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## Hammer Vale and Linchmere Common

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Distance: 9 km=5½ miles or 6 km=3¾ miles  
easy walking with one steep section

Region: Hampshire, West Sussex

Date written: 21-jul-2011

Author: Botafuego

Date revised: 16-may-2013

Refreshments: Hammer Vale

Last update: 3-sep-2018

Map: Explorer 133 (Haslemere) *but the maps in this guide should be sufficient*

*Problems, changes? We depend on your feedback: [feedback@fancyfreewalks.org](mailto:feedback@fancyfreewalks.org)*

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*Woodland, village, heath*

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### In Brief

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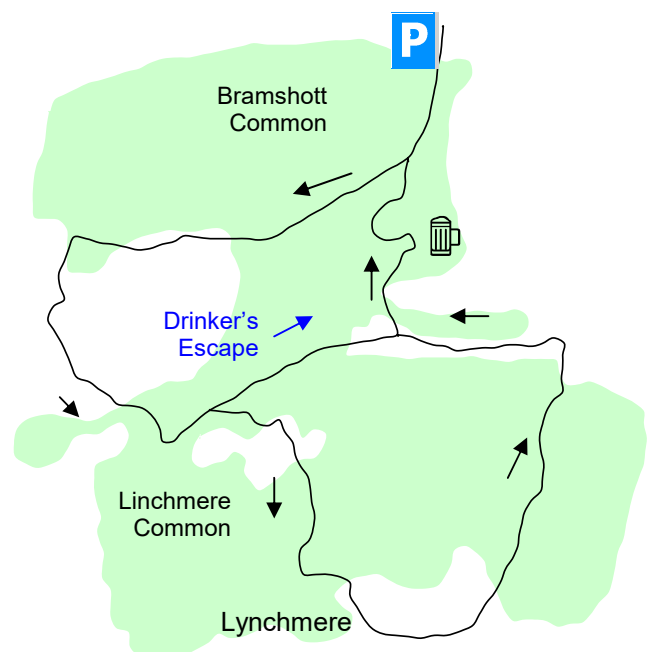
This walk could be described as a perfect **pub walk** since it is short and finishes about a mile from an excellent inn, the *Prince of Wales* in Hammer Vale. There is even a shorter version for impatient drinkers. The walk is right on the three-counties border since the nearest town is Haslemere in Surrey, it begins and ends in Hampshire and goes through West Sussex. Perfect at all times of the year.



There are no nettles, good shoes are adequate and the whole area is dog-friendly, including the pub.

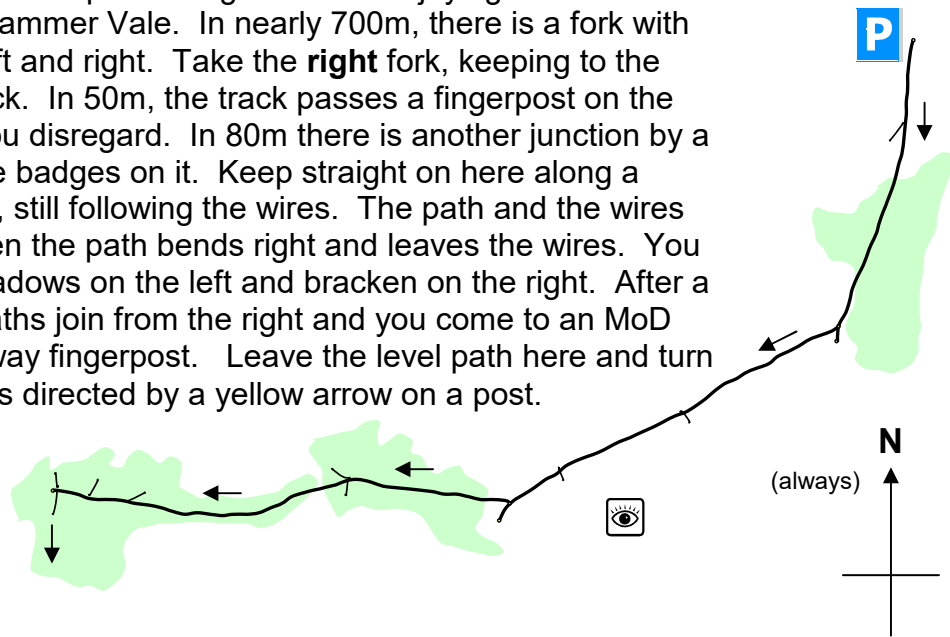
The walk begins at the **Bramshott Common** car park, Hampshire, near the A3, after the crossroads at the end of **Woolmer Hill Road** in Haslemere, approximate **postcode GU27 1QD**, grid ref SU 869 336. For more (important) details, see at the end of this text (→ **Getting There**).

