

Haslemere to Midhurst (via Lurgashall or Lickfold)		
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Haslemere to Midhurst (via Lurgashall or Lickfold)

Start: Haslemere Station

Finish: Midhurst Bus Station

Haslemere Station, map reference SU 897 329, is 62 km south west of Charing Cross, 139m above sea level and in **Surrey**. Midhurst Bus Station, map reference SU 887 218, is 11 km south of Haslemere, 25m above sea level and in **West Sussex**.

Length: 21.7 km (13.5 mi), of which 4.2 km (2.6 mi) on tarmac or concrete.

Cumulative ascent/descent: 469/583m.

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

Toughness: 6 out of 10

Time: 5 hours 15 minutes walking time.

For the whole outing, including trains, sights and meals, allow at least 8 hours.

Transport: Haslemere station is on the Portsmouth Direct Line from London Waterloo to Portsmouth Harbour, with up to four trains an hour Mon-Sat (two on Sundays). Journey time is from 48 minutes Mon-Sat (56 minutes on Sundays). Midhurst Bus Stand has services connecting to Haslemere, Petersfield, Pulborough and Chichester stations. Line 70 to Haslemere runs about hourly Mon-Sat (last at 19.15 hours) and every two hours on Sundays (last at 18.35). The fare in 11/21 fare was £5.40.

Saturday Walkers' Club: Take the train closest to 9.00 hours.

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

OS Explorer Map: OL33 (Haslemere & Petersfield)

Walk Notes:

The route leads from Haslemere station through the town's centre and along the waymarked Serpent Trail through a small Nature Reserve to rise steeply out of town and back down through Camelsdale to then rise with the Sussex Border Path through pastures and pine and heather covered slopes up to Black Down. Following the crest through open heathland, with far views across West Sussex and out to Hampshire, you reach the Temple of The Winds viewpoint, with further panoramic views over the Rother Valley to the South Downs escarpment and easterly across to the West Weald.

A long descent through the sloping open grounds of Blackdown House and through bluebell-carpeted woods leads to the classic Sussex village of Lurgashall, with its pub and church at the corner of a picturesque village green and cricket pitch. The afternoon takes you through a mix of flat farmland and wooded hills to the Cowdray Estate, with its golf course-with-views as well as several polo fields, to the romantic ruins of Cowdray House, as captured by JMW Turner.

Climbing from the River Rother's banks, Midhurst's Norman castle ruins are passed en-route to the old market town's attractive centre with its many tea options.

Note: The route off Hoe Hill includes a tricky descent down a very narrow and slippery gully.

Walk Options:

A variant of the middle of the route, south of Black Down, enables a lunch stop at the Three Horseshoes Inn in Lickfold (cut 900m).

In Midhurst, go straight to the Bus Station from the Rother crossing, instead of going up through the town (cut 700m).

Lunch (details last updated 30/05/2023)

The Noah's Ark Inn The Green, Lurgashall, West Sussex GU28 9ET (01428 707 346, <http://www.noahsarkinn.co.uk/>). Noah's Ark Inn is located 10.3 km (6.4 mi) into the walk. Open 12.00-24.00 Tue-Sat and 12.00-20.00 Sun-Mon. Food served 12.00-14.30 and 18.30-21.00 Mon-Sat and 12.00-15.30 Sun. Booking is recommended on weekends.

The Three Horseshoes Inn Highstead Lane, Lickfold, Petworth, West Sussex GU28 9EY (01798 422 070, <https://three-horseshoes-inn.co.uk/>). The Three Horseshoes Inn is located 11.0 km (6.8 mi) into the walk. Open Tue 17.00-22.00, Wed-Thu 12.00-22.00, Fri-Sat 12.00-23.00 and Sun 12.00-21.00.

Tea (details last updated 30/05/2023)

The Halfway Hut Cowdray Golf Club. Open weekends, located 3.2 km (2.0 mi) from the end of the walk.

