

Further walk options for CW2 walk 16: Hurst Green to Chiddingstone Causeway							
Edenbridge to Toy's Hill			Ide Hill to Sevenoaks				
1 <sup>st</sup> walk check	2 <sup>nd</sup> walk check		1 <sup>st</sup> check	2 <sup>nd</sup> chk	3 <sup>rd</sup> check	4 <sup>th</sup> check	5 <sup>th</sup> check
27/5/13	18/1/14		29/3/03	3/5/03	12/10/03	19/10/03	18/1/14
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This document details further walk options for the Hurst Green to Chiddingstone Causeway Walk.

### 16b Edenbridge to Chiddingstone Causeway

A morning alternative start for the standard walk, from Edenbridge station with a gradual ascent up to Toy's Hill with wide open vistas, to then link up with the standard walk just before the lunch stop at The Fox and Hounds, Toy's Hill.

### 16c Sevenoaks Ending

An afternoon alternative end for the standard walk. Just past Ide Hill, continue in an easterly direction to Sevenoaks, mainly through woodland. This was to be the original walk ending (for a Hurst Green to Sevenoaks walk) in book 2, although it was changed as the overall walk (Hurst Green to Sevenoaks) is mainly through woodland, and it was felt that it did not provide enough contrasts.

With the above two options you have a choice:			
Walk	Distance	Directions required	Brief description
Edenbridge to Chiddingstone Causeway	17km (10.6m)	16b + book	More out in the open with some woodland walking, NE ascent to Toy's Hill for lunch, SE descent after.
Edenbridge to Sevenoaks	17km (10.6m)	16b + book + 16c	Open fields, NE up to Toy's Hill, after Ide Hill easterly woodland walking.
Hurst Green to Sevenoaks	21km (13m)	book + 16c	Easterly direction, mainly woodland walking.

# Edenbridge to Chiddingstone Causeway

These directions provide an alternative Edenbridge start for the CW2 walk 16 Hurst Green to Chiddingstone Causeway and are to be used in conjunction with the printed book "Time Out Country Walks near London – Volume 2".

**Start:** Edenbridge station

**Finish:** Penshurst station

**Length:** 17km (10.6 miles).

**Time:** 5 hours. For the whole outing, including trains, sights and meals, allow at least 8 hours 30 minutes.

**Transport and Maps:** Details in the Time Out Country Walks book – Volume 2

**Toughness:** 3 out of 10

**Walk Notes:** A morning alternative start for the standard walk, from Edenbridge station with a gradual ascent up to Toy's Hill with wide open vistas.

**Saturday Walkers' Club** Take the train nearest to **9.45am** (before or after) from **London Terminals to Edenbridge station**. There is a direct (infrequent) train service from London Bridge to Edenbridge. Other services require changing at Tonbridge\* or at Redhill.

\* Changing at Tonbridge. Ensure that you are at the front of the train close to the footbridge if the change over is only a few minutes.

## 16b Alternative walk directions for an Edenbridge start.

### WALK DIRECTIONS

#### [1] [~~Numbers refer to the map.~~]

Exit Edenbridge station along a slip road to the main road and turn left, north. After 130 metres, turn right (go by the Swan PH on right hand side) along Swan Lane, NE. In 200 metres where the lane swings to the right, fork left along a car-wide concrete (bridleway) track, your direction 60 degrees.

After 350 metres you go through some brick posts (with swans on top) passing by the buildings of Swan Lane Farm, to continue along a car-wide concrete track for a further 60 metres, to then go through a metal fieldgate into a field to go down its left hand edge, your direction 40 degrees, aiming for its bottom, and in 200 metres go over a stile (left of a metal fieldgate), to veer right along the right hand side of a field for 70 metres, to then go over a footbridge and through a metal kissing-gate and turn left up the left hand edge of the next field, your direction 30 degrees. In 330 metres at the left hand corner, go over a stile (right of wooden fieldgate) to go along the right hand side of the next field, NE.

