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## Cranleigh to the Church in the Woods

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Distance: 22 km=14 miles

easy-to-moderate but lengthy walking

Region: Surrey, West Sussex

Date written: 15-apr-2010

Author: Hautboy

Date revised: 11-sep-2011

Refreshments: Rudgwick?, Walliswood

Last update: 29-apr-2025

Map: Explorer 134 (Horsham)

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

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*Green meadows, disused railway, woodland, hidden church*

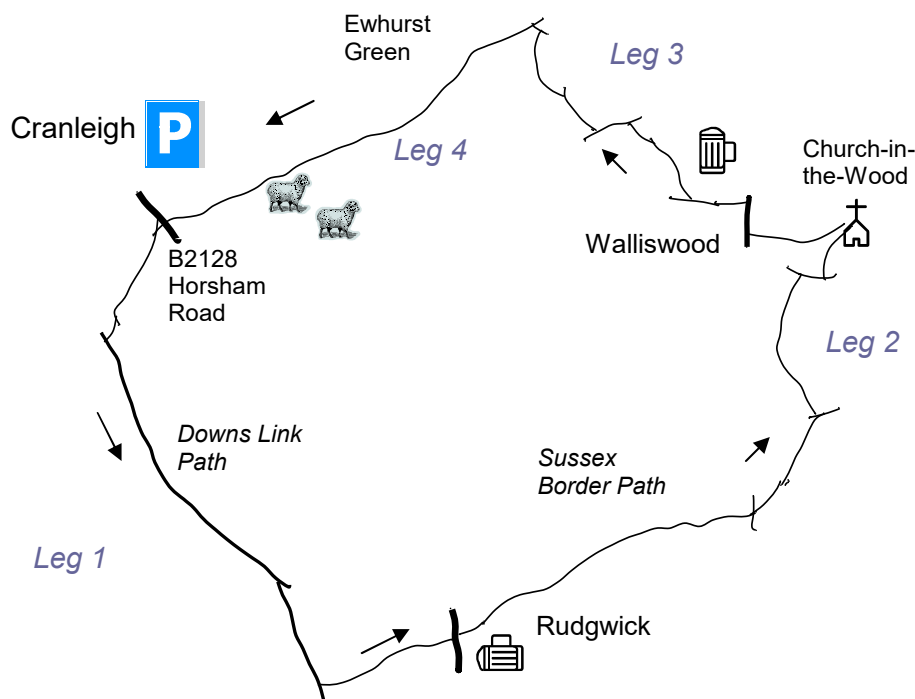
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### In Brief

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This is a bracing, sometimes tough, circular walk, mainly in Surrey, with long easy stretches and a few shorter intricate sections. As always in this series, there are hardly any ploughed fields, just lovely grassy meadows separated by occasional woodland. At the half-way point, as if on a pilgrimage, you reach the Church-in-the-Woods at Oakwood.

### Bird's Eye View





There are one or two patches of nettles on this walk. There are just a few muddy patches, so good boots are advisable. The stile count is low until Oakwood, when it becomes high, and some stiles are broken. This is a good walk for a small dog that can manage the stiles.

The walk begins on the outskirts of **Cranleigh**, Surrey, just off the B2128 Horsham Road. Park considerably in Grove Road, postcode **GU6 7LH**, [www.w3w.co/baths.regularly.headings](http://www.w3w.co/baths.regularly.headings). This is the last road on the left before the open countryside. It is opposite a bus stop and just before the imposing iron gates to the Vachery. Another good starting point is in **Walliswood**, Surrey, [www.w3w.co/oxidation.glossed.curries](http://www.w3w.co/oxidation.glossed.curries), postcode **RH5 5RD**, in the car park opposite the *Scarlett Arms*, putting the midday refreshments in Rudgwick at the centre (start at Leg 3). For more details, see at the end of this text (→ **Getting There**).