Cowdray Farm Shop & Café Cowdray Park, Easebourne, Midhurst, West Sussex GU29 0AJ (01730 815 152, <https://www.cowdray.co.uk/eat-at-cowdray/cowdray-farm-shop-cafe/>). Open daily to 17.00. The Cowdray Café is located 1.9 km (1.2 mi) from the end of the walk.

Garton's Coffee House The Old Town Hall, Market Square, Midhurst, West Sussex GU29 9NJ (01730 817 166, <https://www.gartons.net/>). Garton's is located 530m from the end of the walk.

The Swan Inn Red Lion Street, Midhurst, West Sussex GU29 9PB (01730 859 557, <https://www.swanmidhurst.com/>). The Swan is located 500m from the end of the walk. Open to late Mon-Sat and to 18.00 Sun. Dinner served Wed-Sat 18.00-21.00.

Spread Eagle Hotel South Street, Midhurst, West Sussex GU29 9NH (01730 816 911, <http://www.hshotels.co.uk/spread-eagle-hotel-and-spa/>). The Spread Eagle is located 500m from the end of the walk and a Spa Hotel.

The Crafty Pint Apsley House, West Street, Midhurst, West Sussex GU29 9NQ (01730 817 892, <http://craftypintshop.co.uk/>). The Crafty Pint is located 450m from the end of the walk. Open to 17.00 Tue-Wed and to 18.00 Thu-Sat.

The Bricklayers Arms West Street/Wool Lane, Midhurst, West Sussex GU29 9BX (01730 812 084, <https://bricklayersarmsmidhurst.co.uk/>). The Bricklayers Arms is located 400m from the end of the walk. Open all day every day.

The Wheatsheaf Wool Lane, Rumbolds Hill, Midhurst, West Sussex GU29 9BY (01730 813 450, <https://wheatsheafmidhurst.com/>). The Wheatsheaf is located 300m from the end of the walk.

The Angel Inn North Street, Midhurst, West Sussex GU29 9DN (01730 812 421). The Angel Inn is located near the end of the walk. **Currently closed after a devastating fire.**

The Olive & Vine North Street, Midhurst, West Sussex GU29 9BY (01730 859 532). The Olive & Vine is located at the end of the walk. **Currently closed after a devastating fire**

Fitzcane's Café Ice Cream North Street, Midhurst, West Sussex GU29 9DJ (01730 817 951, <http://www.fitzcanes.com/>). The Olive & Vine is located at the end of the walk. Open to 16.30 Tue-Sun.

Notes:

Haslemere/Haslemere Town Well

Haslemere is a town first mentioned in 1221 (as a Godalming tithing) and named after Hazel trees standing beside a mere (lake) which no longer exists. The town well may have been the source of the lake and was one of the main sources of drinking water until the late 19th Century – Haslemere's last public water carrier died in 1898 having charged a penny half penny per bucket to deliver water to houses in the town.

The most southerly town in Surrey, it sits at the tripoint with West Sussex and Hampshire.

The south branch of the River Wey rises just to the south, on Black Down.

Greensand Way

The Greensand Way is a 174 km (108 mi) waymarked Long-Distance Path through Surrey and Kent, from Haslemere to Ham Street, running broadly parallel to and south of the North Downs ridge. It follows the ridge of greensand rock, to the edges of Romney Marsh and almost to the Kent coast. The Greensand Way takes its name from layers of sandstone, in each of which is found the green coloured mineral glauconite.

Serpent Trail

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

Sussex Border Path

The Sussex Border Path is a 222 km (138 mi) waymarked Long-Distance Path approximating the Sussex border with Hampshire, Surrey and Kent, first making a 15 km circuit around Thorney Island and then crossing the South Downs before heading to Gospel Green, Rudgwick, Gatwick and East Grinstead.

