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## Winterfold, Jelley's Hollow, Lapscombe Lakes

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Distance: 8½ km=5½ miles

easy-to-moderate walking

Region: Surrey

Date written: 12-apr-2016

Author: Fusszweig

Last update: 27-aug-2018

Refreshments: picnic, or Shamley Green after the walk

Map: Explorer 145 (Guildford) *but the map 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, views, meadows, anglers' lakes*

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### In Brief

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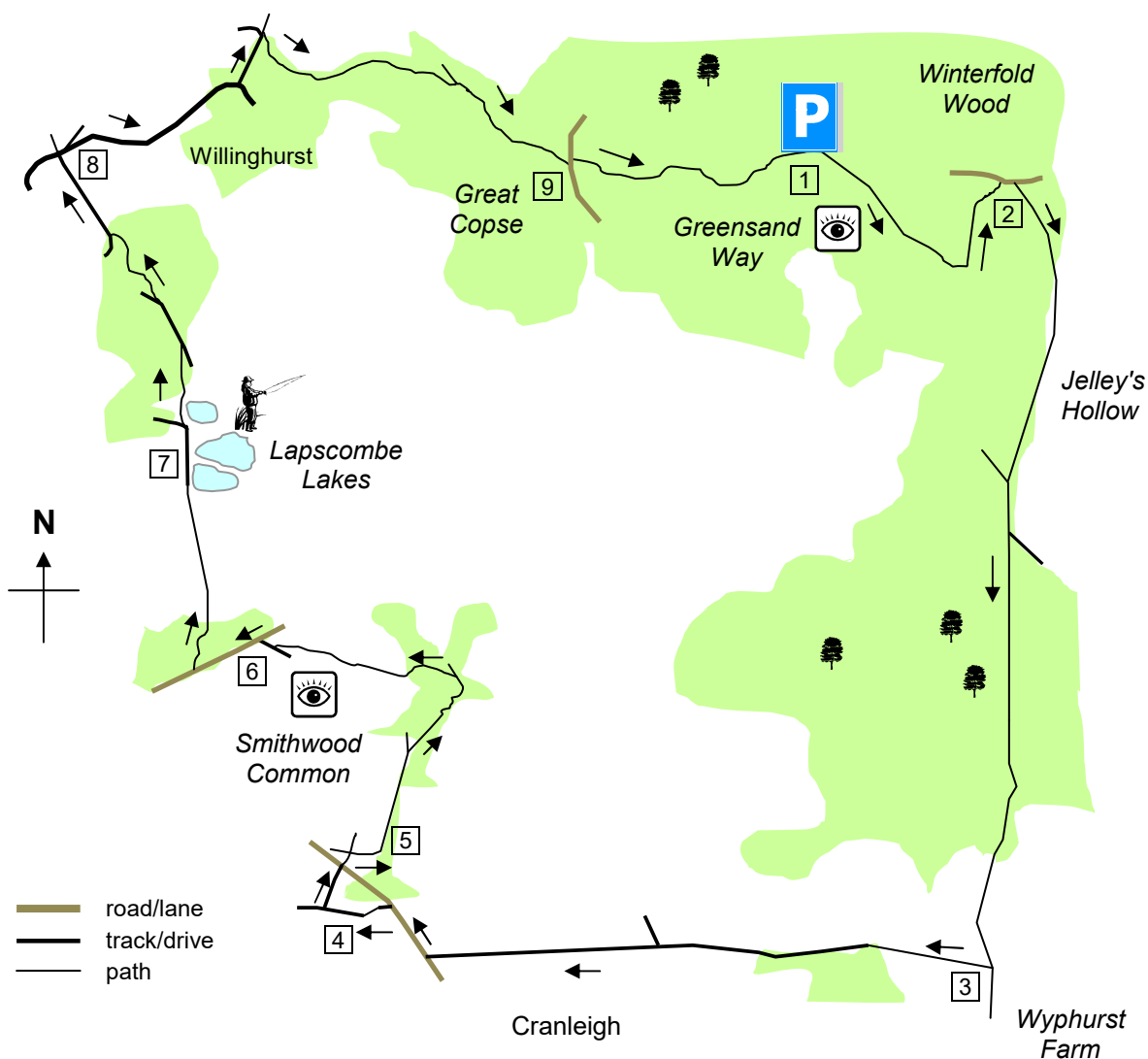
This walk is a short stirring adventure taking you down from the tops of the Greensand Hills southwards down into the valley to make some unexpected encounters along the way, using an unmapped path known only to the locals.