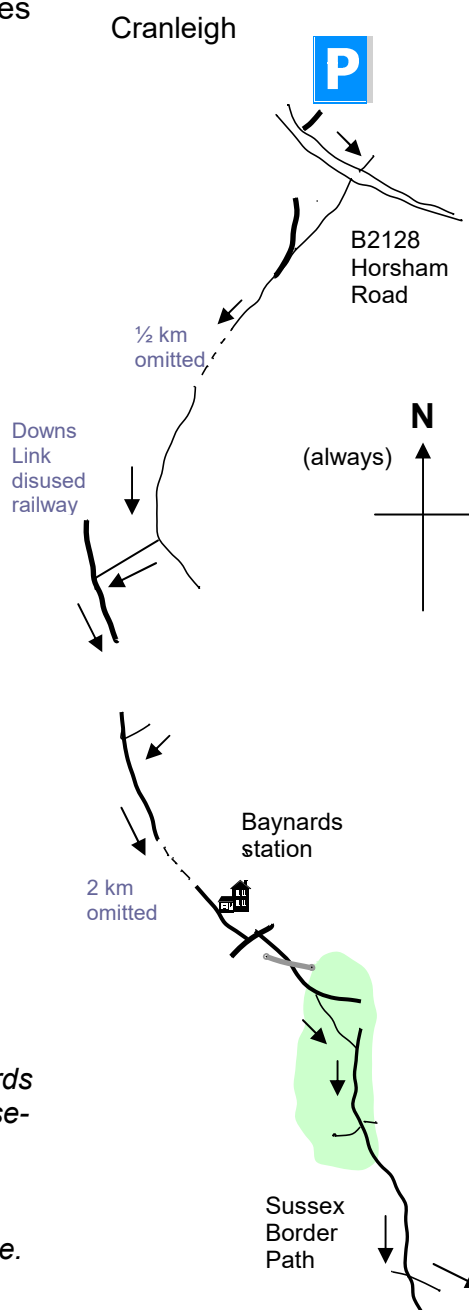
## The Walk

### Leg 1: Cranleigh to Rudgwick 6 km=4 miles

- 1 Continue along the Horsham Road out of town, past the iron gates to the Vachery. After 50m, turn **right** on a bridleway. The bridleway crosses a concrete drive and later joins it. After some distance, the drive curves left by a fine row of tall pines. Turn **right** here at a 3-way fingerpost onto a narrow concrete drive. Just before the arch of the disused railway, go **left** up steps and turn **left** on the Downs Link Path.

- 2 The Downs Link Path crosses the Cobblers Brook by a bridge, later another bridleway between green gates by a pond; later it passes a footpath on the right, then a crossing footpath and then passes houses on the right. Next comes Baynards Station with its station building, old advertising posters and information board.

*The Guildford-Horsham railway line was opened in 1865. Originally no station was planned at Baynards but the owner of Baynards Park, a Rev. Thurlow, engaged in some "horse-trading" to persuade the London & Brighton Couth Coast Railway Company to build one. The line was axed in 1965 by the Beeching review. The station is now a private residence.*



After Baynards, the route zig-zags **left** on the lane and quickly **right** before the gates of *Thurlow Lodge*. The path then goes under a road bridge and meets a junction with a bridleway left. Keep straight ahead here on a narrower path that crosses an open area, goes up steps and over a small bridge to a T-junction. Turn **left** to go over another small bridge, arriving at another T-junction. Turn **right** at this T-junction. *You are now on the Sussex Border Path (SBP), a long-distance path running from Rye in the east to Emsworth in the west.* In late spring, the woods here are thick with bluebells. You reach a (rotting) marker post with a junction on the right bearing the SBP waymarker.

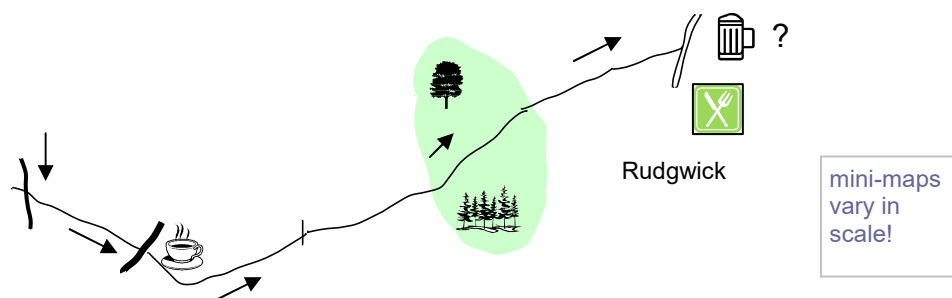


The **Rudgwick Monster** turns **right** on the SBP here, thus leaving this text.