Black Down

At 280m, Black Down is the highest point in Sussex, and also in the South Downs National Park. In the Southeast, it is exceeded only by Leith Hill and Walbury Hill. Because of its elevation, from 1796 to 1816 Black Down hosted a station in the shutter telegraph chain which connected the Admiralty in London to its naval ships in Portsmouth. Its pine and heather covered slopes are now owned by the National Trust, but have a strong literary connection with Alfred Lord Tennyson, who lived at Aldworth House, on the slopes of Black Down. He purchased Black Down and built Aldworth in 1869 which he used as his summer house (until his death in 1892), often taking long walks across Black Down. Geologically it is part of the Greensand Ridge and lying on the western margins of the Weald. Flint artefacts show there has been settlement on Black Down since the mesolithic period, around 6000 BC. The name of an ancient track across the crest, pen-y-bos, indicates links with the Celtic world. Located on the southern escarpment of the Black Down, the Temple of the Winds viewpoint offers panoramic views of the Rother Valley and the South Downs.

Sussex Diamond Way

The Sussex Diamond Way is a 97 km (60 mi) route that starts in Midhurst, runs west-to-east, and finishes in Heathfield. It covers the low Weald countryside, crossing heathland and woodland.

Cowdray Estate/House

The evocative ruins of Cowdray House - the former home of the Montague family and immortalized by JMW Turner - form the central focus of the 6,700 hectares Cowdray Estate. It was a fortified Tudor manor house built in the 1520s on the site of an original manor house called Coudreye (the Norman word for the nearby hazel woods) built across the River Rother 1273-1284. The structure was badly damaged by a fire in 1793 during a restoration project and left to decay. In its heyday, Cowdray House saw many influential visitors including Henry VIII, Edward VI, Elizabeth I and Guy Fawkes. The last surviving member of the House of Plantagenet was imprisoned in the house before being taken to the Tower of London for execution. The estate also includes world class polo fields and a Farm Shop and Café with wine tasting room. The window frames of many of the Estates cottages around Midhurst are painted in unusual yellow paint.

The Rother River

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

Midhurst

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

WALK DIRECTIONS

Alight from the train in **Haslemere** on platform 1 and leave through the ticket office or to the left of it, *turn left* and follow the driveway past a bus stop up to a main road where you *turn left* along its pavement. In 220m, where it curves to the right, you cross **Tanners Lane** and *turn left* along its opposite pavement. In 170m pass a car park on the right-hand side and in 60m *turn right* along **Bridge Road** (by a bridge over the railway line on the left). In 160m – by **Haslemere Hall** on your left – cross a road at a four-way junction and continue up **George Denyer Close**. In 30m *turn left* with the lane and in 50m *turn right* in a cul-de-sac along a tarmac path across a small green. In 30m you *turn right* with the path and in 15m walk up some steps to then *turn left* at a T-junction with another tarmac path. In 10m *turn right* at another tarmac path T-junction, by a signpost for 'Footpath to Town'. You walk between brick walls, along what is the final stretch of the **Greensand Way** Long Distance Path.

In 65m emerge on **High Street** at a T-junction, by a Greensand Way-sign on the wall on your left: 'Haslemere to Limpsfield 55 miles'. *Turn right* and in 20m [!] *turn left* to cross the High Street by a **Swan Barn Farm** and **Haslemere Town Well** signpost with a **Serpent Trail** marker on the back (marking the start of this Long-Distance Path). Continue between houses on **Well Lane**, signed to **Well Lane House**, **Swan Barn** and **Haslemere Town Well**, with another **Serpent Trail** marker. In 30m continue ahead in the same direction along a gravel track to the left of a small car park. In 40m you have the **Haslemere Town Well** down a few steps to the left and *turn right* following the Serpent Trail marker on a Swan Barn Walk NT signpost. In 90m *turn left* through a wooden kissing gate and walk downhill through an open grassy area along a clear path past a clump of oak trees to the left and with a wooden fence to the right. In 80m you cross an un-railed plank bridge over a ditch and in 50m go through a wooden gate.

