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## Kingsley and the Hangers

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Distance: 16 km=10½ miles

easy walking

Region: Hampshire

Date written: 29-may-2009

Author: Botafuego

Date revised: 5-apr-2013

Refreshments: Kingsley, East Worldham

Last update: 12-may-2025

Map: Explorer 133 (Haslemere & Petersfield) *hopefully not needed*

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

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*Woodland, heath, hills, views, villages, pubs*

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### In Brief

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This is a walk in the hilly parts of Hampshire taking in several of the interestingly-shaped hills called “hangers” with lovely woodland and memorable countryside.



The route is fairly dry underfoot but boots are recommended. Long trousers are required as this walk is not nettle free and the undergrowth may be thick in summer along the early sections. There are some fields and stiles that may be difficult for a large dog.



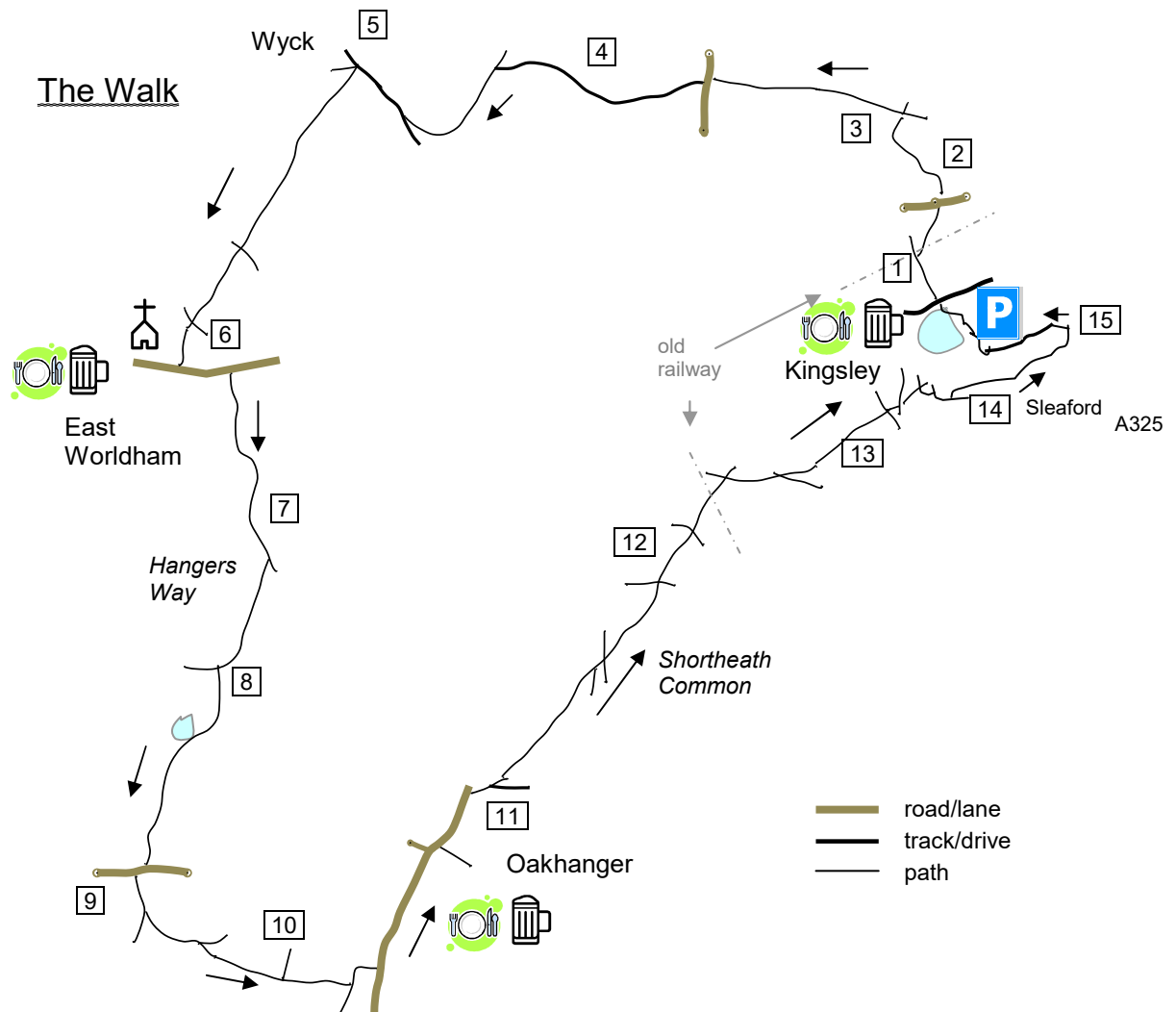
The walk begins at **Kingsley Pond**, Hampshire, postcode **GU35 9ND**, [www.w3w.co/raking.dives.reviewed](http://www.w3w.co/raking.dives.reviewed), near the *Cricketers* inn and the village shop. For more details, see at the end of this text (→ **Getting There**).

