

Rye to Dungeness and Lydd-on-Sea or Lydd			Rye Circular		
1 st walk check	2 nd walk check	3 rd walk check	1 st walk check	2 nd walk check	3 rd walk check
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Rye to Dungeness and Lydd-on-Sea or Lydd or Circular

Start: Rye Station

Finish: Lydd-on-Sea (The Pilot Inn) Bus Stop

Rye Station, map reference TQ 919 205, is 86 km south east of Charing Cross, 4m above sea level and in **East Sussex**. Lydd-on-Sea, map reference TQ 090 186, is 17 km east of Rye and 6m above sea level. Lydd, map reference TR 043 209, is 5 km northwest of Lydd-on-Sea. Lydd and Lydd-on-Sea are in **Kent**.

Length: 21.8 km (13.6 mi), of which up to 5.7 km (3.5 mi) on tarmac or concrete.

Cumulative ascent/descent: negligible.

For a shorter or longer walk, see below **Walk Notes**.

Toughness: 3 out of 10 (if hitting low to mid tides at Lydd Ranges and Dungeness, else tougher)

Time: 4 ½ hours walking time (longer if not hitting low to mid tides at Lydd Ranges and Dungeness)

For the whole outing, including trains, sights and meals, allow at least 9 hours.

Transport: Rye Station is on the Marshlink Line from Hastings to Ashford with an hourly service, linking to High Speed 1 trains to Stratford and St. Pancras International (total journey time: from 69 mins). Lydd-on-Sea (The Pilot Inn) Bus Stop has the following services: Line 102 to Folkestone and Dover (7 days) and Line 11 via Ham Street to Ashford (Mon-Sat). Line 102 also has Mon-Sat evening services to Lydd. On school days, there is also an afternoon service to Lydd (Line FGS1). In Lydd, most buses connect well to Rye.

Saturday Walkers' Club: Take a train no later than 10.40 hours if planning to lunch in Camber. Take an earlier train for lunch in Dungeness and/or if walking a long version of the walk.

OS Landranger Map: 189 (Ashford & Romney Marsh)

OS Explorer Map: 125 (Romney Marsh, Rye & Winchelsea)

Walk Notes:

This is a fascinating and most unusual walk, initially leading from the historic Cinque Ports Town of Rye along the Rother River to Camber Sands with its shallow and wide sandy beach lined by magnificent sand dunes and with a selection of lunch stops. You then follow the coastline either along the beach or atop the seawall through the Lydd Firing Ranges (open for only about 65 days a year), a scenic area of sand dunes, water-filled ex gravel pits and tidal basins with plenty of bird life, and eventually entering the desolate, vast expanse of shingle (one of the largest in Europe and the UK's only desert) that is the Dungeness National Nature Reserve. You pass the Dungeness Nuclear Power Stations then turn inland past a couple of lighthouses and a few tea options in Dungeness and continue past Derek Jarman's famed garden to The Pilot Inn in Lydd-on-Sea, from where buses take you back to Rye or on to Ham Street or Ashford stations.

Note: to minimise walking on shingle, walk the easterly end of the coastal section at low or mid tides.

A circular option from Camber back to Rye through grassy marsh land cuts out all shingly sections and makes this an interesting all-year walk, even when the military range is shut to the public. An alternative ending from Dungeness leads through the shingly Denge Beach area and a large RSPB Reserve to Lydd.

Walk Options:

A Circular Walk back to Rye from Camber (from the easterly edge of the village through the marshes) is 17.6 km/11.0 mi long (**1/10**).

An Extension of that Circular Route to Romney Marsh Windfarm adds 2.3 km/1.4 mi.

Through the Lydd Ranges, both a seawall and a beachfront route are described.

At Dungeness Power Station, both a beachfront route and a hard surface route are described.

An Extension of the Main Route to Lydd through the unique Dungeness National Nature Reserve and then through parts of the RSPB Dungeness Nature Reserve adds 5.8 km/3.6 mi.

A Variation of the Extension further through the RSPB Dungeness Nature Reserve adds a further 3.2 km/2.0 mi to that.

A Lydd-on-Sea – Dungeness – Lydd walk is between 10.3 km/6.4 mi and 20.1 km/12.5 mi long (the latter if first going all the way to the border of the military range (map-led), then back along the main walk to pick up the extension and then along the longer variation of the extension through the RSPB Nature Reserve and via the RSPB Visitor Centre).

Lunch (details last updated 12/09/23)

Camber

The Owl 11 Old Lydd Road, *Camber, Rye, East Sussex, TN31 7RH* (01797 225 284, <http://theowlcamber.co.uk/>). The Owl is located 6.1 km/3.8 mi into the walk.

The Gallivant New Lydd Road, *Camber, Rye, East Sussex, TN31 7RB* (01797 225 057, <https://thegallivant.co.uk/>). The Gallivant is a luxury hotel and located 6.3 km/3.9 mi into the walk.

Rye Bay Bar & Grill Old Lydd Road, *Camber, Rye, East Sussex, TN31 7RX* (07793 393 186). The Rye Bay is located 6.3 km/3.9 mi into the walk.

Dunes Bar & Restaurant Old Lydd Road, *Camber, Rye, East Sussex, TN31 7RH* (01797 224 567). The Dunes is located 6.4 km/4.0 mi into the walk.

Also: Antonio's Pizzeria, Camber Landing, The Clam in Camber, Marina Café and Kit Kat Café.

Dungeness

The End of the Line/Ales By The Rails Dungeness Road, *Dungeness, Romney Marsh, Kent, TN29 9NA* (01797 362 353, <https://www.rhdr.org.uk/stations/dungeness-station/>). Located near the old lighthouse in the former ticket office of the Romney, Hythe and Dymchurch Railway station at Dungeness, 19.5 km/12.1 mi into the walk, 200m after the split-off of the Lydd endings. Ales By The Rails: open Bank Holidays and selected other dates.

The Britannia Dungeness Road, *Dungeness, Romney Marsh, Kent, TN29 9ND* (01797 321 959, <https://www.britanniadungeness.co.uk/>). The Britannia is located 19.7 km/12.2 mi into the walk, 400m after the split-off of the Lydd endings. Open 10.30-16.00 Mon and 10.30-18.00 Tue-Sun. Food served 12.00-16.00 daily.