- 3 Ignore the right branch, thus leaving the SBP. [2020: this path is very narrow; as an alternative, take a newly-cut path, going to its **right**. Follow this path and turn **left** in front of a seat. At a 3-way fingerpost, turn **right** to re-join the intended route, skipping the next sentence.] At the next junction with two unneeded stiles, also keep straight ahead. The path now meets the disused railway again as it emerges on the left from an old tunnel. After 300m you come to a crossing path. Turn **left** here. The path goes across a meadow, slightly right, with a café (see below) visible on the left, to a lane via a farm gate. The Milk Churn serves excellent coffee and snacks; try the Sussex Charmer cheese-on-toast; it also has a loo.] Cross the lane, go through a V-shaped metal gate opposite, along the left side of two meadows, through a belt of trees, and along the left side of the next meadow. Exit the meadow in the far left corner. on a renovated path, following a new waymarker, into the wood. Follow the path leftwards through the wood, blue-carpeted in the bluebell season. The path goes over a 2-plank bridge, climbs some steps and ascends by a fence where it has paving stones and comes out into Rudgwick, West Sussex, opposite the *Kings Head* and the Holy Trinity church.



WC



The *Kings Head* is now **closed** and for sale. Hoping it will revive, text has been retained. The *Kings Head* specialises in “Italian and Continental Cuisine” and is a good place for a drink and a very satisfactory meal. But, remember, you have only done one of the four legs so far.

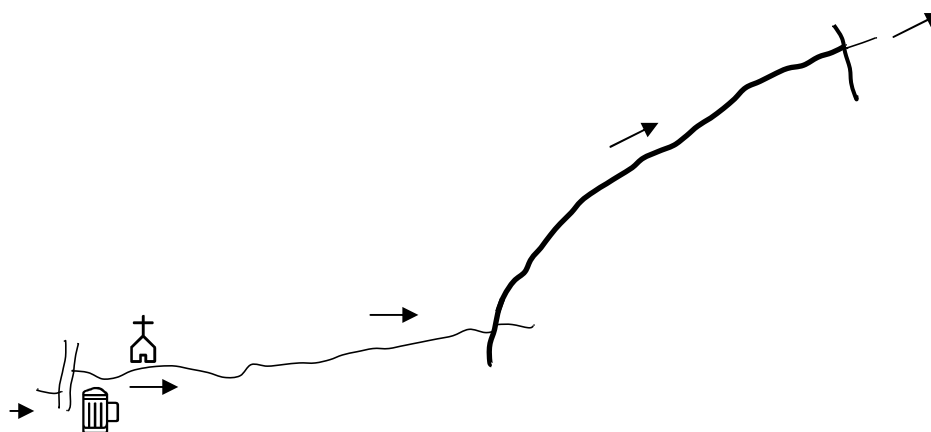
The name “Rudgwick”, originally “Regwick”, means “farm on the ridge”. Rudgwick was a poor Wealden community living off pig droving. The Holy Trinity church was built around 1260. The parish has no less than 90 timber-framed buildings. Millions of years ago this area lay on the shore of a huge lake and the clay that subsequently formed is now excavated by the brickworks. In 1985, they dug up some bones of a unique dinosaur named “*Polacanthus Rudgwickensis*”.

## Leg 2: Rudgwick to Walliswood 8 km=5 miles

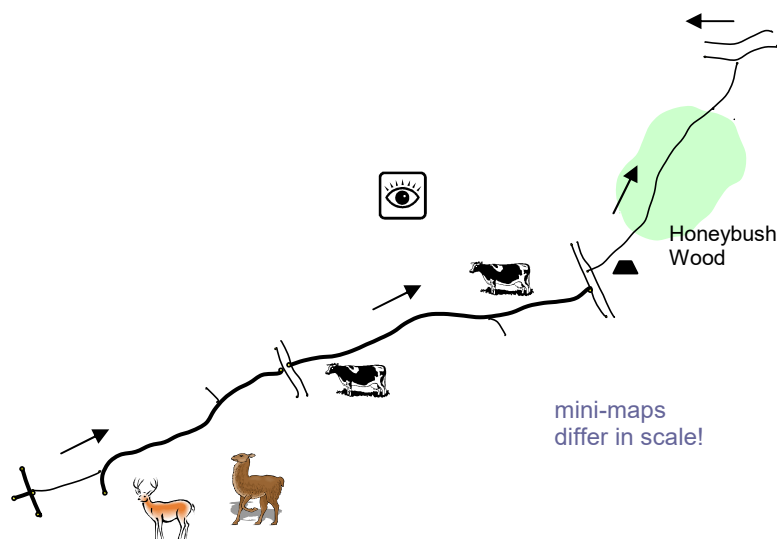


The **Rudgwick Monster** re-joins the walk here.