### The Walk

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1

**See map overleaf.** From the car park near the *Cricketers*, cross over the B3004 road onto a track opposite the inn, beside a farm, marked as a footpath. Follow the track past a sign PANTERA and a large metal gate (or over the adjacent stile if the gate is closed). As the track bends left keep straight ahead on a grassy path between a wire fence and a rope fence. Just after a 3-plank bridge and steps either side of the disused railway, take the **right** fork, between wire fences, diagonally across the centre of the meadow. You reach a fence on the left, soon passing through a new (but unneeded) wooden swing gate leading to a path between a fence on your right and a ditch, all the time heading for a huge red-brick house and reaching a minor road.



**2** Go straight over the minor road, through a gate and along a wide grassy path. At the end, go through another wooden gate and turn **right**. Immediately turn **left** onto a gravel drive between a house and its garage and then cross over a stile into a grassy meadow with hens. Turn **left** and pass through a metal gate or over a rather old but usable stile. Go over a new bridge and turn **right** along the field edge. Turn **left** at the field corner but in 10m turn **right** over a wooden bridge into a strip of woodland. The path crosses an unneeded stile and goes across the centre of the next field. Turn **left** along the field edge for 25m and then **right** at a yellow arrow into woods via steps. Go up the steep slope, aided by a few more rudimentary steps. After the first section, follow a left-pointing arrow, shortly going through a gap cut in a fallen tree trunk. After another flight of steps you reach the top and another field. Head diagonally **right** across the field to a marker post with yellow arrows. Turn **right** here. After 150m or so in this large field you approach a fingerpost, set well back from the junction. Turn **left** (*don't miss!*) here onto a nice clear path across the centre of the field.

**3** *There are great views from here, especially back to the Surrey hills.* The path runs across a large field, through a metal kissing gate, across a meadow, through a second kissing gate, along the edge of a small field and down a track to a lane by the exquisite *South Hay House*. Cross the lane and continue up the bendy lane marked *Stubbs Farm – No through road*.



After about 100m you pass South Hay Farm on your left. After another 300m you reach Stubbs Farm. *Binsted church is visible over on the right.*

- 4 At Stubbs Farm pass between the barns to where the footpath takes you **left** after the barns into a field, then immediately **right** down the right-hand side. Follow the edge down the slope as it curves to the right. Where the edge turns away, your path keeps straight ahead across the centre of the field heading for the long wooded ridge ahead. It then leads over a concrete footbridge in trees, through scrub, into more trees, wheeling **left** and going steeply up steps. *In late spring the woods here are carpeted with the most glorious display of ramsons (wild garlic flowers).* At the top, at a T-junction with another footpath, turn **left** beside a large field. In 200m, you enter a second, smaller field. 50m further, go diagonally **right** across the field on a very faint path, as indicated by a fingerpost which is partially hidden by undergrowth. *Do not miss this turning! The golfball-shaped domes in the valley, which you will pass, belong to the radar station at RAF Oakhanger.* The path leads **right** by a yellow arrow under a large yew. At an unneeded stile by a gate it joins a lane running through the hamlet of Wyck, past a converted oast and the fine *Bumbles Farmhouse*.