Tea (details last updated 12/09/23)

Dungeness/Lydd-on-Sea

The End of the Line/Ales By The Rails As above. They are located 2.3 km from the end of the walk.

The Britannia As above. The Britannia is located 2.0 km from the end of the walk.

The Snack Shack at Dungeness Fish Hut Dungeness Road, *Dungeness, Romney Marsh, Kent, TN29 9NB* (07825 598 921, <http://www.dungenesssnackshack.net/>). Open Tue-Sun 11.00-15.30 (summer). The Snack Shack is located 1.3 km from the end of the walk.

The Pilot Inn Battery Road, *Lydd-on-Sea, Romney Marsh, Kent TN29 9NJ* (01797 320 314, <http://thepilotdungeness.co.uk/>). Open 12.00-21.00 daily. Food served 12.00-20.00 daily. Bookings only taken for parties of 8 or more people. The Pilot Inn is located at the very end of the walk.

Lydd

The Dolphin 11 South Street, *Lydd, Romney Marsh, Kent, TN29 9DQ* (01797 320 259).

The George Hotel 11 High Street, *Lydd, Romney Marsh, Kent, TN29 9AJ* (01797 321 710).

Rye

The Fig, Rye Chocolates, Layla Mezze & Grill, Marco's Mediterranean Kitchen, Los Gringos, The Grapevine, The Apothecary, Ono Poke Bowls, Coterie Tea Rooms, The George in Rye, The Whitehouse, The Cornish Bakery, Kino Café, Ypres Castle Inn, Hope Anchor, Mermaid Inn, The Cobbles Tearoom, Ye Olde Bell Inn, The Standard Inn, Cinque Ports Arms, A Slice of Rye, Spencer's, Rye Fine Wines, The Waterworks, Webbe's Rye, The Lemongrass, The Outside Inn, Café des Fleurs.

Notes:

Rye Station

Rye railway station is on the Marshlink Line 18 km east of Hastings providing a passing place between two single track sections. The line struggled to be profitable and it seemed likely that it would close following the Beeching Report. Owing to a prolonged threat to close the line, the station remained unmodernised and gas-lit well into the 1970s, but it was kept open anyway because of poor road connections in the area. Nowadays the Marshlink line is one of the few in South East England that has not been electrified, politically significant as electrification of the line could allow High Speed 1 to be extended to Hastings and Eastbourne. Like other stations on the line, Rye has staggered platforms: passengers cross the line from the end of one platform to the beginning of the other.

Rye

Rye is a small town in East Sussex, three kilometres from the sea at the confluence of three rivers: the Rother, the Tillingham and the Brede. In medieval times, as an important member of the Cinque Ports confederation, providing ships for the service of the King in time of war, it was at the head of an embayment of the Channel called the Rye Camber, which provided a safe anchorage and harbour, and was almost entirely surrounded by the sea. Rye was important as a place of shipment and storage of iron from the Wealden Iron Industry. The River Rother originally took an easterly course to flow into the sea near what is now New Romney. However, violent storms in the 13th century (particularly in 1250 and 1287) cut the town off from the sea, destroyed Old Winchelsea and changed the course of the Rother. Then the sea and the river combined in about 1375 to destroy the eastern part of the town and ships began to use the current area (the *Strand*) to unload their cargoes.

Rye has also been involved with smuggling since the 14th century and was home to several notorious and violent smuggling gangs in the 18th and 19th centuries.

(Eastern) River Rother

The River Rother rises in the High Weald and flows for 56 km (35 mi) through East Sussex and Kent. Its source is near Rotherfield, and its mouth on Rye Bay, part of the Channel. Most of the underlying geology is impermeable, resulting in rain rapidly reaching the river and flowing down to the sea. The river valley is thus prone to winter floods, while during the summer months, the flow can be quite low in dry periods, as there are few groundwater aquifers. Prior to 1287, its mouth was further to the east at New Romney, but it changed its course after the Great Storm caused large quantities of shingle and mud to be deposited on the port of Romney and the mouth of the river near Dungeness, blocking its exit to the sea. The water from the river created a new channel, joining the Rivers Brede and Tillingham near Rye, where the combined rivers flow into the sea.

The Rother was known as the *Limen* until the 16th century. For the final 23 km (14 mi), the river bed is below the high tide level, and Scots Float sluice is used to control levels. It prevents salt water entering the river system at high tides, and retains water in the river during the summer months to ensure the health of the surrounding marsh habitat. Below the sluice, the river is tidal for 6.0 km (3.7 mi).

The Rother passes by the villages of Etchingham, Robertsbridge, Bodiam, Northiam, and Wittersham and has been used for navigation since at least Roman times. It is still navigable as far as Bodiam Castle.

Rye and Camber Tramway

The Rye and Camber Tramway was an isolated line on the eastern side of the River Rother. It was of 3 ft (914 mm) narrow gauge, relatively unusual amongst British narrow gauge railways. A 2.8 km section from Rye to Golf Links Halt opened on 13 July 1895, followed by an 800m extension to Camber Sands, opening on 13 July 1908. The line was closed in 1939 following competition from bus services and was temporarily part-converted to road during the war. It was returned to railway after hostilities ended, but the line was in such a run-down condition that it was deemed irrecoverable and was sold for scrap in 1947.

Dungeness Nuclear Power Stations

Dungeness A was operated by Magnox Ltd, commissioned in 1965 and ceased to produce electricity at the end of 2006 with a lifetime output of 120 TWh. In July 2012 it transitioned from the de-fuelling to the de-commissioning phase. It consisted of two 250 MW reactors.

Dungeness B was operated by EDF and was an advanced gas-cooled reactor (AGR) power station consisting of two 520 MW reactors, which began operation in 1983 and 1985 respectively. It was the first of its type built to a commercial scale and encountered many problems in construction. Operations stopped in 2018 after technical problems and it was put into the de-fuelling phase in 2021 with a lifetime output of 142 TWh. It was capable of producing enough electricity to power 1.5 million homes in its time and around 100 million litres of cooling water were extracted and returned to the sea each hour (120 metres out from the beach), after being heated by 12° Celsius.