There were no nettles or scratchy undergrowth to speak of when this walk was researched in April. There were a couple of muddy patches along the Greensand Way and one just after Lapscombe Lakes, but on the whole this is a dry walk. There is no reason to leave your dog at home.

The walk begins at the **Hurtwood Car Park No. 5** [see note ...], known as *Donkins*, at the top of the southern hills in Surrey in Greensand Lane, about 4 miles south of Shere. The *very approximate* postcode for this isolated location is **GU5 9EL**. The grid ref is TQ063427. For more details, see at the end of this text (→ **Getting There**). **2016-2018: Hurtwood Car Park No. 5 is finally open** after years of forestry work but for 10 cars maximum. As an alternative, **Hurtwood Car Park No. 6** is straight on, 50 yards on the left, instead of the "sharp left" indicated in the "Getting There" instructions. It is *on your walking route*: begin near the top of Section 9.

## The Walk



**1** Next to Car Park No. 5 is a remarkable creation by sculptor Giles Miller called "Perspectives", a sheltered circular seat from where you can admire the view south over the Weald. To begin the walk, turn **left** on a wide path along the hillside. A marker post soon reveals that you are on part of the Greensand Way (GW) long-distance path. The path narrows a bit and you lose the view for a while. After 400m, a GW post directs you **left** up a bank. In 100m you cross a semi-tarmac drive and follow an undulating path through a beechwood. Your path curves left down to a lane, Greensand Lane. Turn **right** on the lane, but for only 5m.

**2** Fork **right** down a steep gully known as Jelley's Hollow, full of foreboding. The path descends into a kind of ditch and soon you reach, on your right, a large house, also known as *Jelley's Hollow*.

*This place goes far back in history, hagridden with the direst stories. Jelley may have been the highwayman who was hanged at the top of the hollow during the 1700s. More recently, two more people hanged themselves here. The house dates back to the early 1500s, with many changes in keeping with the style. One glowering gargoyle is an original; the faux dovecote over the garage and silver cross over the bin shed are all a recent whimsy. The Buddhist statue and whale fluke overlook an open-air jacuzzi.*



Continue on a narrow path straight ahead, ignoring the cycle routes that may be in audible evidence up on your left. The path runs beside a meadow on your left. Nearly 500m after the house, you join another path coming down from your right. On your left, you pass the buildings of Coleman's Farm. 100m later, at a 3-way fingerpost, keep straight ahead on a slightly narrower bridleway. This good straight path runs with woodland on both sides, with a fine show of bluebells in late spring. Later the track becomes more winding as it rises, passing a farmer's track on your right. Finally, 1 km from the fingerpost, you reach a grassy open space. Your route is **right** here at a yellow arrow. *But first it is worth walking a short distance ahead to admire the remarkably preserved wooden huts and sheds of historic Wyphurst Farm, with its 16<sup>th</sup>-century house.*

3 Having turned right on the footpath, follow the path downhill beside a wire fence, over a new stile, across a small meadow and through a wooden swing-gate. The path leads you straight ahead between two meadows, over a stile and ahead on a wide grassy path which may be deceptively muddy at first. Its continuation is a much drier sandy track which soon runs in the open between fields, giving you a good view of Hascombe Hill and, beyond it, the outline of Black Down. Where the sandy track bends right, keep straight ahead on a more grassy track. At the end, go through a spanking new wooden gate and turn **right** on the road, Smithwood Common Road.



4 Go past houses and, only 100m after joining the road, fork **left** on a stony track, signed as a footpath, passing two houses. Immediately keep ahead on a narrow path which meets a driveway running past a line of more houses. You reach a red phone box opposite *Four Elms Cottage*, still showing its unmistakable livery as an ex-pub. Turn **right** here on a short tarmac lane back to the road and cross straight over it onto a narrow path rising up over the grassy slope of Smithwood Common.