- 5 100m after *Bumbles* and opposite the gate of Wyck Farm House, turn **left** onto a footpath and keep straight ahead beside trees, avoiding a path that forks right across the grass. The beginning of the footpath is a real delight, fringed as it is with birch trees and an ancient wall. *The early Victorian graystone Wyck Place and its pointy tower are visible 100m to your left.* The path crosses the house's linden and chestnut driveway. *Note the two little coy outhouses on your left with their fox and hound windvanes.* The path now takes you through a metal kissing gate and along the length of a field with fine views to the left. If your path forks in 20m, keep to the right-hand fork, the more central path. You soon cross a concrete track. The footpath goes under wires and crosses a stony sunken track in a narrow line of trees. After leading you straight over another field, your path goes through two swing-gates, along another footpath and through another swing-gate to reach the churchyard at East Worldham.



*Worldham (there is also a West village – see the Alton walk) has ancestry going back to the old stone age but its entry in the Domesday Book is not too clear. It may be "Werildeham" after a change of spelling. King Johns Hill, which you will shortly pass, has an Iron Age hill fort encircling its summit. The village was in the possession of a certain Geoffrey de Venuz from Norman times and it was held by the de Venuz family for 250 years. East Worldham lay partly in Woolmer Forest, where hunting took place and a medieval hunting lodge has been excavated on King Johns Hill. East Worldham has a number of listed buildings, the oldest being Old House Farm which could date from earlier the 1300s or 1400s. Like so many, the church dates from the 1200s. The effigy in the south wall was rumoured to be that of Philippa, wife of the poet Geoffrey Chaucer. (See also the "Ewelme" walk in the Chilterns in this series.) This was based on the "wheel" badge on her chest, "Roet" (or "rouet" in modern French) being her family name. It is now believed to date from about a hundred years later (budding historical scholars please write in with suggestions).*



*The "Three Horseshoes" pub (Fullers) is nearly 250m to the **right** as you reach the main road but it is well worth the diversion. Walkers have found it a lovely pub with excellent bar food.*

- 6 (An alternative route to the following is to retrace your steps to the first of the swing gates and turn **right** on the Hangers Way, taking you directly opposite the turning at (\*) below.) Go past the church, exiting by the entry porch, and turn

**P** **left** by two noticeboards, through a small parking area, on a tarmac track to the main road, the B3004 once again. Turn **left** on the road and, about half way down the hill (\*), cross the road carefully and turn **right** on a track marked as a footpath, *also part of the Hangers Way (HW) a 21-mile long-distance route from Alton, along a series of steep-sided wooded hills known as "The Hangers", through Petersfield to Queen Elizabeth Country Park.* Keep to the right-hand, upper path. In 125m, this path goes **left** through a kissing gate (or through an open metal gate), with crops on your right, where you have a wonderful scene of the perfectly-shaped King John's Hill (see *brief history above*) by lakes and sheep meadows. Aim to the **right** of the lakes and, at a fingerpost, veer **left** through a swing gate, going past the lake on your left. Go through a shiny new metal kissing gate and veer **right** on a level path following a line of trees: an ash and oaks. Your path goes through a swing gate and curves left into woods.

**7** In 50m, by a waymarked low post, the path bends **right** and goes down to another swing gate. Keep to the left-hand side of the first sheep meadow, going over a gate-bridge-gate combination, then straight ahead across another pasture, under power lines and through a swing gate and over a bridge into woodland. Take the narrow **right**-hand HW path, avoiding the broad grass footpath straight ahead. You now traverse some of the most enchanting woodland you are ever likely to see. After 350m of sparse woodland with a wire fence on your right, yellow arrows direct you to the **right** through a swing gate\* and onto a darker muddier track. [[\\* Jun 2024: after a problem, now resolved, with the resident, your route is through a gap to the right of the large metal fence.](#)]