In 2009 Dungeness was included in a list of 11 potential sites for new nuclear power stations at the request of EDF, but the government did not include Dungeness C in its draft National Policy Statement later in the year, citing environmental reasons and concerns about coastal erosion and associated flood risk.

A fleet of lorries is used to continuously maintain shingle sea defences for the plant as coastal erosion would otherwise move the shingle away at an estimated rate of 6 metres per year.

Lydd Ranges

Lydd Ranges is a military firing range south of Lydd, situated on the reclaimed land of the historic Romney Marsh and part of the cusplate foreland at Dungeness, estimated to be between 3,000 and 5,000 years old. It extends as far as the coast and has been used for military training for over 150 years and is part of the Dungeness, Romney Marsh and Rye Bay Site of Special Scientific Interest.

Because the range is used for live firing, access is sometimes restricted – red flags are flown during these times, and access is also prohibited along the foreshore and Galloways Road. Also red lights are shown at restricted times in case of poor weather. The Danger Area extends out to sea and mariners must pass south of the Stephenson Shoal to avoid it. Firing occurs on about 300 days a year.

When firing is not carried out, it may be possible to walk along a designated path along the shore.

Dungeness Old Lighthouse

The Old Lighthouse is a Grade II listed building. It was opened with great ceremony by the Prince of Wales in 1904 after a 3 year build, and survived two world wars before decommission in 1960. The Lighthouse features in Nikolaus Pevsner's "Buildings of Kent". The imposing building is almost 46 metres high to the top of the weather vane, 11 metres in diameter and constructed of engineering bricks with sandstone inner walls. Over three million bricks were used to build the structure.

Internally there are a series of mezzanine floors made of slate and supported by steel beams and massive rivets. Each floor is linked by circular concrete stairs which hug the walls and have decorative wrought iron banisters. There are cambered casement viewing windows on all floors.

Opening Times: 10.00 -16.00 on selected days, check <https://dungenesslighthouse.com/>

Dungeness National Nature Reserve

Dungeness is one of the best examples of a shingle beach in the world and one of the largest expanses of shingle in the world (12 km by 6 km), which has been deposited by the sea and built up over 5,000 years. The height of a shingle ridge can be used to determine the sea level at the time it was formed.

The entire area is moving slowly north and east as the sea moves the shingle from one side of the headland to the other. It is classified as Britain's only desert by the Met Office and of international conservation importance because of its plant and invertebrate communities and birdlife. It is recognized as a National Nature Reserve (NNR), a Special Protection Area (SPA), a Special Area of Conservation (SAC) and part of the Site of Special Scientific Interest (SSSI) of Dungeness, Romney Marsh and Rye Bay. It is home to 600 species of plants which is a third of all plants found in the UK and stretches across Dungeness to encompass the vast RSPB reserve and is intended to help protect the landscape and its wildlife.

Dungeness has attracted the gravel extraction industry for a long time. The legacy of this extraction can be seen in the number of mostly water-filled gravel pits across the landscape. These pits are home to a plethora of wildlife from breeding seabirds, wintering wildfowl, to the rare great-crested newt and blood sucking medicinal leech.

Derek Jarman's Garden

Derek Jarman (1942-1994) was a film director who made a famous garden on the shingle shore outside his cottage near Dungeness nuclear power station, 'on the edge of the world'. In Jarman's days, the garden contained a greater variety of plants than these days, the ones that are there now are those that can survive largely unaided. There were/are no fences or boundaries, so it was and is seamless with its surroundings (but on private ground).

The garden design style is postmodern and highly context-sensitive – a complete rejection of modernist garden design theory. Jarman disliked the sterility of modernism, despised its lack of interest in poetry, allusion and stories and deplored the techno-cruelty exemplified in many modern garden books. His small circles of flint reminded him of standing stones and dolmens.

The poem on the black timber wall of the cottage is from John Donne's *The Sun Rising*.

After the death of Jarman's partner Keith Collins, the cottage and garden were bought for the Nation by the Art Fund in 2020. https://en.wikipedia.org/wiki/Prospect_Cottage

Creative Folkestone were appointed as custodians. Visits to the cottage can be booked with them.

<https://www.creativefolkestone.org.uk/prospect-cottage/>

St. Mary, East Guldeford

St. Mary in East Guldeford was built in 1505 by Sir Richard Guldeford during the late 1400's at his own expense on his own land, on Guldeford (pronounced 'Gilford') Levels, land reclaimed from the sea by draining the salt water to provide rich farmland. It was consecrated in the same year by the Bishop of Chichester. It is referred to as a 'barn-church' as it is unusually built entirely of brick laid in English bond and is more 'barn' looking than church looking. There is one plain door in the west wall. The church has a very unusual hipped M-shaped roof design with the bell cote balanced between the two roofs. Inside features include a double decker pulpit and box pews as well as some striking murals.

It is the only Romney Marsh church in East Sussex.

WALK DIRECTIONS

Leave **Rye Station** through the station building of to the left of it and walk up **Station Approach** (the A 268) away from the railway line towards **Rye's** Old Town, with a toilet block and a large car park/occasional market on the left, soon passing some bus stops. In 120m from the station (with the **Cinque Ports Arms** on the left-hand side) cross **Cinque Ports Street** and continue gently uphill along **Market Road**. In 90m *turn left* at a T-junction with **High Street**. The road continues as **Hilder's Cliff** and after 230m, where it turns down left towards the historic town gate, you *turn right* through a gap in the metal railing and down the cliff along a steep flight of steps. At the bottom of the steps cross **Fishmarket Road** (the A259) and continue along a tarmac path, with a bowling green on the left and a grassy area on the right.

In 100m *turn left* at a T-junction with a tarmac path with a metal railing on your right and the **River Rother** behind it, and with the **Fair and Bonfire Salts** grassy area on your left. In 150m *turn right* along the A road to cross the river and *turn hard right* on the other side of the bridge and in 20m walk through a wooden gate to follow the seawall-top grassy path with a footpath signpost on the right (i.e.: ignore the tarmac cycle-path signed for 'Camber 2', 'Lydd 7'). The riverside path turns left and in 320m from the bridge you have the **Rock Channel** (the tidal section of the **River Brede**) joining the Rother on the opposite side. In 500m you go over a stile to the right of a metal field gate and in 200m over another one (ignore a left turn right after the stile).