### Overview

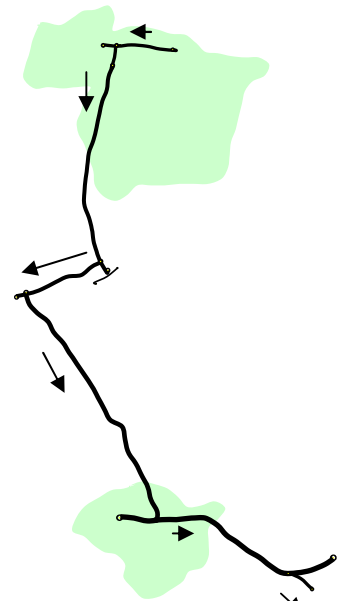


## The Walk

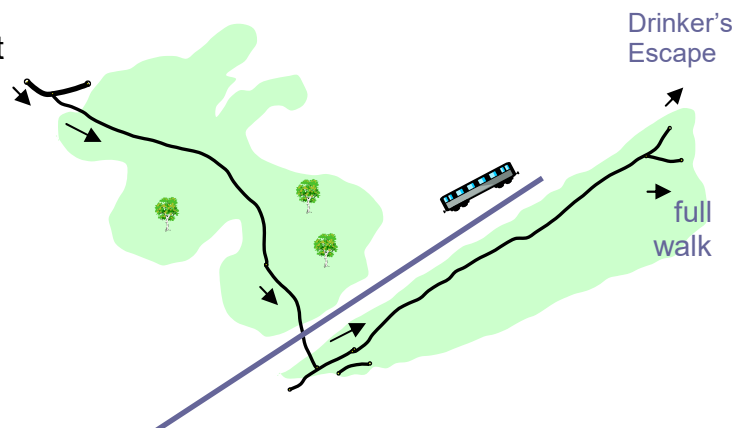
- 1 Beginning in the Bramshott Common car park, take the wide track ahead under wires, going past a noticeboard. In about 500m, the path and the wires curve right. Ignore a signpost here pointing left and keep following the wires enjoying the fine views left over the Hammer Vale. In nearly 700m, there is a fork with wires going left and right. Take the **right** fork, keeping to the main level track. In 50m, the track passes a fingerpost on the right, which you disregard. In 80m there is another junction by a post with three badges on it. Keep straight on here along a narrower path, still following the wires. The path and the wires bend left. Then the path bends right and leaves the wires. You now have meadows on the left and bracken on the right. After a while some paths join from the right and you come to an MoD sign and a 3-way fingerpost. Leave the level path here and turn **left** downhill as directed by a yellow arrow on a post.



- 2 The path goes through a small metal gate. Follow the tarmac drive and, at the end, take the first of two tarmac paths on the **right** (the last one is private). Go past some large cottages of Old Barn Farm and turn **left** at *The Barn* before a meadow on a tarmac drive, passing a little pond. In about 300m, at the end of the drive, go through metal gates to Hewshott Lane and turn **left** on it downhill. In about 150m, where the lane bends left, turn **right** on a signposted byway.

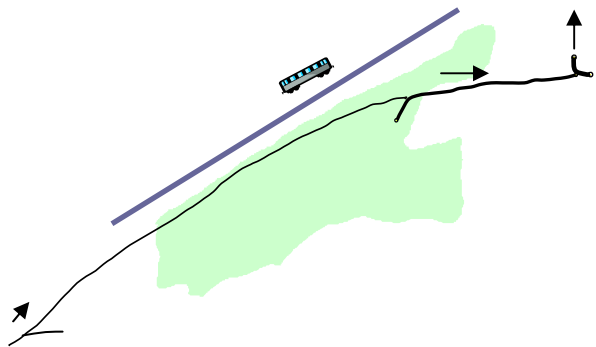


- 3 The byway passes a large pond on the left and crosses a bridge over the running Hammer Stream in a pleasant woodland stretch that crosses into West Sussex. Go under a railway arch and turn immediately **left**. Keep to the path that runs beside the railway, ignoring a driveway on your right. In nearly 300m, at a high point, you meet a fingerpost.