5 In only 30m, at the first narrow crossing path, turn **right**. Just before the trees, your path wheels left uphill along the right-hand side of the common. In 250m, just before you reach the far bottom corner, keep **right** to stay beside the trees. Your path now enters woodland. Follow this charmingly chaotic but very walkable path, beside a stream, over tree stumps, strewn with woodland plants, round a fallen tree. It suddenly turns you left over a rather skewwhiff plank bridge and a second smaller one, into a rather muddy area. Keep to the **left**, heading for the hill ahead where you can see tall beeches. Near the top of the hill, your path contours left and goes ahead along the top of a green hillside affording more excellent views to your left. Keep to the right-hand side, next to a garden fence. At the corner, keep straight on along the open hillside. Finally your path takes you through a (bypassable) metal gate to a tarmac drive. Turn **right** on the drive, immediately reaching a lane, Alderbrook Road.

6 Turn **left** on the lane. In 170m, just before a driveway, look to your **right** for a fingerpost. Take this path into the woods [[Aug 2018: wriggling under some fallen shrubbery](#)]. It takes you over a 2-plank bridge and then over a stile (just squeezable by the *thinnest* among us) onto a path between paddocks [[Aug 2018: ducking under a fallen tree](#)]. After another stile, follow a path straight on by means of a chicken-wire gate and up through a spruce plantation. At the top, veer left-right to go through a similar gate to reach Lapscombe Lakes, a huge anglers' paradise, with at least fifteen lakes.

- 7 Take the broad track ahead beside the first two lakes on your right. Where the track bends left, leave it by keeping straight on, at a post with a yellow arrow, on a narrow path. Follow the edge of a smaller pond on your right before keeping ahead uphill, as directed by a yellow arrow. Your path goes up the left-hand side of a grassy space and, at a marker post, over a drive and straight up into woods. Keep ahead between wooden buildings on a very wide track. 100m after the buildings, fork **right** at a marker post on a narrow grassy path. Your path crosses a wide service track and continues ahead on a wide path, heading in the direction of some houses visible on the top of a hill. The path wheels left to meet a broad track. Turn **right** on the track to meet a tarmac drive at the top in 200m.
- 8 Turn **right** on the tarmac drive, avoiding a footpath straight ahead and avoiding a private drive forking left. You pass some converted barns and, on your right, the big green shed of Willinghurst Farm, followed by a white space-age cuboid home. Ignore signed footpaths left and right here. Nearly 200m after the white cube, **leave** the main track where it elbows right and instead turn **left** on a sandy forestry track uphill on what *appears* to promise a steep climb ahead. At the top of the slope, where the sandy track bends left, leave it by turning sharp **right** on a wide path marked as the GW. You now have ½ km of agreeable woodland walking as the path gradually climbs through Great Copse out of the valley. Finally you reach a T-junction with another wide path (coming from Madgehole on your left). Turn **right** on this path to resume your direction. It takes you past a large metal gate and onwards to a tarmac lane, Alderbrook Road again.
- 9 Turn **left** on the lane and, in 10m, go **right** up steps, still on the GW. The path leads through trees to the bottom of a car park (Hurtwood Control No. 6). Keep to the right along the short end and pick up the path through an area that has been recently cleared of trees. There is a metal seat on your right where you can enjoy the views with your back to the rather brutal handiwork of the foresters. (The woods are fully protected and this exercise is for regeneration.) Keep straight ahead on the level at all times, ignoring branching and crossing paths, obeying the GW signs wherever they appear. Finally you are back at the Donkins car park where the walk began.



*For end-of-walk refreshments, the village of Shamley Green is close by (postcode GU5 0UB), with its shop, café-deli and excellent pubs overlooking the green.*

## Getting there

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By car: the best route is through Farley Green. Take the A25 Dorking-to-Guildford road and take the turn-off onto the A248 signed *Godalming, Albury*. At a right bend, leave the A248 by keeping **left** on a road marked *Albury Heath, Farley Green, Peaslake*. Follow the road, New Road, for 1½ miles to the village of Farley Green. At the start of the green, turn **left** on Shophouse Lane (*not* right for Shamley Green). Follow this road for nearly 2 miles until, deep in the woods, you come to a junction on the left by a 3-way signpost. Turn sharp **left** here. The Hurtwood Car Park No. 5 is ⅓ mile on your right.

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