The path then curves around a marshy area, as you pass **Rye Oil Ltd's refinery** on the other side of the river. In 1.1 km, with **Rye Golf Club's** club house visible ahead, you *turn left* with a signed permissive path along the seawall, ignoring the right-of-way on the OS map which goes straight on through tidal marshland. In 125m walk through a wooden kissing gate and *turn right* with the path, now with the golf course on your left. You join a concrete car wide track in 50m (on the course of a former tramway) and in 450m pass the old **Golf Links Halt** of the **Rye and Camber Tramway** on the left and continue along a permissive footpath to the left of a metal field gate along a fenced grassy path, now with the **Inshore Rescue Boat Station** on the right. The path re-joins the riverfront in 180m (the ruined tower on the right over your shoulder is a **Martello Tower**), now with views on the right across **Rye Harbour Nature Reserve** with its new Discovery Centre out to Pett Level and the Fire Hills.

In 750m you reach the beach at the very shallow **Camber Sands**. *Turn left* along the coast (with **Dungeness Nuclear Power Station** already identifiable in the distance). **At High Water** you have to walk close to the **sand dunes** on the left, **at low tide** you can walk anywhere along the up to 600m wide exposed sand (but watch out for any incoming tides, as due to the shallowness of the beach, they run fast). In 1.3 km, about 300m before reaching the first beachfront buildings in Camber, and **by a large 'E Green Zone'**-sign on the left, *turn left* for the lunch options through the dunes along a clear sandy path and in 200m emerge on a road opposite the recommended **The Owl** pub & grill. You find **The Gallivant** luxury hotel and restaurant 250m away to the left on New Lydd Road. *Turn right* along **Old Lydd Road** to pass the **Rye Bay Bar & Grill** in 130m and **Dunes Bar & Restaurant** in another 120m and **Antonio's Pizzeria** in 90m more, just before the Camber Central Car Park. **Camber Landing** and **The Clam in Camber** are on the main road somewhat away to the left.

Turn right through the sand dunes back to the beach along any of the obvious paths (signed E, F or G or even further along through the Camber Central Car Park). Back at the beach you *turn left* to continue in the pre-lunch direction past the **Marina Café** and the **Kit Kat Café** and many **beachfront houses, shops and ice cream parlours** and then along the narrowing beach. In 450m (from Zone G) you pass the first groyne by a yellow **Zone K** sign and ignore a left turning waymarked footpath (the ECP Summer Dog

Walking Route). In 330m by the last of the houses and a two-way **England Coast Path** (ECP) signpost, *veer up left* to the concrete path atop the sea defences. Parallel to the left runs **Lydd Road** and you have the **Camber Sands Holiday Park** beyond it.

Here you have a choice:

For the Circular Walk back to Rye, you *turn left* down to the road, cross it carefully and *turn right* along its opposite bumpy grassy margin, and pick up the directions at the end of this text under **Circular Walk back from Camber**.

For the main route to Dungeness and Lydd-on-Sea or Lydd, continue along the coast, either along the sea defence or the beach (if the tide is with you), eventually passing a row of cottages on the other side of the road and then **Jury's Gut Sluice** (the Jury's Gut Sewer drains the marshland west of Lydd up to New Romney). Continue in the same direction along the seawall where the road turns left. In 200m you reach a last raised wooden boardwalk turning right over the boulder defence and down some steps onto the beach. **This is about 100m before** the westerly boundary fence, watchtower and sentry box of **the Lydd Ranges** (if a red flag is flying, it is not open!).

For the next 5 kilometres, you have two choices:

- either you walk along the beach above the water line, preferably at low to mid tides, as then you can walk on firm sand and avoid walking through the energy-sapping shingle above the Mean High Water line;
- or you follow the re-enforced seawall, which over its course veers away from the beach somewhat but runs close to some of the combat training paraphernalia of the Range, until you meet a tarmac track and *turn right* along it to the beach.

[**Note: no right-of-way is shown** through the range in its East Sussex part (the first 1.5 km or so) and once in Kent, only a public footpath along the Low Water line, which is not walkable at most times. But on the maps displayed by the MOD, the route along the foreshore/on the beach is shown as a **Foreshore Footpath**, closed only when red flags are on display. And warning signs to the left (but not to the right) of the seawall suggest that the MOD deems the seawall a **Permissive Path** during such times.]

In more detail:

Beach Route: *turn right* across the boardwalk and down the steps onto the beach and *turn left* along it. The firmest part of the sandy beach will be just below the Mean High Water line, above which deep, energy-sapping shingle dominates. In 5.3 kilometres, the seawall route joins from a small car park area at the end of a tarmac lane (a restricted byway) on the left.

Seawall Route: continue to the entrance gate and enter the range and continue along a car wide concrete track on top of the re-enforced seawall. [**Note:** the gate can be locked even if the range is shut. In that case, walk back to the boardwalk and down onto the beach and *turn left* along it. In 100m enter the MOD Range and walk up onto the track atop the seawall and *turn right* along it.] The concrete track continues in a straight line through the arid shingle and gravel dominated area while also passing some water-filled ex gravel pits. There are some passing places built into the track. In 1.9 km the track discontinues in a **turning circle** and you continue a little to the left in the same direction along a gravel and grass track.

This track is at a slightly lower level and is the un-reinforced old seawall (there is a higher seawall made from shingle away to the right). In about 700m you have a **narrow gauge railway** on the left and some half-hidden **bunkers** in the core of the military training area. In another 100m a concrete track crosses from the left. The track

now is newly engineered again: a shallow gravel cover on a concrete base, making for easy walking. There are some **rusty tanks** scattered across the area to the left and in 300m you have a **drainage channel** on the left. This is shown on the OS map and the beginning of the **South Brooks** area. In 800m you cross a sluice that channels the drainage of the South Brooks area from a large body of water on the left through a pipeline into the Sea, just before you pass a scenic tidal basin on the right.