Turn right along a car wide gravel lane at a bend (in 75m this continues as tarmac, as you go through a usually open wooden field gate) and in 220m you cross a main road at a T-junction to *turn left* along the opposite pavement, in 20m crossing **Museum Hill** (road). In 80m, just before a large house named "**Loneside**", you *turn up steeply right* with a footpath signpost along a tarmac path between fences. The path continues up some steps and then crosses a residential road in 150m to continue in the same direction through bike barriers along an earthen path. Ignore a footpath to your left after 190m to continue straight on. In 170m, after passing some sports fields to the right, *turn left* at a road T-junction. After 30m, just past a gravel driveway, you *turn right* along a signposted gravel byway which you follow downhill. In 450m pass a house called **The Stables** on the left (where a footpath joins from the left) and curve around to the right to follow a wider gravel drive. In 70m *turn left* along a car wide track which immediately crosses a stream and in 10m go through the entrance gates of **Valewood Farm House**, ignoring a bridleway turning right into trees.

In 270m (about 110m after passing the farmhouse) *fork left* up an unmarked car wide gravel track which curves uphill to the left (almost back on itself), in 30m passing a **National Trust Valewood Park** sign and a wooden gate on your right, to reach another wooden gate in another 30m. Go through the wooden gate and *immediately turn right* (due E) to follow the **Sussex Border Path** steeply up along a faint path on the right-hand side of the hill with a wooded strip to the right. In 120m in the top right field corner walk through a double wooden field gate by a three-armed signpost to continue in the same direction with Serpent Trail and Sussex Border Path markers. Head for the brow of the hill along a usually clear path (155° initially). In 350m you walk through a wooden field gate by a three-armed signpost to *bear left* along a wide path. After 70m the path *veers to the right* and begins a slight ascent between trees (**Chase Wood** on the OS map).

In 240m you walk through a double wooden field gate and in 10m by a footpath sign post *veer right* with a fence on the right, following the Serpent Trail and Sussex Border Path (i.e.: ignoring the broader path directly ahead). Follow a faint path through woodland with a wire fence sometimes visible to the right and in 380m at a bridleway marker post on the right (and 10m before a wooden field gate with a wooden gate to the right of it), *fork up left* with the Serpent Trail and Sussex Border Path. In 180m *turn right* on a wide forest track to follow the Serpent Trail and Sussex Border Path markers. In 60m go through a wooden field gate with a four-armed signpost just beyond it, to continue in the same direction onto **Black Down**. In 80m ignore a track on the left and in a further 140 m ignore a car wide track on your right and a narrow path on your left. In another 250m (now with far views on the left) ignore another wide track on your left to continue ahead. In another 200m, at a three-way junction, *turn right* along a bridleway to follow the Serpent Trail (ignoring the left turning Sussex Border Path), soon reaching the crest of **Black Down**. In 280m you pass a bench on the right with open views of Hampshire, Surrey and Sussex to the west, from Beacon Hill on the South Downs to the Devils Punchbowl, as detailed by a nearby toposcope.