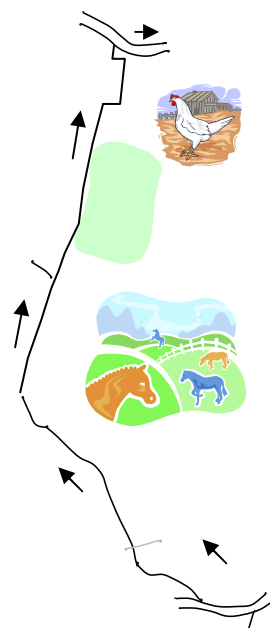
- 4 With the *Kings Head* on your **left**, take a new tarmacked path with white markings and a *Public Footpath* sign. Go through a gate up to the church and go past it on your left, to a swing gate marked *Sussex Border Path* which you have re-joined. Follow the path through more gates to a narrow lane and turn **left** on it. Continue ahead on a track and go over a stile to a well-surfaced track by a 4-way fingerpost. Turn **left** on the track, thus temporarily leaving the SBP (it goes straight ahead but on a rather roundabout route with little gain.) Follow the track as it curves right and comes to a junction with a 3-way fingerpost. Avoiding the avenue driveway on your right, re-join the SBP by going straight ahead over a stile and along the right-hand side of a large meadow.



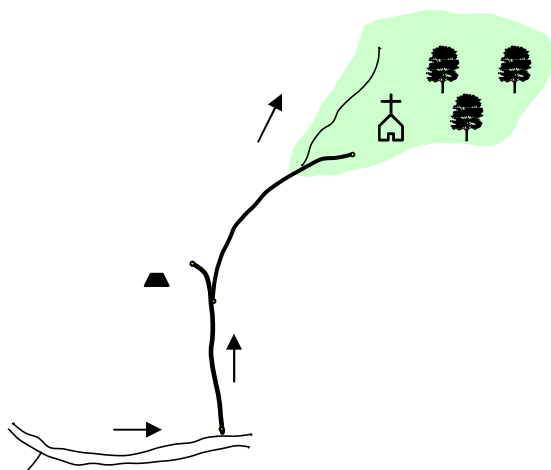
- 5 At the end of the meadow, join a concrete track coming from your right, veering left and right to maintain your direction. Later, in the next meadow, ignore a footpath left. *There are fine views left to the North Downs.* You eventually reach a lane by a large farmhouse. Go straight across through a concrete farmyard between farm sheds and continue along a tree-lined concrete drive. After some distance, the drive runs through farm buildings. Ignore a footpath right here and continue along the drive to a road opposite *Honeywood House*, a care home. Go **left** on the road for just 20m and then **right** beside the building, soon passing the arched back entrance. Continue through the fine Honeybush Wood of tall oaks lined with rhododendrons. The woodland walk ends at the *North Lodge* and a road. Turn **left** on the road.



- 6 In 80m, go **right** over a stile next to a fieldgate into a meadow. Follow the path diagonally **left** across the meadow, over a solid stile that crosses a wire fence, over a flat concrete bridge, and along the right-hand side of the next meadow. At the far end, go over a makeshift stile and over a stream via a low brick bridge. Now keep exactly the same direction across the next pasture, cutting the right-hand corner, gradually meeting the wooden fence on your right where you find a rather high stile. Go **right** over the stile and walk beside the fence on your left on a narrow, rather overgrown, path. Ignore a 3-way fingerpost (with a redundant right-pointing "finger" after recent changes) and go over a (*care! very high*) stile. The path now runs beside a wood on the right. In 150m, ignore a bridleway on the left at a 3-way fingerpost and keep straight on along the right-hand side of the next field. You pass a line of trees on your left and continue beside the next, narrower, meadow. When you reach the large brown gate of Rosehill Farm (*beware loose yappy dogs*), turn **right** and quickly **left** on a new diversion which takes you on a path under ash trees. Finally, turn **left** and **right** on a drive from the farm to come out to a road. Turn **right** on the road.



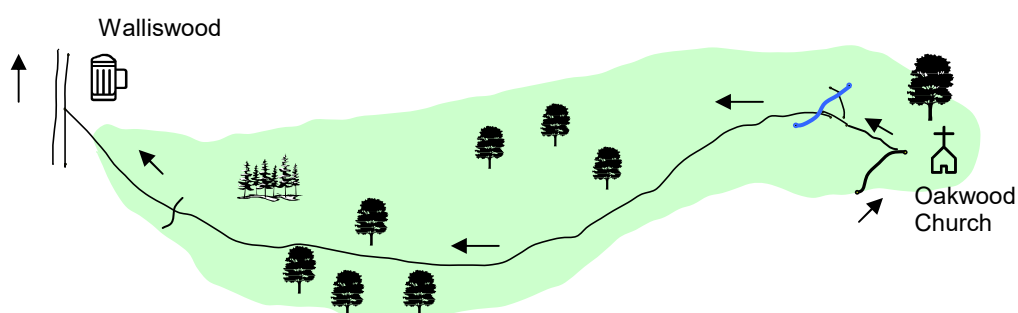
- 7 In about 100m, before a sign announcing Oakwoodhill, turn **left** on a waymarked footpath to the **right** of the drive for Chapel House Farm. Follow the waymarkers. *There are more fine views of the North Downs with Leith Hill Tower visible half-right.* Continue straight ahead at all times, passing a house and barns and, where the fence ends, keep to the **right** of the undergrowth, navigating through shrubs and trees if necessary, and continue ahead on a fainter path. This path leads to Oakwood Church-in-the-Wood.