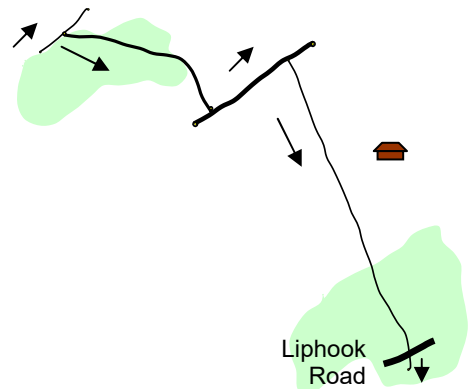


**Decision point.** The walk now takes you through beautiful Linchmere Common. If you prefer to go straight to Prince of Wales, take the short cut that follows here. Otherwise jump over the rest of this stage to stage [4](#).

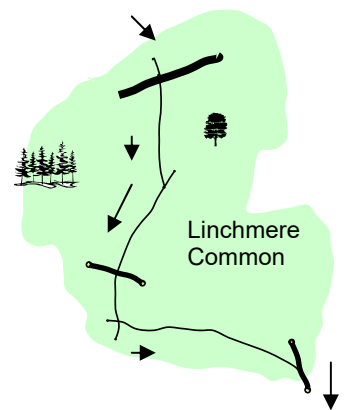
**The Drinkers Escape.** Fork **left** at the fingerpost on a path downhill, staying close to the railway. In about 400m, the path veers away from the railway into woodland and meets a bridleway coming from the right next to some fine conifers. Veer **left** on the bridleway under beeches and go through a gap by a metal gate into a meadow. At the end, go over a stile and turn **left** on a lane. Continue now from stage [9](#).



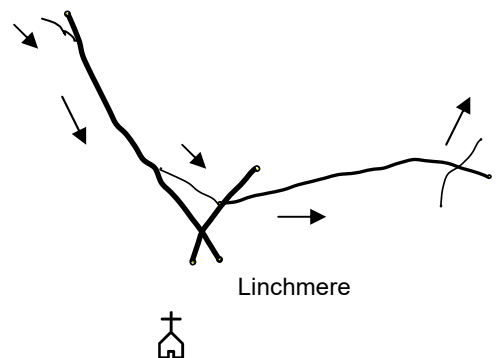
- 4** Fork **right** at the fingerpost on a bridleway that leads up to a tarmac lane. Turn **left** on the lane. In 100m, turn **right** up steps opposite a fingerpost up a bank on a footpath. The path runs by a house, between gardens and meadows, then up through woodland via a stile or metal gate to the Liphook Road. Cross the road and go ahead through a wooden swing gate into beautiful Linchmere Common.



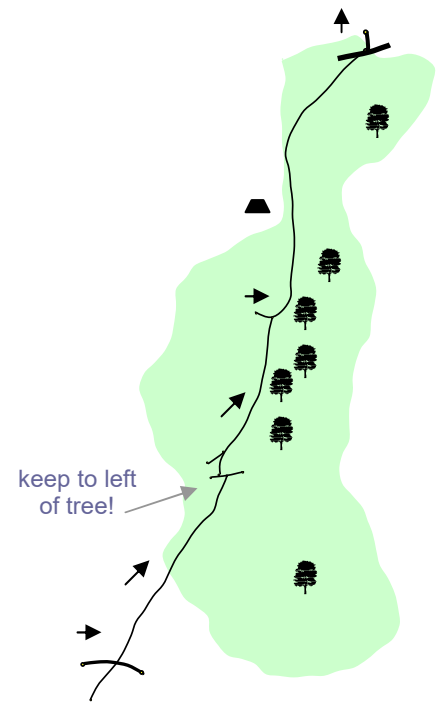
- 5** There is a notice on the gate describing the cattle that are kept here to graze. Keep ahead across the common. In 100m, at a junction with a fingerpost, veer **right**, following a yellow arrow and the symbol of the *Serpent Trail*. Continue, ignoring a path on the left, through another wooden swing gate to meet a lane in 30m. Cross the lane, going past a noticeboard and through a wooden gate. Keep ahead and, about 20m before a gate visible ahead, turn **left** on a sandy horse path under wires. At the end, go through a wooden gate to the lane. Veer **right** on the lane.