Continue in the same direction ignoring ways off, in 40m passing another bench and footpath on your left. Ignore a path to the right in 140m and in a further 260m ignore an unmarked path to your left. In 90m *bear left* at a four-way bridleway junction, marked with a sign-less signpost. Continue in the same direction uphill ignoring ways off, passing a bench on your left. After 140m, at a cross paths marked by a three-way bridleway signpost, continue in the same direction following a sign for the **Temple of the Winds**. In 40m, where another path joins from the left, you *bear right* with fine views off to the left and in 50m arrive at the Temple of the Winds viewpoint with its toposcope and its stone memorial bench to the benefactor that gave Black Down to the Nation, looking out across the Rother Valley to the South Downs, including the ring of trees comprising Chanctonbury Ring. Facing the view, *turn right* to follow a minor path along the dropping escarpment (initial direction 260°), in 30m passing through some redundant wooden barriers to carry on in the same direction on a faint path through trees, always staying close to the drop on the left. In 50m you pass a bench and in a further 10m you *turn left* by a short marker post along a wider, distinct footpath, now leaving the **Serpent Trail**. In 130m start a gradual descent, where a path joins from the right and in a further 100m go through a wooden gate and continue more steeply (and often muddily) downhill. In 300m you emerge into a clearing by a **National Trust** sign and a three-way signpost with some views ahead of **Bexleyhill**. *Bear left* on a car wide grassy track for 20m to join a road where you *turn left*. In 160m reach the entrance of **Blackdown Park** and continue straight ahead over a stepped gap in the wall to the left of the main gate, by a low public footpath signpost. Continue down the driveway with fine views of the South Downs.

In 90m, by a three-way signpost, you have a choice:

For the alternative route via Lickfold, *turn right* across the grassy slope along a faint path and pick up the directions at the end of this text under **Route via Lickfold**.

For the Main Walk via Lurgashall, continue down the tarmac drive. In 180m ignore the driveway off to the right to **Blackdown House** and in 60m cross a cattle grid or go through a gate to the right of it. In 140m the – now gravel – driveway swings to the left **【!】** but you continue in the same direction with a marker post on the right and in 20m walk through a wooden field gate to continue along the garden wall of a house on the left. In 80m, just after a signposted three-way footpath junction, you go over a stile to the left of a wooden field gate to continue in the same direction along a tarmac driveway (130°). Ignore all ways off (the track turns to gravel in 180m), in 320m go through a wooden field gate and in another 250m leave the **Blackdown Park Estate** through its main gate. In 200m the driveway joins a road at a T-junction.

Cross the road and *turn left* along it and in 110m *turn right* along a lane with a 'Public Right of Way' signpost. In 90m, opposite **Guardian Cottage**, and in another 100m, you ignore footpaths joining by signposts on the right, [!] but in 30m *bear left* away from the road along an indistinct path by a two-way 'Public Right of Way' signpost. Follow a tree-lined track and in 170m, just after passing a green marker post and a locked metal gate and a stile on your left, [!] *turn left* through a gap in a row of trees and *bear right* along a track by a marker post (130°) through a wooded strip (**Spring Coppice** on the OS map, a good bluebell wood in season). In 650m you go through the first of several wooden gates to continue in the same direction along the right-hand edge of several fields. After the fourth gate, *bear a little to the left* to follow the fence on your right to a – initially hidden from view – wooden kissing gate 40m away, 60m beyond which another wooden kissing gate leads to a road. *Turn left* along the road past **Lurgashall's** picturesque village green and in 100m reach the lunch pub **The Noah's Ark**.

From the pub, a left turning footpath leads to the beautiful village church of **St. Laurence** on a detour, but then you continue straight ahead from the pub to the road to follow it curving around right to the far-right corner of the village green, past a small **shop** and a **bus stop** (no useful services). *Turn left* at a road junction (175°, signed Village Hall, Mill Farm). In 110m you pass **Lurgashall Village Hall** on your left and continue in the same direction for 300m. Just past a metal field gate on your right (and just before the lane turns down left) you *turn right* up some steps in a hedge gap with a footpath signpost and immediately *turn left* along a field boundary. Follow the hedge on your left and in 280m walk through a hedge gap and *turn left* to follow the left-hand side of a field to enter another field in 60m and head for the field's corner in 200m.