In 150m from the sluice, a fence runs perpendicular to the left at the boundary between the brooks and a **vast expanse of shingle**. In 50m you pass **Substation 13** on the left inside a three-sided brick structure while the track reverts to the old unmade-up bumpy grass-and-gravel condition, with some additional shingle having been spilled onto it from the left. This makes for somewhat tougher walking than before. In 100m you pass a rusty tank on the track and in another 900m go over or through a wooden field gate onto a tarmac track (a restricted byway) and *turn right* along it. In 300m walk through a small car park area and onto the beach and *turn left* along it. The firmest part of the sandy beach will be just below the Mean High Water line, above which deep, energy-sapping shingle dominates.

Both Routes continue:

In another 2.2 km you **leave the Lydd Ranges** by the easterly boundary fence and some MOD warning signs facing the other way, where a track joins from the left and the **Dengemarsh Sewer** empties into the Sea through a concrete tunnel (the Dengemarsh Sewer drains the marshland east of Lydd up to New Romney). The **ECP** joins from the left along the track by a two-way signpost. Also up on the left: a **Coastguard Lookout**.

In 600m you are parallel with four HV pylons this side of the **Dungeness Substation**, where there are some large concrete slabs lying on the beach, some semi-submerged. If you walk up the beach, you can see the posts of an old fence line around the plant (on the OS map). Across an empty area to the right of the substation you can see the decommissioned **Dungeness B and A Power Stations**. Continue along the beach. In 130m you pass a wooden x-shaped sign on a rusty metal support facing the shipping lane and in 140m some more large concrete parts part-buried in the sand up on the left. This is where (currently) the high shingle '**Tsunami-Defence**' of the reactors begins.

Here you have a choice (the final turn away from the beach is 1.4 km away):

For a continuation along hard surfaces, *turn left* up the beach and over the brow of the shingle seawall, then *turn right* along a concrete track that heads for the boundary fence around the **Dungeness Power Stations** and follow a path along the fence then a wall to a left turn of the track at the far corner of the walled area.

For a continuation along the beach, continue ahead to the right of the Tsunami-Defence and the **Dungeness B reactors**. In 530m you pass a grey painted **bird hide** up on the cliff of the Tsunami-Defence and in 300m the far end of the **Dungeness A reactors**. In 160m you pass a second smaller bird hide. The beach is now all-shingle and you can see the tops of two lighthouses as well as a coastguard tower ahead to the left. In 50m *turn left* up the lower far end of the Tsunami-Defence and continue to a bend in a concrete track by the corner of the wall around the plants.

Both Routes continue:

By an **ECP** two-way signpost, follow the track along the wall away from the beach towards the **Old Lighthouse**. In 150m, pass a metal barrier on its left hand side and reach a three-way tarmac lane junction by a two-way footpath signpost on your right.

Here you have a choice:

For a finish through the Dungeness National Nature Reserve to Lydd, *turn left* along a tarmac lane and pick up the directions below under **Lydd Finish**.

For the finish in Lydd-on-Sea by The Pilot Inn, *turn right* along a tarmac lane to in 100m pass the Old Lighthouse. In another 70m *turn right* at a T-junction with a road (**The End of the Line** café and restaurant is 50m away to the left) and in 200m pass **The Britannia** pub. In another 50m ignore a boardwalk on the right (one of the two permitted routes through the shingly foreshore) and in 70m – with the **New Lighthouse** just ahead – you follow the road around to the left. In about 600m you pass **The Snack Shack at Dungeness Fish Hut** on your right and in another 430m on the left side of the road you pass the remnants of **Derek Jarman's Garden** at **Prospect Cottage**, his former home. Although the garden is not fenced, it is private ground and the cottage is lived in, so **please respect the resident's privacy**.

Continue along the road, with the **White Cliffs of Dover** visible on the far right, and in another 400m pass the drive to the **Dungeness Lifeboat Station** (that is the other permitted route through the shingly foreshore). In another 70m, where the road turns left, and by a former copper tub on the right (with an info panel on the reverse side), you continue in the same direction through the shingle on an unmarked public footpath and then wind your way past a couple of cottages (their shingle gardens being roped off from the path), and in 230m reach **The Pilot Inn** at a bend of the coastal road. [The rusty engine and propeller displayed in the pub garden are from a **B17 Flying Fortress**, a WWII aircraft that beached off Dungeness on return from a mission over Germany, and which was caught in some local fishermen's nets in 2017.]

The bus stop for services to Ham Street and Ashford is 100m to the left, **the one for services to Lydd and Rye** 70m to the right.

Circular Walk back from Camber

In 350m, where the fence around the holiday park turns left, *turn left* with an unmarked bridleway along a grassy field margin with a sewer on the left and the caravan park behind. In 60m *turn right* with the field boundary and in 110m walk through a metal gate and *turn left* with an arable field boundary and sewer. In 450m, about 100m before the far field corner, **[!]** *turn left* over an earth bridge **[!]** to cross the reed-filled sewer *into the caravan park* with the unsigned bridleway and *turn right* immediately to stay to the right of all caravans and mobile homes, and close to the sewer. In 150m you leave the holiday park through a metal field gate with bridleway markers on a gate post. Ignore the left turning bridleway and continue in the same direction towards another metal field gate 40m away. You walk through the gate (or have to climb over a wooden fence to the side if locked) and continue in the same direction along a raised grassy bank (a seawall), with a sewer on the right and a pasture on the left.

In 180m walk through a metal field gate and *turn right* along another sea wall. In 110m *turn left* with a clear curving grassy track, down from the raised bank, ignoring the continuation of the bridleway in the same direction towards a metal gate 30m away. In 100m walk through a metal field gate to the right of a couple of ruined cottages (**Chittenden's Cottage** on the OS map) and *bear left* away from the seawall on the right on a bearing of 315°, somewhat to the left of an electricity line. In 280m you pass a little pond (often dry) and *bear further left* on a bearing of 290° to in 250m leave the narrowing end of the field through a metal field gate 20m to the left of the seawall. Continue along a narrow pasture with **Wainway Wall** on the right, with the **Wainway Petty Sewer** behind it and a ditch on the left and in 130m ignore a metal field gate on the right in a gap in the seawall. In 320m at a bridleway three-way junction by a metal field gate with another metal field gate on the right, ignore the right turning bridleway and continue in the same direction along the Wainway Wall. In 140m and in 380m walk through metal field gates and in 150m at a signed public footpath cross-paths you have a two-railed wooden bridge over the sewer on the right.