*"A gem in a perfect setting", but Oakwood church was not always hidden away in a forest of oak, beech and hazel. It was once on a major highway near Stane Street (the old Roman road). It is only in recent years with new main roads taking the traffic away that it has become one of the most isolated churches in the South East. It was built about 1220, reputedly on the site of a Roman villa where earlier a Druidic temple had stood. In 1431 a local man Edward de la Hale endowed the church generously. Legend has it that once, on a boar hunt with his son, the lad fell from his horse and was about to be gored by an enraged boar when, as if from Heaven, an arrow whizzed through the air and slew the animal. In 1547, the church was wrongly classified as a chantry chapel, i.e. one that says occasional masses for the dead rather than a proper church, and was seized along with the*

monasteries during the reign of Henry VIII. Restored by petition and decree, it later became a full parish church in 1853. Inside are many items of interest, including the de la Hale Brass showing a man-at-arms with the badge of the House of Lancaster, some wall paintings – survivors from a much larger set – and some ancient glass in the lancet windows.

- 8 Go clockwise all the way round the main west entrance to the church and down a curving tarmac path, through a small wooden gate into a small car park. In only 5m, go **sharp left**, almost doubling back, over two bridges, through a gap in the fence on a narrow path. Now keep generally straight on, avoiding a bridge on the right and veering **left** over a bridge ahead through Kiln Copse, following a path through the dark wood. Your path approaches a meadow ahead and veers right to stay in the wood. Keep ahead soon with houses on your left and keep straight ahead at a 4-way signposted junction. Exit to a road via a wooden gate at Walliswood and turn **right**. The *Scarlett Arms* is immediately on your right.



The “Scarlett Arms” (Hall and Woodhouse) is a picturesque secluded pub with three interconnecting small rooms, flagstone floors, oak beams, wooden benches and a large fireplace. It is named after Sir James Scarlett, first Baron of Abinger, and was built as two cottages in 1620, becoming a pub in 1907. Some walkers have issued a warning: if you buy a soft drink, check the price first!

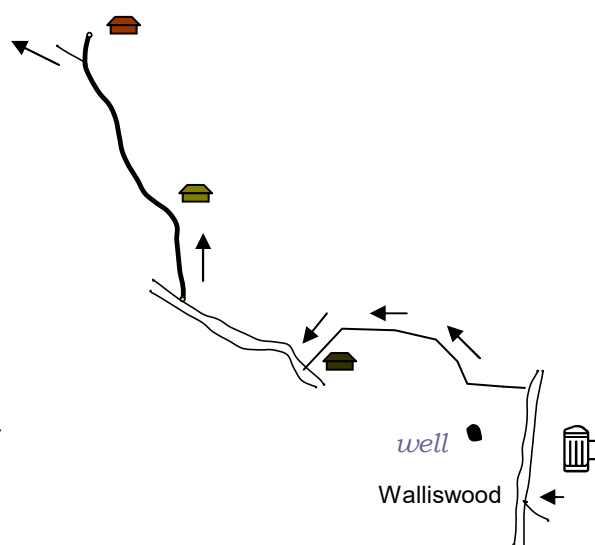


The **Rudgwick Monster** walk begins and ends here.