In the corner *turn right* with the boundary through two fields and in 220m go over a stile onto a road where you *turn right*. In 150m you pass **Mill Pond** and then in another 160m **Featherdown Farm** and **Mill Farm**. In 50m continue in the same direction through a gap to the right of a metal field gate along a gravel farm track (220°) by a three-way signpost. In 400m the track runs alongside a wood on the left (**Dirty Bridge Field**) and starts a gradual ascent. 75m past the brow of this rise *turn right* by a three-way signpost and follow a right-hand field boundary for 350m (with **Bexleyhill** looming on the left with its relay station). In the field corner, go through a gap on your right and *turn left* on the other side to go over an un-railed plank bridge by a three-way signpost in 10m. The Lickfold route has joined down the field.

*) You have fine **views of Black Down** on your right. In 30m follow the left-hand field boundary turning left at the corner of the wood (**Close Copse**, bluebells in season), and turning right in another 80m. In 210m, at the corner of the wood on your left, *turn left* through a gap and over a ditch and through a wooden kissing gate to *bear half right* across a field towards the hilltop relay station on Bexleyhill (250°). You go through a couple of wooden gates en route, and at a protruding corner of the field continue in the same direction through a wooden gate to the right of a wooden field gate and continue along a fenced path. In 90m go over a stile onto a minor road and *turn left* along it. In 120m *turn right* at a bridleway signpost (in a hedge on the right) to follow a car wide track (250° initially). In 130m, with a brick house on your left, *turn right* along a public bridleway. In 20m ignore the bridleway turning to the left to continue in the same direction along a public footpath. In 120m you *turn left* along an unmarked car wide grass track with conifer plantations on both sides (**The Splash** on the OS map) towards the relay mast (240°). In 140m a bridleway joins from the left and in 150m you continue uphill, where another bridleway joins from the right.

The following stretch is potentially muddy in places. Ignore all ways off, in 200m follow the path to the left and in 60m enter more varied woodland (**Bexleyhill Common**) along a narrow path. In 130m *turn left* at a three-way public bridleway signpost along a car wide earth track. Continue past a couple of houses (**Tree Tops** being the first) and

in 500m continue in the same direction by a three-way bridleway signpost at a staggered four-way junction of car wide tracks (the Serpent Trail joins from the left). In 140m, where the path curves to the right and by a bridleway marker post (can be overgrown), you **[!]** continue in the same direction down an unlikely looking, steep and narrow gully (a streambed after rain). This is **not without difficulty** but at least you are never in doubt about where to go!

Ignore a track to the left after 160m where your path levels out, to continue in the same direction on a track with a blue marker post, gradually rising up **Vining Common**, after crossing a stream. The track *bears left* after 100m as another track joins from the right above. In 40m ignore a left fork and continue in the same direction uphill to in 90m walk under a HV pylon line and in 50m reach the top of the rise by a four-way signpost and a bench. With far views of the **South Downs** ahead, you cross a farm track and continue past a horse paddock on your left. In 80m ignore a footpath turning right at the corner of the garden wall of **Upper Vining** farmhouse on your right, in another 60m cross a staggered farm track and in 20m *fork right* to continue downhill along a narrow sunken path between trees.

In 400m go over a farm track and in a further 210m ignore a path forking right through some trees into a nearby arable field. In 140m *turn right* (due SW) at a three-way bridleway junction and in 50m *turn right* at a three-way signpost into an arable field in 10m. Follow its right-hand boundary, *turning left* with it in 190m, and in another 150m *turn right* towards a wooden kissing gate with a **Sussex Diamond Way** marker 15m away. Go through the gate (entering the **Cowdray Estate**) and continue along an avenue of lime trees, planted for Queen Elizabeth's Diamond Jubilee (240°). In 330m you pass a solitary tall tree, where there is another prominent old tree 100m off to the right: this is the well-worth-a-detour fenced **Queen Elizabeth I Oak**, one of the 50 'Great British Trees', with a diameter of 3m.