Here you have a choice:

For an Extension Loop to the Windfarm on the right, you *turn right* across the footbridge and pick up the directions below under **Windfarm Extension**.

For the direct route to Rye, you continue in the same direction and in 300m walk through a metal field gate by a small brick building on the left. The Golf Clubhouse is visible on the left. In 350m where a small sewer joins the **Guldeford Sewer** from the right, and the Guldeford Sewer curves a little to the right, **[!]** continue in the same direction away from seawall and sewer, to the left of an electricity pole (due W). In 100m pass the electricity pole (with a well-bleached arrow on it) and continue in the same direction along a different seawall with another sewer behind it. Rye is visible just to the left of dead ahead. In 160m you pass a high bridleway/footpath post where a footpath joins from the left from the clubhouse and in 75m walk through a metal field gate. Continue in the same direction along the seawall and sewer, in 550m going through a metal field gate and along a car wide track between sewers. In 120m **by a large reed-fringed pond** on the half-right and a metal field gate into a pasture on the right, you *bear left* with the car wide farm track and pass to the right of a storage yard.

In 180m you **[!]** continue in the same direction along the fence on the left on a grassy strip towards a teal-coloured wooden clad house, while the track veers to the right away from the fence. In 300m pass **Moneypenny Barn** to its left and at a T-junction with a tarmac lane by a metal field gate and cattle grid on the left, *turn right* along the lane (a public bridleway runs along it). In 50m *turn left* into a pasture through a metal field gate with a yellow marker on a gate post and cross it on a bearing of 340° towards a

two-railed wooden plank bridge 240m away (initially easier to spot is a large bush a little to the left of it). Cross the bridge with wooden barriers on either end and continue in the same direction along a left-hand field boundary with a sewer on the left (the 'bush' seen earlier is actually a tree growing out of that sewer's bank 50m along). You can see **East Guldeford** hamlet and church on the half left (may be hidden by tree foliage), passed soon. In 300m leave the pasture in the far left corner through a metal field gate and *bear right* through a pasture towards its far right corner (45°). In 230m leave the field over a bridge with squeeze gates on either end and *turn left* at a signposted four-way footpath junction. The **Windfarm Extension** joins from the right.

***)** You walk towards the church with a sewer on the left and in 350m go through a metal field gate and in another 130m *turn left* over a footbridge to cross the sewer. **St. Mary, East Guldeford** is on the left and well worth a visit. *Turn right* through a grassy field with a sewer on the right towards a house and in 80m walk through a wooden kissing gate to the right of a metal field gate. In 40m *turn right* along the **A259** at a T-junction. In 40m *turn left* to cross the road and continue along a car wide gravel drive to the right of the white wooden-clad **Church Farm House**. In 100m continue in the same direction with the left hand hedge, ignoring Church Farm Barn on the right and in 15m *turn left* over a stile with a yellow marker. You continue along a grassy bank through a pasture and in 120m at a T-junction with a car wide track, *turn right* through a metal field gate into a large pasture. *Bear left* through the field, initially passing close to a nearby electricity pole, towards its far left corner 430m away on a bearing of 230°, towards the ultimate target: **St. Mary Church in Rye**, on the hill the town stands on.

Leave the field through a metal field gate (having ignored another one 20m earlier on the left) and continue in the same direction through the next large pasture. The sewer on the left veers away to the left but in 250m you pass another bend of it and continue in the same direction and in 100m leave the field through a metal field gate and continue along a path between garden fences. In 40m *turn left* along a residential road at a T-junction and in 25m *turn right* along a tarmac path with a hedge on the right towards the A road. Cross the road at a convenient spot as the pavement on the right will run out and in 250m cross the **River Rother** on the road bridge. You retrace the morning route up to the High Street: *turn left* right after the bridge along a tarmac path, *turn right* in 150m along a tarmac path, in 90m cross the A road and walk up some steep steps to *turn left up* into Rye. Along **High Street** you'll pass **The Fig, Rye Chocolates, Layla Mezze & Grill, Marco's Mediterranean Kitchen, Los Gringos, The Grapevine, The Apothecary, Ono Poke Bowls, Coterie Tea Rooms** before reaching **The George in Rye** at the corner of **Lion Street**, which turns up left to the church seen from across the marshes.

Here you have a choice:

For the direct route to the station continue in the same direction passing **The Whitehouse** along the way and in 90m by **The Cornish Bakery** *turn right* down **Market Road**. Pick up the directions below at the double asterisk ***)**.

For a little tour of the town (adds 800m) past plenty of historic buildings, some viewpoints and the best of the tea options, you *turn up left* along **Lion Street** and in 80m (where you'll find the **Kino Cinema Café** in the courtyard on the right past the St. Mary's Centre and Parish Office) continue in the same direction up a cobbled alleyway to the right of the **Town Council** building. In 30m *turn left* along a paved path around **St. Mary's Church** and *turn right* with the path at the church corner. In 50m pass a war memorial and *fork left* gently downhill. You cross a lane and continue in the same direction towards the historic **Ypres Tower** (now the town museum) and through a gateway in the town wall into the **Gun Garden**, a terrace with several cannons,

overlooking the surrounding lands in a south easterly direction (Rock Channel, River Rother, Rye Harbour, Rye Bay, Camber Sands, Dungeness).

Return through the gateway (notice the alley on the right leading to the recommended **Ypres Castle Inn**) and *turn left* before the church along the cobbled **Church Square** past a remarkable row of half-timbered cottages. In 100m by the church yard corner on the right, continue in the same direction along the lane, now called **Watchbell Street** and still cobbled. In 65m you pass **St. Anthony of Padua**, Roman Catholic Church and in 60m reach the south westerly town corner, another splendid viewpoint (this time with a bench), looking out across the rivers Tillingham and Brede towards Winchelsea, Pett Level and the Fire Hills. *Turn right* with the lane past the **Hope Anchor** Hotel, Restaurant and Bar, ignoring a stepped path down the left to the road below.