**8** In about 100m, turn **left** at a yellow arrow over a little wooden bridge onto a narrower path, still following the HW. *Do not miss this turning!* The path winds through larches and soon meets a wide gravel track. Turn **left** here. After about 100m on this wide gravel track you come to the entrance of a field with brick rubble underfoot. Turn diagonally **right** across a small meadow and through another swing-gate into woodland dominated by tall pines. After about 100m, turn **sharp left** at a HW sign, onto a narrow path into the woods. The path goes around the left hand side of a pond with private fishing rights, and comes out on the other side on a solid stony track. Turn **left** on the track for 40m and turn **right** at the "finger", still following the HW. The route crosses Hartley Wood. Keep straight on, ignoring all tracks off to the left, until you reach a minor road by *Candovers House* with its small lake.

**9** Turn **right** on the road for 80m, still following the HW, and turn **left** past a cottage, *High Candovers*, veering right past the aptly named *Long Candovers*. Just past the superbly thatched *Candovers Barn*, turn **left** through a gate on a footpath, thus leaving the HW. Keep by a wire fence on your left, soon entering a wood. You quickly reach a crossing track with a farmyard on the right. Go straight over the track, past a large metal gate, ignoring a footpath sign to the left. When you reach the bottom in about 200m, go directly over a track into a field ahead. Continue along the right-hand edge of the field with the white domes visible ahead to your left. In 350m, at the far corner (skirting if possible some deep mud), the path goes over a one-plank bridge [[Nov 2018: take care! slippery](#)] and through a new wooden gate in the hedgerow and curves **left** into another field.

**10** Cross the field in a straight line diagonally with the domes on your left, crossing a ditch by a bridge, aiming for a large stile visible in the hedgerow



about 5m to the right of the opposite corner. Go over the stile and a bridge and turn **left** around the field, then **right** at the corner. Follow the path past the thatched *Tunford Cottage*, through a gate, to a main road and turn **left** onto it. Further on through the village, you pass the *Hanger* restaurant and free house (previously the *Red Lion*). Follow the road a little further through the houses of Oakhanger until, just past a phone box, you come to the village green with a large chapel ahead on the left.

- 11 Take a wide gravel drive, marked as a footpath **half right** across the green. Shortly, by a sign for the Local Nature Reserve, leave the drive which curves away right and continue straight on into Shortheath Common. Stay on the main broad path across the common, avoiding all lesser branches and crossing paths. The path is mainly sandy, with a boardwalk at one point to take you over a marshy section. After about 600m, you pass under power lines. 50m later, the path is joined by a track from the right and passes *Heathfield House*. 40m after the house, take the **right** fork and continue along the track until, in 80m, you meet a track coming in from the left. Turn **right** with the track for just 10m and then turn **left** over the grass to continue in your original direction. This route is less obvious than the previous wide tracks so you need to concentrate on maintaining direction. The route goes through a gap between birches, then straight ahead on a narrow path between oaks and birches. It then crosses two drives, and runs diagonally right on an indistinct grass path, shortly meeting a driveway which leads towards the left-hand corner of a house called *Chestnut Farm*. Leave the drive passing the corner of a long brown wooden outhouse as your path curves **left** away from the outhouse over the grass.
- 12 In only 20m veer **right** again to head straight for a long bank ahead, through a dark gap in the bushes. Turn **right** on the path running alongside the bank which turns out to be a reservoir hidden from view, with fields on your right. Soon you have the disused railway and a line of poplars on the right. Where the path eventually ends, turn **right** over a stile, go **left** for just 10m on the disused railway path, then **right** over a stile into a meadow. Cross the meadow diagonally **left** and cross a table stile near the far corner on the opposite side. Go through a small wooden gate and half **right** in the direction of the arrow to cross an orchard with geese and other waterfowl. Go through a gate, straight over the driveway and over a stone bridge. Turn immediately **right** on a marked path beside a ditch, avoiding the path straight ahead.
- 13 Continue on this new tall fenced path until you come to a gap on your left. Turn **left** here as directed by a yellow arrow. Continue on this path, again with new tall wire fencing to each side, heading for the houses in the distance. Follow the overhead wires straight past an MoD sign with *Meadowgate Farm* on the right. You are now back on Kingsley Common. At a T-junction, turn **right**. The track curves left and comes to another T-junction. Turn **right** again. When, in 50m, the track reaches a large metal barrier with another MoD sign, turn sharp **left** uphill on an unsignposted very sandy track.
- 14 The track joins another sandy track coming from the right by a bench seat. Stay on this very wide sandy track, ignoring in 100m paths off to the left and generally avoiding all lesser branches and crossing paths until the track descends, in another 100m, to cross a very wide sandy space. Your track continues directly on the other side, although less sandy now. You will now be following this track for about 500m across the Common. You pass a diagonal crossing path, then no less than four sets of wires. Soon after the last of