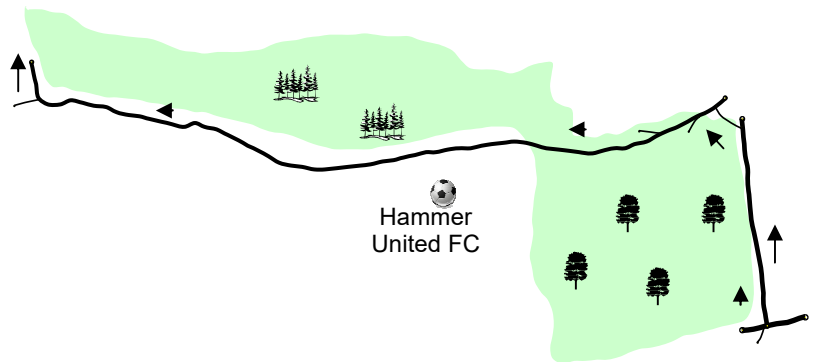
- 6** Follow the lane, at first using the wide grass verge towards the village of Linchmere (or Lynchmere). Soon you see a white signpost ahead. **As a short diversion, if you continue straight on, you can visit Linchmere church whose churchyard reveals, among other things, the grave of Richard Dimpleby, otherwise ....** Fork **left** here across the grass to cut the corner. On reaching a lane, cross immediately over and take a rough track opposite which is part of the Sussex Border Path (SBP). At the end of the first meadow on the left, you reach a crosspaths by a fingerpost. Turn **left** here on a footpath, thus leaving the SBP.



7 Follow this beech-lined path between pastures, soon entering attractive woodland. In another 200m, the path reaches a fingerpost and a crossing path, also part of the *Serpent Trail*. Cross over the path keeping to the **left** of a large oak ahead and, in 15m, veer **right** on a wide clear and fairly straight path with sparse trees on your left and denser woodland on your right. In 70m you will see a fingerpost on your right. Veer **right** here into the trees and immediately **left** again on a path through the dense hollies. Once out into the open under tall trees, take the **left** fork (the drier option) and continue over a bank and through a coppice. In 100m, your path arrives at a T-junction. Turn **right** here. In 25m, in front of a distinctive round yew tree, turn **left**. Soon, your route goes straight over a driveway by some houses on your left. In 30m, fork **left** at a post on a bridleway. With a new coppice on your right, descend via a sunken path, taking care over the hardcore and rubble filled section, into the village of Hammer.

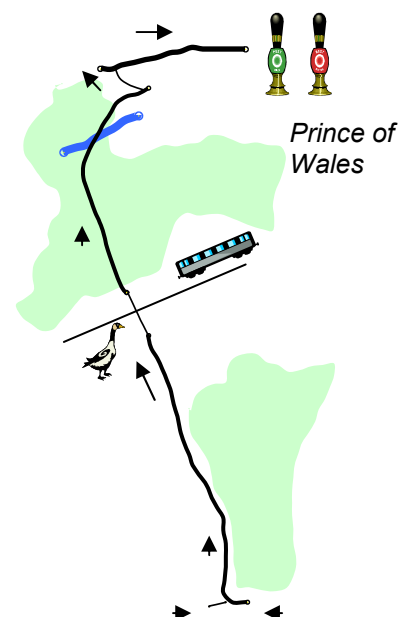


8 Cross the road to Hammer Lane opposite and continue down the road past houses. Opposite no. 14, turn **left** on a signed bridleway. Immediately bear **right** and, in a few metres, turn **left** on a gravel track by houses, ignoring a footpath that forks off left. Keep **left** shortly to avoid a stony private drive. The track soon passes the Hammer United FC ground. *Hammer United had a good record in the Surrey County Intermediate League (Western). They compensated for the thin spectator attendance by cheering themselves, a din that reverberated along the valley. They have now joined the W.Sussex League and have moved to Camelsdale.* Soon, at a sign warning you of free-range children, you reach a junction. Follow the main track as it bends **right**.



The Drinkers Escape re-joins the walk here.