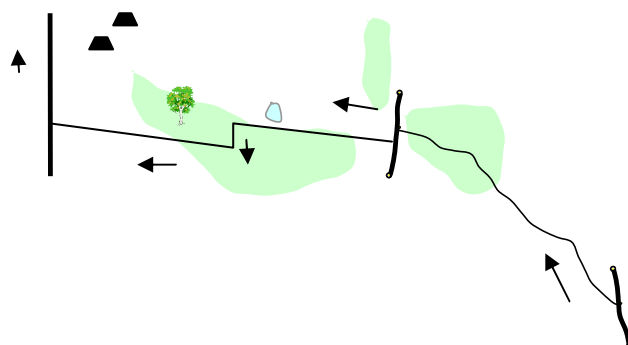


### Leg 3: Walliswood to Ewhurst Green 4 km=2½ miles

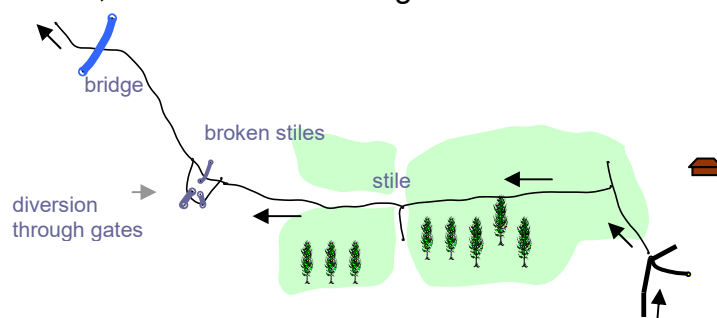
- 9 With the pub on your right, walk along the road passing the old village well. Just after the well, turn **left** on a tarmac driveway. After passing buildings on the right, the path goes through a small wooden gate and runs beside a fence. In only 40m you reach a junction with a swing gate ahead and a large oak and small tractor shed. **Ignore** the swing gate and instead turn **right** along an excellent path between two sets of fences. You pass to the right of a dressage arena, with the buildings of Walliswood Farm beyond. The path bends left, emerging outside the gate of the farm. Ignore drives sharp right for *Sawpits* and *Braeside* and turn **right** on the tarmac lane. Ignore a footpath on the left and, just by *Alvaston*, turn **right** on a fingerposted footpath. Go past *Farthings* and up the drive towards *Northlands*. Just before the private gates to the house go **left** over a stile into an enclosed footpath.



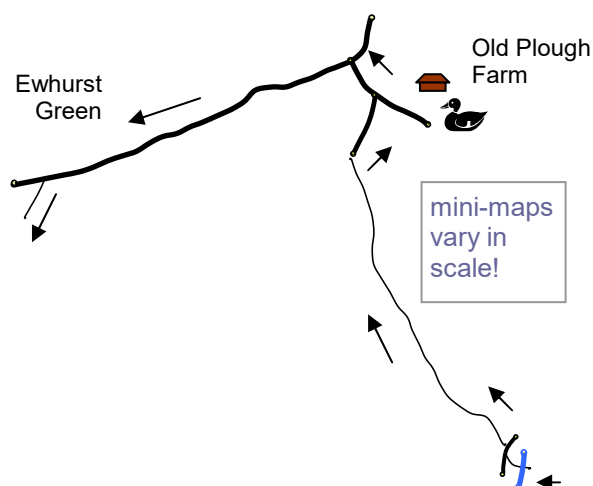
- 10 The path goes over a stile, diagonally **left** across a meadow and over another stile into woods, over a 2-plank bridge. Then, via another stile, it reaches a wide woodland crossing track and a marker post. **In 2021, the following new unmarked permissive path has been set up to avoid the new developments around the farm buildings.** Turn **left** on the crossing track, ignoring the yellow arrow. In 30m, go **right** on a narrow woodland path, over a 2-plank bridge. **The field on your right is used for glamping or horse trials.** In 200m your path bends left and, in 50m, right again, going over a plywood bridge. The path ends at a wide tarmac drive.



- 11 Turn **right** on the drive. In 120m fork **left** through a gap in the fence onto an unmade track to reach a junction of drives. Turn **left** here on a wide path which at the time of writing was only half made with rough stones, passing a tennis court on your right. In 50m, at a fingerpost **[Apr 2025: grounded]**, turn **left** as indicated. You now have a coppice on the right and a field of mature trees on the left. At the next field, ignore the path curving left and go through a swing gate ahead into another field with mature trees. At the next corner, there is a small bridge with a stile at each side of it.



- 12 Continue straight across the centre of the meadow. Just before its end, veer **left** to cross Cobblers Brook via a sturdy hand-railed bridge. Cross a track and continue ahead along a cut path near edge of a large sports meadow with the brook just on your right. (In 2022 this area is now mainly horse paddocks: keep hard to the **right** to find the exit gate.) Exit beside a metal gate in the far corner. The track goes over the brook and out via a driveway to the wonderfully picturesque *Old Plough Farm* with its fine duckpond. Turn **left** on the lane. Shortly, at a T-junction, turn **left** on Plough Lane, crossing the brook again and eventually reaching the start of Ewhurst Green.