them, you are pass a certain *Riverside Cottage* over on your right. Ignore two lesser paths straight ahead and stay on the main track which bends **left**. Within about 50m, you reach an open space which used to be a car park (and where this walk previously used to start).

- 15 With your back to a fine white house called *Coldharbour House*, go over a one-bar barrier marked NO PARKING EMERGENCY ACCESS. After 80m ignore a minor right fork. In less than 100m, at a junction of paths, take the right fork, practically straight ahead, avoiding two paths on the left. In another 100m on the main path, you pass under power lines. 50m further, keep straight on at a junction under more wires. In 150m, the track ends abruptly at a low bar with a grassy space ahead. Go forward 20m and turn **right** on a narrow grassy path. In 10m, fork **left** and follow the path downhill avoiding all turnings off till you reach the lovely Kingsley Pond. Go either way round the pond to the car park where the walk began.

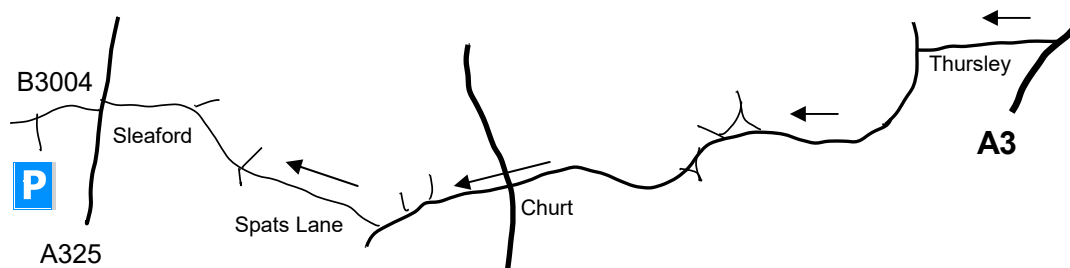


The *Cricketers Inn* offers food, drinks and accommodation.

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## Getting there

**By car:** the walk begins at a small local car park on Kingsley Common, Hampshire. To get there, by a “scenic route” from the London area: take the A3 past Guildford and turn off for Thursley. After Thursley and a double bend, at a T-junction, turn **left**. From here you follow signs for *Churt*. When you meet a major road coming from the right, turn **left** to join it, ignoring a road straight ahead. A little further, take the **right** fork, signposted *Churt*. At Churt cross straight over the A287 and continue through Barford for about 1½ miles. You need to look out for an unsignposted lane on the right called **Spats Lane**. This is about ½ mile (700m) after a farm shop on the right advertising milk and cream. There is a small grass triangle by a cottage aptly called *Old Cottage*. Follow this narrow lane for about a mile (1½ km) to a road junction and cross straight over, signposted to *Kingsley*. In another mile, you reach the A325 at Sleaford. Turn **left** and immediately **right** at the traffic lights. Follow this B3004 road for 1 mile. Just after a church, opposite the village shop and before the *Cricketers* pub, turn **left** into the dusty car park.



A simpler route is to take the A3 through the Hindhead tunnel as far as the junction with the A325, turning **right** and following the A325 all the way through Bordon to the traffic lights mentioned above.

**By train/bus:** bus 13 from Liphook station to East Worldham.