In 400 metres at the corner of the field (with a house behind a hedgerow off to the left) go through a wooden kissing-gate to go along a fenced in footpath. In 35m join a car-wide earth track bordered by hedgerows, your direction 20 degrees. After 420 metres (having passed by a few houses along the way) you come down to a road (B269). Turn right up the road. In 60 metres, turn left along a car-wide track, your direction 10 degrees, to come out into a field to continue along a fenced-in track on the right hand side of the field. After 250 metres in the field corner, pass by a duck pond on the right hand side, to continue ahead through a wooden kissing-gate into the corner of a small field to continue along its right hand side. After 120 metres at the right hand corner of the

field, go through a wooden kissing-gate (left of a metal fieldgate) to come into the corner of a field, to go along its right hand side, bordered by a hedgerow, north. After 320 metres at the right hand corner of the field go through a wooden gate to join a car-wide byway - muddy in winter, your direction 30 degrees. [You may veer left to follow the edge of the field on the left hand side of the byway for 160 metres to avoid a section of the byway if it is muddy.] After 450 metres the byway comes up to a road. Turn left and in 30 metres turn right to go through a wooden gate (left of a wooden fieldgate) to go down a car-wide track, your direction 70 degrees.

After 600 metres go through Obriss Farm to go through a metal fieldgate to reach a footpath cross paths. Turn left, along the left hand side of a field, your direction 20 degrees, in the direction towards Toy's Hill. After 220 metres, at the left hand corner of the field, go through a metal kissing-gate into the next field and veer right, up across it, direction 30 degrees. In 320 metres, in the far corner of the field, go through a car-wide gap into the next field, to go along its right hand side for 80 metres, to then go through a metal kissing-gate to go up through a small wooded area. After 40 metres, go over a stile into a field to go up across it, your direction 350 degrees. In 150 metres at the top of the field, go through a metal gate to follow a footpath up through a wooded area.

After 400 metres you come out onto a car-wide shingle track and in 40 metres at a T-junction with a lane, turn up to the right, your direction 50 degrees. In 120 metres you pass by a viewpoint of Toys Hill Well on your right hand side. In 150 metres at a triangular green junction, turn left up a footpath. In 120 metres where the path starts to level out, veer right to continue up, your direction 340 degrees. In 110 metres at a cross paths, fork right through

a horse blocking barrier, your initial direction north. After 300 metres *go down some steps taking you into a car park*, with an NT information board about Toys Hill on the right.

*Turn left at the bottom of the steps, to leave the Greensand Way and follow the NT red footpath arrow;* your direction west.

In 120 metres you *reach a car-wide track with a footpath post ahead with red, green and orange footpath arrows to the left*. *Turn left* along a car wide track which swings to the right. In 130 metres you reach an open space with an NT information board about Weardale Manor. With the remains of the manor to your west.

Continue along the car wide track in a northerly direction. In 140 metres at a footpath post, turn right along a car wide track, your direction 60 degrees. In 130 metres, turn right [For the Bat house, continue ahead for 150 metres to reach it on your left-hand side], down a footpath, your initial direction 130 degrees. In 200 metres at a cross paths, turn left.

After 60 metres **[!]** *fork right* (marked by a footpath post on your left), your direction 70 degrees. In 85 metres (having gone through a horse blocking barrier) *cross a road* to follow the footpath (with a concrete footpath marker on your right). *In 25 metres you reach a footpath junction with a footpath post. [5]*

## 16c Alternative walk directions for a Sevenoaks ending.

### WALK DIRECTIONS

[1] [~~Numbers refer to the map.~~]

In 180 metres you *reach a small open area with a green island with a footpath post on the left.* [6]

*Turn left doubling back up into a wood to continue on the Greensand Way, your direction 10 degrees.* After 20 metres you pass through two green metal car-blocking posts. In 100 metres, at a path junction, *turn right doubling back*, marked by a GW arrow on a post, your direction 170 degrees. After 40 metres you join a wooden fence on your right with the path curving to the left and down slightly. In 100 metres the fence on the right ends. Continue down more steeply, your direction 60 degrees.

In 100 metres you pass a viewpoint of Bough Beech water on your right. (A possible **picnic spot.**) In 25 metres, ignore a footpath to the left, to continue on the upper left-hand path (the lower right-hand path merges a couple of hundred metres further on). In 180 metres go straight over a crosspaths to continue on the GW, marked by a post, with a slope down to your right, your direction 80 degrees.

In 280 metres go through some green metal car-blocking posts *to come out to a car park and picnic area.*

*Continue for 35 metres through the car park exit to a lane. Cross the lane and continue along a signposted bridleway, your initial direction 120 degrees.* 25 metres further on at a footpath junction, keep to the main path marked by a blue GW arrow, your direction 80 degrees, (tracking the road off to your left).

After 400 metres at a footpath post with a GW arrow pointing half right down to

some steps, continue straight up ahead, your direction 80 degrees.