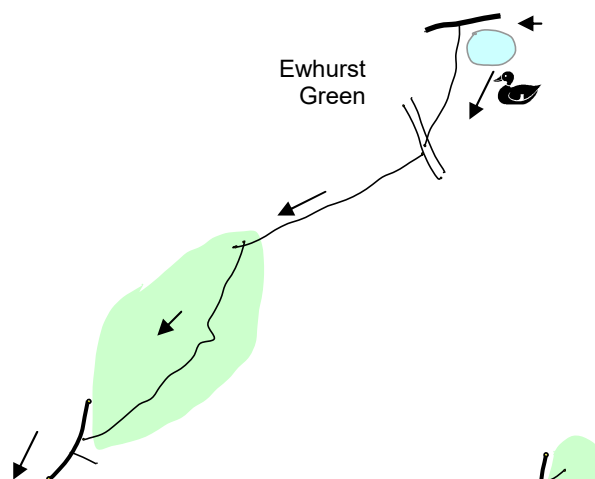


*Ewhurst Green is the hamlet just south of Ewhurst itself. Another of these walks goes through Ewhurst: see [Greensand Hills from the South](http://www.fancyfreewalks.org).*

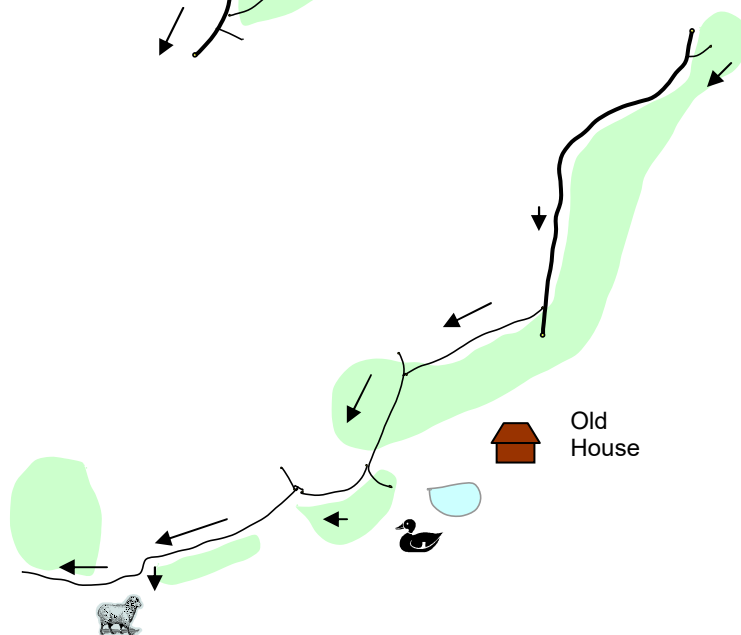


## Leg 4: Ewhurst Green to Cranleigh 4 km=2½ miles

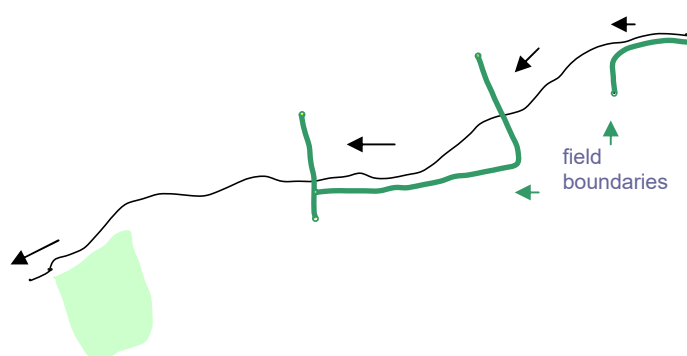
- 13 At the start of the Green on your left, just after the pond, take a path diagonally **left** across the Green to the main road ahead. Cross the main road to a fingerpost and go over a stile. The path goes along the left-hand side of a meadow and then over a stile into a holly wood. You need to keep the same direction through this little wood. On the other side, go over a stile onto an imposing drive and keep straight ahead on the drive, ignoring a footpath left.



- 14 Just before a cattle grid, turn **right** through a gate, as indicated, and continue along the left-hand side of the parkland. On reaching a fence, go **left** over a stile. The track leads to a duck pond. The house *Old House* is on the left. Turn **right** at a T-junction before the duck pond (now cleared of the weeds that choked it at the time of writing) and exit through a gate into a sheep meadow. Continue straight ahead beside the hedge, ignoring a footpath on the right. Just before the end of the meadow, the signs direct you **left** through a metal gate and **right** through a [Sep 2011: broken] wooden gate into woodland leading into another meadow.