Continue in the same direction to the left of an obscured pond and in 80m *veer away from the pond* towards a wooden kissing gate 60m away (275°). Through the gate you *turn right* to continue in the previous direction up a shallow valley (carpeted in bluebells in season). In 280m, at a three-way footpath signpost, you *fork up left* (240°) and in 80m cross a fairway (played from the left) in the **Cowdray Golf Club**, to the right of a dark wooden shed. In 90m you walk past **The Halfway Hut** (food & drinks on weekends) and in 50m a signpost under a large tree confirms your onward route. Keep to the right of the next fairway, in 90m pass by a low-growing oak tree and in 110m pass a clump of trees.

In 90m, just before the treeline curves away to the right, a footpath signpost indicates your onwards direction (250°) and in 70m you walk between more trees. Continue in the same direction, just to the right of a green and crossing a fairway. In 80m pass a two-way footpath signpost and then ignore a sandy track to your right and *veer left* along a grassy track (220°) towards a road 90m away. *Turn right* along the right-hand side verge and in 160m, with the clubhouse 300m ahead to your right, *turn left* across the road to walk through a wooden kissing gate to the right of a double wooden field gate into an arable field.

You *turn half right* across an arable field (or skirt it around their right-hand side boundaries) towards a wooden kissing gate with footpath markers 230m away (275°). Go through the gate and cross a pasture diagonally to the far-left corner. Go through a wooden kissing gate with a footpath marker post and continue along a fenced path along the side of one of the many **Polo Fields** of **Cowdray Park**, the 'Home of British Polo'. In 120m, where the right-hand fence veers to the right, continue in the same direction along the left-hand fence. In 20m, at the fence corner, continue in the same direction and in 30m walk onto a tarmac lane.

Cowdray Farm Shop & Café, a recommended **tea stop**, is 80m off to the right. *Turn left* along the tarmac lane with polo fields on the left. In 30m go through or around a double wooden gate to continue in the same direction on the – soon gravel – drive (the tarmac forks to the left). In a further 260m go to the right of a double wooden field gate to carry on in the same direction along the right-hand side of a wooden fence along the car wide track. In 200m you go to the right of a double wooden field gate to continue in the same direction. In 30m *take the left-hand fork* on a car wide gravel track (in 80m this continues as tarmac) with the ruins of **Cowdray House** ahead on the left.

In 220m you arrive at the metal gate in front of **Cowdray House**, a fortified Tudor courtier's house, on the left-hand side. *Turn right* to cross the **River Rother**, going through first a metal, then a wooden gate.

Once across the river, you have a choice:

For a shortcut to the bus stop, *continue* down the wide track for 330m emerging into the **Midhurst bus terminus** and return to Haslemere on Bus 70 (direction Guildford).

For the Main Walk route through Midhurst *turn left* on a faint footpath along the Rother and follow this path on the right-hand side it. In 120m this curves to the right and in a further 60m you walk through a wooden kissing gate. In a further 25m, where the riverside path turns left at a three-way footpath signpost, *continue up* a stepped path with a wooden railing on the left, leaving the riverside footpath. At the top of the steps (ignoring a path to the left along the way), the path levels out and you reach a clearing with several large trees and the low stone remains of (the Norman motte-and-double bailey) **Midhurst Castle** on your left. Follow the hedge on your right as it curves gently to the right. In 70m go through a wooden gate onto a road (**St. Anne's Castle Road**) and continue along it.

In 70m you cross another road to arrive at **Midhurst's** market square with **St. Mary Magdalene and St. Denys Church** on the right, a **stock & pillory** to the left in the corner of **The Old Town Hall**, **Garton's Coffee House** also in the building on the left (entrance at the far side of the building), **The Swan Inn** opposite the square and **The Spread Eagle Hotel** (Lounge Bar with 'Luxury Afternoon Tea') to the left of it. Cross the market square to continue to the left of The Swan Inn along **West Street**, in 40m pass **The Crafty Pint** on the right and in 50m *turn right* along **Wool Lane** by **The Bricklayers Arms** on your right. In 75m reach **The Wheatsheaf Inn** on your left at a junction with **North Street**. Continue along North Street (past several restaurants, **The Angel Inn**, **The Olive & Vine** and **Fitzcane's Café Ice Cream**) and in 300m reach **Midhurst bus station** on the right-hand side.