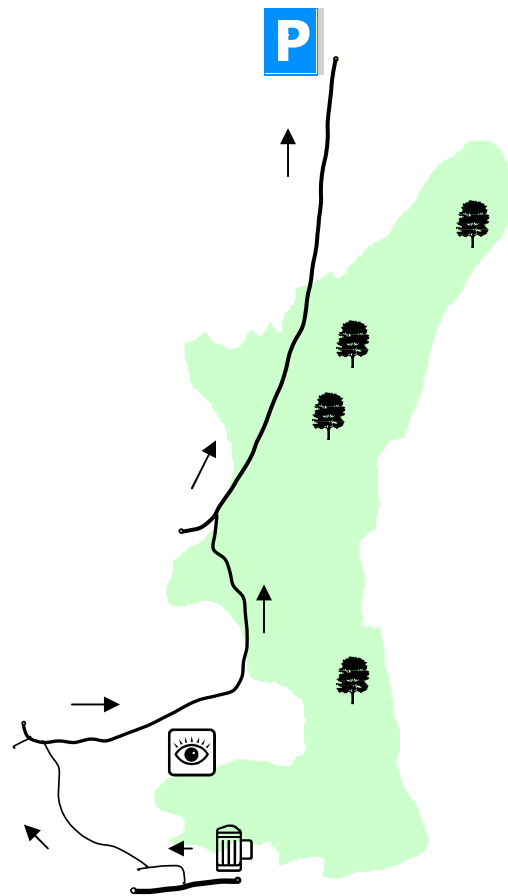
9 Pass Hammer Farm House and Barn and keep dead straight through the yard and stables. Go through a small wooden gate, followed by a swing-gate and cross the railway carefully, keeping ahead through a swing gate and on a rough drive that curves right over the Hammer Stream, taking you back into Hampshire. Turn **left** by the first house *Anvill Cottage* and **right** on the road quickly leading to the *Prince of Wales* pub.





*The Prince of Wales is nominally now a Fullers pub but still offers two Gales brews. It welcomes children and dogs and provides unpretentious traditional pub food in an enviable setting. It has recently been refurbished.*

- 10 With your back to the road, turn **left** through the pub car park and take a grassy path, forking immediately **right** quite steeply uphill past a MoD board following near some electricity wires. Near the top, at a T-junction, turn **left**, really straight on, still following the wires. Where the path finally levels out you meet a wide level crossing path. Turn sharp **right** onto it. This fine high route offers great views right across the valley. Where, in 170m, you reach the edge of a birch wood, turn **left** with the main path. Stay on the main path as far as a T-junction with a wide path running under wires. Turn **right** here to arrive back in 500m at the Bramshott Common car park where the walk began.

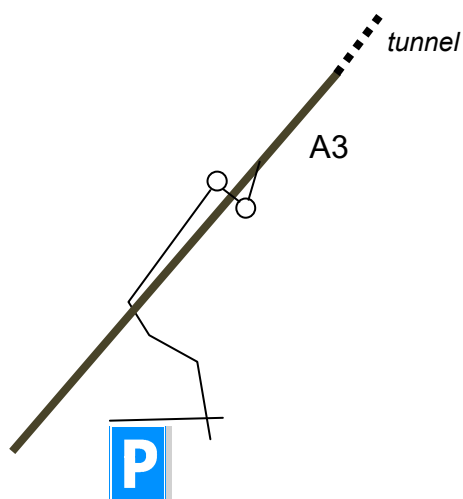


## Getting there

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By car: you can now (2013-4) reach the car park directly from the A3. If coming from London, take the first turn-off after going through the **tunnel** and turn **right** over the A3. (If coming from the south west, this is the first turn-off *before* the tunnel.) Take a **left** at the next roundabout signed *Bramshott Chase*. The road runs parallel to the A3 for a short distance and then swings right and then left to go under the main road. 500 yds=450m further on is a major crossroads: turn **right** here towards *Liphook*. This is Knockhundred Lane. The car park is 400 yds=350m on the left.

To return after the walk, you can easily exit to the **A3 south** by turning left out of the car park; **or** you can turn *left* at the crossroads onto Hammer Lane, go *under* the A3 and join the **A3 north**.



By bus/train: bus 59 from Haslemere Station to Hammer Vale (not Sunday?).  
Check the timetables.

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