30 metres further on at a footpath junction, continue up ahead; *follow a "walkers only" sign, immediately passing through a wooden horse-blocking barrier,* your direction 100 degrees.

In 200 metres just after a footpath post followed by a footpath to the left, there is a good vista to your right. Continue straight ahead with a steep drop to your right, your direction 130 degrees. After 120 metres *turn left at a path junction*, to follow yellow arrow, your initial direction 60 degrees.

In 140 metres you pass by a wooden horse blocking barrier on your left, to continue straight on, your direction 40 degrees. After 130 metres pass round a metal car blocking barrier *to come out to a road* after 20 metres.

*Cross over the road, to go along a footpath*, marked by a metal footpath signpost, your initial direction 340 degrees.

After 220 metres *turn left down a car wide earth track*, with a wire fence and field on your right, your initial direction 320 degrees. In 150 metres at an earth track crossroads; continue straight on downhill.

After 200 metres you reach an earth track crossroads, to go straight across now going slightly uphill along the car wide earth track, your direction 10 degrees, to then come out into a clearing. In 250 metres ignore a footpath off to the left by a metal fieldgate, to enter a wooded area.

After 250 metres you *reach the bottom of a slight dip and major footpath junction with a footpath post on your left-hand side.* [7] At the junction there are two footpaths to your right, 150 degrees, 110 degrees, but take the third, and *turn half right, down a car wide earth track to pass after 10 metres a distinctive large brick vat on your right*, your initial direction 60 degrees.

In 250 metres *at a footpath post on your right fork right up a car wide earth track, following the yellow arrow, your direction 70 degrees. In 80 metres veer left down a car wide earth track, your initial direction 50 degrees.*

After 100 metres along this car wide track, *go through a metal kissing gate (to the right of a wooden fieldgate) to enter a small field. Fork right, off the track down across the field following a yellow arrow on a footpath post, your direction 40 degrees. In 60 metres pass another footpath post through a line of trees, to then pass under mini pylon cables after 15 metres to cross an earth track and pass another footpath post to continue straight ahead.*

*Follow the right hand edge of the field round to the left for 40 metres to turn right through a metal kissing gate and cross a wooden bridge with a small pond to the right. Go straight ahead and follow the path round coming out after 10 metres onto a car wide footpath. (Do not turn left along the edge of the stream.)*

*Turn left and steeply uphill, to enter a wood, your initial direction north. After 30 metres take the right fork, your direction 80 degrees. In 200 metres you come to a staggered crosspaths with metal fieldgates on your left and right hand side. Continue straight on, your direction now 130 degrees, between two fences.*

After 200 metres veer left to go to the right of a metal fieldgate, to continue down a path, (with the noisy A21 300 metres or so off to your right) In 600 metres you *come out onto a minor road.*

*Turn right, up the road. After 180 metres you pass under the A21. 10 metres past this underpass ignore a bridleway to the right, and continue up the road. In 80 metres cross over a stile on the left of the road to enter a wood, [8] indicated by a metal footpath signpost, and turn left*

along a car wide earth track.

After 30 metres just before a metal fieldgate (often open) follow the path round to the right, your direction 100 degrees. Continue along this footpath for 400 metres to emerge from the wood and cross a road, to continue along a tarmac public footpath, marked by a black painted metal public footpath post, as you start to enter the outer suburbs of Sevenoaks, your initial direction 60 degrees.

In 200 metres the footpath comes out onto a car wide drive. Keep straight ahead reaching the end of Clenches Farm Lane after 180 metres. Cross over a small lane onto a tarmac footpath along an alleyway, your direction 60 degrees. 60 metres further on cross a small road and continue straight on ahead down a tarmac alleyway passing an electricity substation behind wood fencing on your right. 300 metres further on you cross another road and continue on down a tarmac path with a park on your left.

In 80 metres you start to head more steeply downhill and after a further 100 metres you start heading uphill. After 200 metres *going uphill along this footpath alleyway you come out onto South Park Road.*

### **(i) For Sevenoaks Town Centre.**

Turn right along this road for 200 metres, to reach the London Road, where you'll find various refreshment establishments. (For the station, turn left down London Road for 900 metres.)

**(ii) Direct route to the station** *Turn left downhill, your direction 310 degrees. In 250 metres South Park becomes Granville Road. After 500 metres the road curves round to the right and leads down to join the main A224 after 70 metres. Turn left and down, to reach Sevenoaks station on the left after 80 metres. There is a café in the station.*