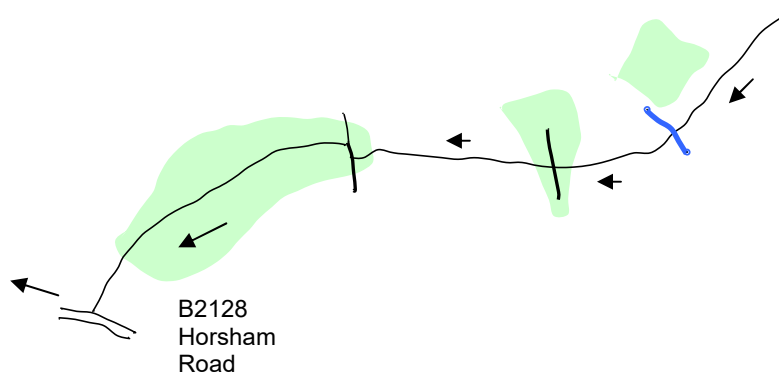


- 15 During 2015-2025 after this section was written the field layout has been altered with moveable animal fences installed. But your direction is still broadly in a straight line west-wards, as shown in the mini-map. The kissing gates mentioned below are still there but most of the stiles are now gates. Keep the same direction along the left-hand side and at the corner continue



straight on across the centre of the small meadow. (The stile-or-gate on the left leads to private property.) Aim for a fingerpost in the hedge ahead. Go through a stile-or-gate in the hedge followed by a narrow kissing gate. Go diagonally **left** across the next small meadow to the far left-hand corner. Next come two more stiles/gates, although at the time of writing they are badly damaged by munching horses and it may be safer to scramble under the fences. Next comes another narrow kissing gate. Continue straight on aiming for the corner of the wood before going through a third narrow kissing gate. Stay by the edge of the wood and exit, via a tall metal gate, into a silage field.

16 Keep ahead in the field with the fence on your right and go past some more woodland, this time on your right. At the end, go over a wide bridge with a small gate on each side. Go straight across the centre of the field and through a stile-or-gate into woodland. The path

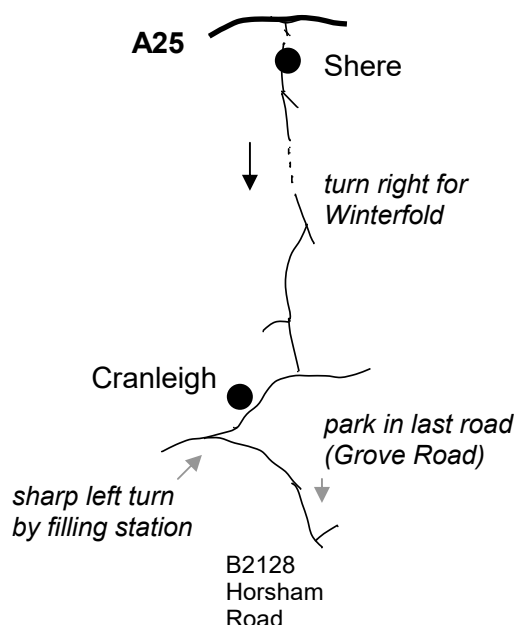


crosses a bridleway and enters more woodland, then goes through a stile-or-gate into another field. Cross this silage field, slightly **right**, go through a stile-or-gate, along a short path and through a swing gate. Next, go over a track coming from the buildings of *New Park* on the right, turn immediately **right** and shortly **left**, before the large shed [2021: now converted?], ignoring a footpath straight ahead, on a woodland path. Follow this path, avoiding all side turnings, until eventually you reach a garden fence on the right. Continue between fences, eventually coming out to the Horsham Road. *If you did not begin at Cranleigh, turn left on the Horsham Road and resume at Leg 1. Otherwise, turn right to Grove Road where the walk began.*

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## Getting there

To get to Grove Road, Cranleigh from the London area, one scenic route is as follows: Take the A25 road and turn onto the B2127 through **Shere** (or bypass it via Albury Heath). At a road junction by a railway bridge, keep straight ahead for Ewhurst, avoiding the left turn to Peaslake. About 2½ miles (4km) further on, after an interesting drive through deep cuttings, turn **right** at a signpost for **Winterfold** (don't miss this turning!). Continue, avoiding all minor roads until you reach a T-junction in Cranleigh. Turn **right** into the town centre. Opposite an Esso station and by a war memorial, turn sharp left on the B2128. After 1.3km (0.8 mile), turn **left** into Grove Road and park here.



*By bus and train:* bus 24, 25 or several others from Guildford station.