide track as it curves left and then right to climb to the top of

Truleigh Hill. There is a good view of the sea to the left on clear days: if you turn round as you climb this path you can also get a final view of Wolstonbury Hill.

51. In 600 metres, at the top of the hill, remain on the broad track as it crosses the top of the hill towards some houses 250 metres further on.
52. 80 metres beyond the start of these houses ignore track to the left marked by a footpath sign to carry straight on downhill.
53. In 100 metres ignore another track to the left, to carry on downhill towards what looks like a white house with pine trees to its right 180 metres away. This turns out to be the Youth Hostel, and is in fact made mostly of brick.
54. Past the hostel the track passes under trees. After you emerge from them in 150 metres the track becomes a tarmac road, and shortly afterwards on your right-hand side you see a wooden gate just beyond a rusted double fieldgate, marked by a two-armed footpath sign.
 - At this point to take option **a) the Alternative ending via the valley** follow the directions on page 7. Note that this route is not advised during winter, when the low lying areas it crosses can be flooded. By this route it is **5.3km (3.3 miles)** from to Upper Beeding, as against **3.2km (2 miles)** by the main walk route.
 - Otherwise **to continue on the main route**, ignore the footpath to the right and carry on along the road. Continue with the directions in the next paragraph
55. In 500 metres cross a stile to the right, a signposted footpath. Descend directly downhill for 70 metres to a line of thickets where the ground falls away sharply. Turn left here, following the edge of the escarpment as it curves to the right, gently descending.
56. In 350 metres pass through a kissing gate and through a line of shrubs. Beyond merge with a path in a cutting, and then in 20 metres turn right through a gate onto access land. Keep straight on along a well-defined path that gently descends along the curve of the hill following a fence.
57. In 350 metres the path enters an area of scrub, and in 80 metres passes through a gate. In another 15 metres, turn right at a T-junction with a track, heading downhill.
58. In 500 metres turn left on a main road. In another 500 metres you come to a mini roundabout, beyond which is a pub, the

Rising Sun. Here turn right past a petrol station, down High Street.

59. 50 metres beyond the petrol station, at the next mini roundabout, go left. You are now on the number 100 and number 2 bus routes, and just beyond the mini roundabout, on the right-hand side of the road, is the first possible bus stop.
60. For tea, stay on the road through **Upper Beeding** village. In 300 metres you come to the **Kings Head** on your left, a possible tea stop. There is another bus stop on the opposite side of the road to the pub.
61. For more tea options, carry on past the Kings Head, across the bridge over the River Adur, into the pretty and historic village of **Bramber**, dominated by its ruined Norman castle.

Bramber Castle once dominated a huge estate in the south of England and was originally on an inlet of the sea. Built shortly after the Norman Conquest in 1066, it was one of five key castles that guarded strategic valleys leading down to the south coast, and thus protecting William the Conqueror's supply lines to Normandy, the others being Hastings, Pevensey, Lewes and Arundel. Occupied by the de Braose family, it fell into disrepair after the family died out in 1394. It is now open to the public (free entry: no fixed hours). There is not a whole lot to see, but the surprisingly large site has a certain romantic air and fine views in winter (obscured by foliage in the summer). The **Church of St Nicholas** is one part of the castle that survives intact.

62. In 200 metres you pass the half timbered **St Mary's House** on your left, and 70 metres further on, the **Castle Hotel and Inn** on the left, with another bus stop opposite for the number 100 and number 2 buses. 150 metres further on, also on the left, is the **Old Tollgate Restaurant and Hotel**, a possible alternative tea stop.
63. To visit **Bramber Castle** cross the road from the Old Tollgate and climb the path to **St Nicholas's Church**. The entrance to the castle is immediately beyond it. To get to Burgess Hill or Shoreham stations return to the bus stop opposite the Castle Hotel.
64. **Once on the number 2 bus**, you pass for a short period through open county, then under the Brighton bypass into Shoreham. You know you are getting close to the station when you pass down the substantial shopping street of Shoreham High Street, after which you see Shoreham harbour on the right. Just after a car showroom, also

on the right, the bus turns left up Eastern Avenue, curving back on itself. A few hundred metres after this it reaches a t-junction and goes right, almost immediately passing over the railway line on a level crossing. Get out at the bus stop just after this level crossing, and you will find yourself right by Shoreham Station, on the right side of the station for the London or Brighton-bound platform.

a) Alternative ending via the valley

1. From paragraph 54 of the main walk directions on page 6 turn right off the road through the wooden gate and follow a broad grassy path between fences. This climbs for 80 metres and then starts to gently descend.

2. In another 100 metres you come to double metal fieldgates and a fence marking out a route where an electricity cable was laid in early 2016. **Here you have a choice:**

(Note that the fences along the electricity cable route may be temporary: the situation described is as it was in August 2016.)