Stay to the left of a small green and continue downhill along a cobbled footpath and in 80m *turn right* at a T-junction with the also cobbled **Mermaid Street**, steeply uphill. In 50m you pass the 'House with two Front Doors' on your right and in 30m you have the splendid **Mermaid Inn** on your left. *Turn left* through the gateway into the courtyard of the Inn and in 25m *veer left* downhill with a cobbled strip. In 50m, just before a T-junction with a road (**The Mint**), on your left over your shoulder along **Hylands Yard** you have **The Cobbles Tearoom**. You'd find **Ye Olde Bell Inn** and **The Standard Inn** down the left along the road, but for the station do *turn right* uphill. In 70m *turn left* down Market Road.

****)** In 90m you reach **Cinque Ports Road** with the **Cinque Ports Arms** opposite. **The station building** with the **Café des Fleurs** in a flower shop is 120m ahead (for services to Ashford cross the overbridge to the far platform).

To the right though, over 250m between here and the Town Gate, you find: **A Slice of Rye**, **Spencer's**, **Rye Fine Wines**, **The Waterworks** micropub and brewery, **Webbe's Rye**, **The Lemongrass** Thai restaurant and **The Outside Inn**.

Windfarm Extension (adds 2.3 km/1.4 mi)

Continue in the same direction along the left-hand grassy field boundary with a sewer on the left towards the wind farm and in 140m *turn right* in the field corner to *turn left* in 20m over an earth bridge across a sewer and continue in the previous direction along a left-hand field boundary. In 170m at a T-junction with a car wide gravel track with a sewer on the other side and by a bridleway signpost pointing left, you *turn right* along the car wide track. In 120m the track curves to the left and in another 50m, where the track turns right, **[!]** you continue in the same direction and **[!]** immediately ignore an obvious looking left turn through a metal field gate to continue in the same direction along a narrow left-hand grassy field boundary. In 440m, where the sewer on the left turns left and by another sewer perpendicular on the right, you continue in the same direction to the right of another sewer ahead.

In 70m *turn right* with the field boundary path and in another 60m *turn left* with it. In 150m you continue in the same direction by an earth bridge on the left into the field on the left. In 200m, where the sewer on the left ends, you *turn right* with the grassy field margin and in 50m *bear right* further with it. In 370m ignore an earth bridge on the left into a neighbouring field, just before some farm buildings, and in 60m in the field corner at a T-junction with another sewer, *turn left*, soon passing some buildings of **Barn Farm**. In 40m you continue along a car wide farm track and in 90m, with some wind turbines on your right, you continue with a wide sewer on your right. This is the **Kent**

Ditch, marking the County boundary between East Sussex and Kent. Continue along the car wide track with the Kent Ditch and the wind farm on your right.

In 1.1 km, just before going under an electricity line and over a cattle grid, a footpath joins from the right across a two-railed wooden footbridge. Cross the cattle grid and *bear left* immediately, away from the track and across a grassy area, towards a – difficult to spot initially – two-railed wooden footbridge 80m away (290°). Cross the footbridge (with squeeze stiles either side) and *bear left* in a larger grassy field towards a metal field gate to the left of some large farm buildings (**Collyer's Farm** on the OS map, 245°). In 200m walk through the metal field gate at a bend in the sewer on your left where a car wide farm track joins from the right, *veer left* to *turn right* through a double metal field gate and follow the right-hand field boundary of a large arable field with a sewer on the right. In 230m in the far-right field corner, you *turn right* over a two-railed wooden footbridge and *turn left* in the previous direction through a large field along a usually clear path.

In 300m you cross another sewer on a two-railed wooden footbridge and continue in the same direction through the next field. In 200m cross an earth bridge into the next arable field and initially follow its left-hand boundary with a sewer on the left. In 50m continue in the same direction where the sewer and the boundary turn to the left and in 330m leave the field over a raised two-railed footbridge with a squeeze stile on the far side. In the following pasture you briefly continue in the same direction but in 20m you **[!]** *turn right* (ignore the earth bridge on the left) in the field and in another 50m *turn left* with the sewer on your left. In 420m you walk through a metal field gate into the next pasture and in 230m by a four-way signpost at a two-railed wooden footbridge on your left, the main circular walk route joins across the bridge.

Continue in the same direction and pick the directions at the asterisk ***)** in the section directly above on page 9.

Lydd Finish **(adds 5.8 km/3.6 mi)**

In 40m cross a concrete drive leading into the power station site and continue along a concrete path to the left of the tarmac lane. In 270m, by a fence corner on the left, you *veer right* to join the tarmac lane and continue in the same direction towards the ditch and high earth banks around the **Old Coastguard Cottages**. In 40m you *turn left* through a narrow gap in the bramble and broom bushes growth and continue to the left of the ditch around the earth bank through the shingle and moss ground. *Curve right* with the ditch and bank to go half way around the site and in 360m, where a clear grassy path joins from the right out of the site, you *turn left* on a bearing of 320° along an initially clear grassy path through the shingly ground. In 190m you cross a tarmac lane with tow-way footpath signposts on either side and venture into a vastness of shingle: **Dungeness National Nature Reserve**. You continue in the previous direction, the "path" being made clear by a reddish/brownish colour tone (from the boots turning the shingles), as opposed to the more weathered grey tones of the surrounding area.

The aim is a cluster of buildings at **Boulderwall Farm** (on the OS map and passed later) nearly 3 km away, about halfway between the church tower in Lydd on the left and a water tower on the right. This is hard going, and occasional mossy or even grassy patches only provide short relief. In 600m, by a large broom bush patch on the left, you pass a low footpath marker post, and continue in the same direction. In 170m you pass a low marker post before the path curves ever so slightly to the right and you pass other low marker posts in about 320m, 180m and 170m, while you pass what looks like

a **large area of bushy growth** on your left (this conceals a pond/open pit, as shown on the OS map) and walk along an occasional car wide shingle track. In another 100m, at the far corner of the area of bushy growth, *veer left* (300°) away from the car wide track and ever so slightly uphill (!), aiming for a footpath marker post 160m away. The post stands at the not initially visible **meeting of two large bodies of water**, where you continue in the same direction along a strip of land between the two (infilled gravel pits), with occasional views of the **RSPB Nature Reserve's Visitor Centre** away on the left. The clear track (initially shingle then grass) widens a little en route, with broom bushes to the left and right and you go through a wooden gate as well.