Catch the number 70 bus to Haslemere Station (direction Guildford).

Route via Lickfold (directions last checked 29/05/2023)

Follow the faint footpath down the grassy slope (155°) with **Blackdown House** to the right. In 200m cross the driveway to the house and continue along a faint path contouring on the level around to the right on a grassy slope to the left of a large tree. In 160m go through a gap to the right of a vineyard and continue in the same direction downhill with a wooden fence on the right-hand side and some brambles on the left. In 90m you *turn left* with the path over a stile and at a three-way footpath signpost *veer half right* through a grassy area and in 25m *turn down to the right* along a gravel track with another vineyard on the left-hand side. In 70m *veer right* off the gravel track and go over a stile to the right of a metal field gate. Continue downhill with a wooden fence on the right-hand side and hedges on the left-hand side (175°). In 300m you pass to the right of a metal field gate and continue in the same direction with a marker post.

In 140m at a three-way footpath signpost continue in the same direction downhill and in 20m enter a wood (**Gentles Copse**) through a wooden gate. In 70m leave the wood over a stile to the left of a wooden gate and *turn right* along a field's right-hand boundary by a four-way signpost, with the wood now on your right. Follow the path around a couple of small indentations of the wood into the field and in 300m *turn right* over a stile and a two-plank bridge into the wood. You leave the wood (bluebells in season) over a stile in 180m and continue up a grassy field *veering a little to the right* in the direction of a signpost. In 200m in the far-right corner go over a stile and *turn right* between trees along a bridleway by a three-way signpost. In 300m *turn left* along a tarmac lane at a bend and in 130m ignore a footpath off to the right. In 20m *turn left* with the lane to pass some buildings of **Hoewyck Farm** (on the OS map).

In 170m, just after the last building on the right, **[!]** *turn right* with a footpath signpost through a wooden gate left of a wooden field gate into a small concreted yard, and *turn left* through a wooden field gate into a pasture. *Bear right* towards the right-hand corner **[!]** but in 60m *turn right* over a stile in the hedge on the right, 25m *before the corner*. *Turn left* in a field by a two-way signpost along its left-hand boundary. In 150m *turn left* with the boundary and *right* again in 40m; in 80m *turn right* and in 20m *turn left* with the boundary. In 10m go through a metal field gate and follow another field's left-hand boundary. In 100m *turn right* in the corner with a signpost and in 120m *turn left* by another signpost over a stile to the right of a wooden field gate into a wood. In 40m continue in the same direction at a signposted three-way footpath junction. You emerge from the wood and continue along a wide fenced grassy track with a field on the left and in 230m *turn right* along a tarmac lane. In 400m, at a T-junction with **Highstead Lane**, **The Three Horseshoes Inn** is on your right.

After lunch *turn left* out of the pub, ignore the left turn to Fernhurst and *turn right* in 20m up an earth bank along a railed stepped path past a footpath signpost. Continue along a narrow path with a field on the right and in 25m go over a stile and continue along a left-hand field boundary. In 165m you walk into the next field through a hedge gap and continue along its left-hand boundary. In 250m in the far corner go through a wooden gate and an overgrown area and in 60m *turn left* through a metal field gate at a three-way footpath signpost, ignoring the wooden field gate ahead. *Turn right* in the adjacent field by a four-way signpost along its right-hand boundary to continue in the previous direction. In 250m in the far corner go through a hedge gap past a marker post into the next field and continue along its right-hand boundary. In 170m in the far corner and with a three-way signpost on the right, a footpath joins from ahead through a hedge gap. This is the Main Walk from Lurgashall.

Turn right over an un-railed plank bridge and pick up the directions in the main text at the asterisk *).