- For **the recommended route**, which as far as I can see is entirely on access land (and which used to be signposted as a path) see **paragraphs 3 to 6 below**. This route has **excellent views** and is recommended.
- For a route sticking to a definite **right of way** (but less scenic) pass through a gate to the right of the double fieldgates, cross the electricity cable route, pass through another gate, and turn right along the contour of the downs, ignoring any apparent path straight ahead, with the line of the cable workings 10 metres uphill to your right. In 150 metres follow the path as it curves slowly left away from the cable route on a path that gently descends around a bowl in the hillside. In 200 metres you are once again alongside the fence of the cable route, descending a spur of the hill. In 100 metres more your way ahead along the spur is blocked by a fence. Here turn right through gates to the left/right of two sets of double fieldgates to cross the line of the cable works. Beyond them descend the hill for 20 metres and pass through the **leftmost** of two wooden gates onto a bridleway that goes steeply downhill. Resume the directions in paragraph 7 below

3. **To follow the recommended route**, do **NOT** pass through the gate to the right of the double fieldgates that marks the cable route, but **turn right just before them**. Keep the fence of the cable route to your left, heading for a row of small trees 120 metres ahead.
4. Beyond the trees keep straight on, following a slight grassy bank on your right-hand side and the powerline fence on your left (or a bank downhill to your left if the fence is gone).
5. In another 250 metres, on the top of the ridge, at a footpath post, turn left downhill along the descending line of the ridge. A panorama of flat fields is visible below: **if they look flooded**, the onward route will be barred, and you should retrace your steps to the road and follow the main ending of the walk.
6. In 400 metres you have descended to a saddle between the main hill and a spur that projects out ahead of you. You are approaching fences ahead and to the right, while to your left is the fence of the cable route. Where the fence ahead finally blocks your way, ignore the double metal fieldgates crossing the cable route to your left, and instead go through the **leftmost** of two wooden gates in the right-hand corner of the field, onto a bridleway that goes steeply downhill.
7. Follow this path all the way to the bottom of the hill, where it enters a wood, turns right for 100 metres, and then turns left down to a road.
8. Turn left along the road. **[!] Take care on this road**. Though innocent looking, cars come along it at some speed.
9. In 400 metres you come to a T-junction with a main road, the A2037. Cross this with care and turn right along its far side.
10. In 50 metres you pass a house on the left named Burrells, and then 100 metres later, at the end of a tall hedge, Bramley House.
11. 60 metres further on turn left along a tarmac drive to Horton Hall, marked with a public footpath sign.
12. In 100 metres, near the end of the drive ignore a footpath signposted right and continue on towards the metal gates of a house 30 metres ahead. Pass to the right of the gates on a narrow path between wooden fences (which starts between the gates and a fieldgate to their right).
13. Follow this path as it twists and turns to the left around the garden of the house. In about 100 metres the path turns right

- through an old metal gate. Turn left here to emerge into a field corner in 15 metres. Keep on along the left-hand edge of the field, with a wire fence and the gardens of Horton Hall to your left.
14. In another 120 metres, where the garden ends to the left, turn right following a footpath sign, along the unfenced left-hand edge of the field.
 15. In 130 metres cross a stile and keep straight on, still on the (now fenced) left-hand edge of a field. In 170 metres the path stays alongside the fence as it veers left.
 16. **[!]** In another 300 metres where the fence turns full left, the path goes half right (NOT quite in the direction of the footpath sign) towards a footpath sign by a piece of old fence 70 metres away. Cross a wide water-filled ditch at this point on a car-wide earth track and turn left along the far side of the it, with the ditch now to your left.
 17. In 120 metres cross a wooden footbridge over a side creek. Beyond it bear right a bit, and in 80 metres cross another footbridge (concealed by a clump of bushes in summer).
 18. Go straight on, and in 70 metres in a field corner go through a metal fieldgate and straight ahead following a footpath sign. You can see two green farm buildings ahead: head for a point in the fence about 50 metres to the left of these, where you cross a stile after 120 metres.
 19. 50 metres beyond this the path converges with a hedge to the left and you cross a stile to continue on a path fenced off from the field.
 20. In 25 metres, turn left with this path across a plank footbridge, after which you turn right and continue in the same direction as before, between hedges left and right.
 21. In 60 metres you emerge onto a car-wide tarmac track and go right. It becomes a concrete and then a gravel track and then curves slightly left.
 22. In 200 metres, 70 metres after the track curves left, and just before it crosses a water channel (not visible in summer), there is a track to the left leading to a fieldgate. (A three-armed footpath sign on the right marks this point, but it is hidden by the bushes in summer). Go left up this track, passing a kissing gate to the left of the fieldgate in 10 metres or so.
 23. Beyond the gate, veer slightly left, following a creek on your right-hand side (not very visible in summer due to tall vegetation).
 24. In 70 metres pass through a metal fieldgate and in another 70 metres go through a gap in the hedge, crossing a stream on a footbridge.
 25. You are now on the banks of another water channel (again, not very visible in summer). Follow this as it curves slightly right, but when it curves right again in 150 metres, keep straight on, diverging from it, towards a line of scrub straight ahead.
 26. In 100 metres pass through a gap in hedges, crossing a small water channel (once again, not very visible in summer). You emerge into a broad meadow, where the path forks. Take the left fork, a path that follows the water channel to your left (once again not very visible in summer).
 27. In 60 metres the track curves left with the water channel, and shortly after this you can see the **Priory of St Peter-in-Beeding** on a low hill ahead left. In 120 metres ignore a footbridge that crosses the water channel, unless you want to go up and take a closer look at the priory.
 28. In another 130 metres climb up onto an embankment, and and turn left along the bank of the **River Adur**.
 29. Stay on this embankment for 450 metres until you come to a brick bridge over the river, which carries the main road through the village.
 30. For tea and the bus stop for Shoreham Station turn left along the road. In 100 metres the **Kings Head**, a possible tea stop, is on your right. The **bus stop** is opposite it, on the left-hand side of the road for both the 100 bus to Burgess Hill and the number 2 to Shoreham. More details on the route the number 2 bus (ie telling you where to get off in Shoreham) are contained in paragraph 64 of the main walk directions on page 6.
 31. You can also turn right at the bridge and walk into the village of **Bramber** for tea at either the **Castle Inn Hotel** or **Old Tollgate Restaurant and Hotel**: see main walk directions for details. For information on **Bramber Castle** see the panel on page 6.