In 350m at the far end of the water on the left, continue in the same direction, ignoring a left turning grassy track. The path is initially on mossy ground, but in 150m you cross a patch of shingle, while always staying close to the water on your right. Head broadly for the house visible ahead on a bearing of 320°, in 280m staying just to the left of an area of reeds and bushy growth (now on grass again). In 110m you pass another marker post and another small shingle patch and then follow a clear grass path. In 140m pass a lone wooden fence post and in 75m fork right. In 130m you reach a wooden gate by a two-way signpost close to the road on the right (to the right of the farm house). Go through the gate onto a car wide gravel track with **Boulderwall Farm** opposite and *turn left* along the track (a bridleway) and across a cattle grid into the Nature Reserve. In 370m, where the main car wide track turns left (signed Visitor Centre and Car Park [but no café]), you continue in the same direction through a gap to the left of a wooden field gate along a marked bridleway ('Authorised Vehicles Only'). In 130m pass a marker post and a plank bridge across a ditch on the right and in 280m you reach a three-way track junction by a marker post on the left.

Here you have a choice:

For an extended route through the RSPB Nature Reserve, continue in the same direction with the bridleway and pick up the directions at the end of this text under **RSPB Reserve Extension**.

For the direct route to Lydd, you *turn right* with the public footpath and in 30m ignore a left forking track. In 240m turn left with the track and in 200m *turn right* with the gravel track, ignoring a grassy left turn into a field. In 270m ignore a left turn into a field on the left and in another 230m *fork right* to continue along a water channel on the right. In 150m where the water channel flows into a larger one, *turn left* along the water and in 30m *turn right* to cross a two-railed wooden footbridge over the channel.

On the other side *veer right* along an obvious path (due W) cutting the corner of a large arable field and in 160m you meet the water channel and curve right with it initially, but in 20m where the channel turns hard right, you continue in the same direction across the arable field on a clear path (310°). In 150m you cross a two metal-railed footbridge over a reed-filled water channel and continue in the same direction along a left hand grassy field boundary. In 400m leave the field through a gap and *turn right* along **Dengemarsh Road** towards Lydd village. You pass some small industrial units on the left and fields on the right and in 400m have the corner of a sports field on the right (**Lydd Town FC**). In 120m *fork left* off the main road along a minor tarmac lane (still called Dengemarsh Road though) and in 150m pass some cottages on your right.

Cross a main road in another 75m and continue in the same direction towards the church tower seen earlier. You pass a large village green on your right (**The Rype**) and at the end of it (**The Dolphin** pub is 120m off to the right on the corner of South Street) continue between houses along Skinner Road. In 80m pass **Coronation Square** on your right (with a small store on the right), and in 100m reach High Street, with **All Saints Church** on your right ('**The Cathedral of the Marsh**', usually locked), a bus

stop for services to Ham Street and Ashford opposite, a bus stop for services to Rye 20m to the left. Another 25m along you'll find **The George Hotel**, further still are a couple of supermarkets.

RSPB Reserve Extension **(adds 3.2 km/2.0 mi and 2.6 km of hard surface walking)**

In 100m a signed trail on the left leads **to the RSPB Visitor Centre** (a diversion would be easy to follow, please see the route map for a circular route back to this track, re-joining 600m further along). You are walking past some reed-filled ponds, initially just on the right, while on the left the ground is still predominantly shingle, and in 160m *turn left* with the track, and in another 200m *turn right* with the track, where the power plant is visible through a gap in the gorse. In 180m, by a three-way signpost on the left, and by **Denge Marsh Hide** away on the right, a trail joins from the RSPB Visitor Centre. Continue in the same direction and in 15m walk through a wooden field gate with a bridleway marker. You have a ditch on the left behind a high fence and in 100m a large pond on the right.

In another 50m you *turn left* with the track by a marker post on the right. In 200m the track curves to the right and in 300m by a fence corner on the right, you *turn right* with a bridleway marker on a fence post on the left. You have the **Dengemarsh Sewer** on your left and an arable field behind, and beyond that the **Lydd Ranges** behind an earth bank and – most prominently – a double HV pylon line further away, running parallel to the path. In 380m *turn left* through a wooden gate to the left of a double metal field gate and cross the sewer on a concrete bridge. The track continues as a car wide grassy farm track between arable fields and in 75m turns right to join a concrete car wide lane, marked as a restricted byway, along the military range. You are again on the **England Coast Path**. In 270m pass some large agricultural buildings (**Piper's Pen** on the OS map) and in 200m the drive to **Brickwall Farmhouse**.

In another 130m *turn left* at a signposted four-way junction, along another car wide concrete track (a restricted byway), where a public footpath joins from the right. In 280m you ignore a right turning concrete lane and follow the track under the power lines in another 160m. In 180m *turn right* with the track by a car park area on the left. In 450m you *turn right* with the concrete track, ignoring a tarmac byway turning left back towards the shingle beach. In 180m go under the power lines again and in 280m *turn right* with the track by **Gate 19** of the military range. In another 200m where the track turns to the left, you have a large lake on the right (initially behind an earth bank) and in 730m by **Gate 18** you *turn right* with the track, still with the lake on your right. In 120m you pass some **watch towers** away on the left on the range and soon after that a large area of mock house facades, evidently for **house-to-house combat** training, in the easterly parts of **Lydd Camp**.

Eventually you reach a main road on the fringes of **Lydd** and cross it to continue along a residential road (**Galloways Road**) with houses on the left and a grassy area on the right. In 80m *turn left* at a T-junction with Skinner Road (the norm ending joins from the right), towards the church tower seen much earlier. You pass a large village green on your right (**The Rype**) and at the end of it (**The Dolphin** pub is 120m off to the right on the corner of South Street) continue between houses along Skinner Road. In 80m pass **Coronation Square** on your right (with a small store on the right), and in 100m reach High Street, with **All Saints Church** on your right (**'The Cathedral of the Marsh'**, usually locked), a **bus stop for services to Ham Street and Ashford** opposite, a **bus stop for services to Rye** 20m to the left. Another 25m along you'll find **The George Hotel**, further still are a couple of supermarkets.