



Normandy

Distance: 14 km=8½ miles or 7 km=4½ miles easy-to-moderate walking

Region: Surrey

date written: 20-feb-2012

Author: Botafuego

date revised: 28-jan-2018

Refreshments: Pirbright, Ash

last update: 13-jul-2020

Map: 145 (Guildford) *but the maps in this guide should be sufficient*

Problems, changes? We depend on your feedback: feedback@fancyfreewalks.org

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Woodland, high moors, lake, views, meadows

In Brief

Here are two perfect walks starting in the quiet Surrey village of Normandy. The *longer walk* takes you over the highest points of Ash and Pirbright Ranges with fabulous views, via a good pub and back through heath and gentle woodland to the quiet village of Normandy. In case the Ranges are closed (as if you needed a reason) there is a *shorter walk* which takes you in a different direction through the woodland of Normandy Hill and back through pastures and woodland. As you might expect, these walks find some fabulous paths known only to locals that you would not see on the map, so as to give you an intimate feeling for the whole area.

The longer walk goes over Defence land and there is a chance that the area may be closed, indicated by a **red flag**. [There is website so you can be sure the area is open to the public: see our webpage: fancyfreewalks.org/MoD.html](http://www.fancyfreewalks.org/MoD.html) - "MoD Access Times". On other days there is occasionally "dry" training (with no live ammunition), in which case you can proceed with caution. *Don't be put off by this:* this is a favourite area for walkers and horse riders and for families with children; and on a good day you will meet locals and visitors enjoying the fresh air.



There are no nettles but there is a section of tall undergrowth in summer. Boots are necessary in a wet winter. Lots of local people walk their dogs there.



The walk begins at the **Normandy car park**, Guildford Road, **postcode GU3 2DA**, [what3words.com](http://www.what3words.com) key:

[///stereos.advice.consults](http://www.stereos.advice.consults). For more details and a recommended route, see [this link](#) at the end of this text (→ **Getting There**).



The Walk

Normandy is a parish of several hamlets, some better recorded in history than the village itself. In fact the origin of the name has been a mystery. It may have nothing to do with the Normans but simply mean "no man's land".

Normandy to the Ranges 1½ km=1 mile

This starting section is the same for **both** walks.



- 1 Exit the car park at the back left-hand side, over a little bridge. Follow the footpath over another bridge and alongside a tennis court to a small parking area and a tarmac drive. Turn **right** on the drive for 20m and then go **left** over a 2-plank bridge onto a narrow path through woodland (or keep to the drive if very wet). Stay on this path for more than 200m as it runs quite close to the road on your right and finally veers left over a bank into a parking area near a cricket pavilion. Keep **left** through the parking area and, about 30m past the building, by a sign on a wooden post, turn **right** on a footpath marked with a yellow arrow. In only 15m, there is a yellow arrow and a stile on your right. **Ignore** both and instead, 50m later (or 15m later if you don't mind a few brambles and nettles), fork **left** on a narrower path that runs parallel to and, at first, very close to the path you were on. The path soon runs under tall firs and oaks with the cricket pitch close by on your left. It then runs through the centre of the wood, guided by the occasional marker post, and finally goes up a series of steps to a main road. [Mar-Jul 2020: Care! the marker post was gone: keep straight ahead for those hidden steps.]
- 2 Cross directly over the main road to a wide track opposite next to a house with a faded sign (actually *Hillside*). The track bends left past the backs of more houses. In only 15m, opposite the back gate to *Summer Place*, go **right** over a bank onto a narrow path into woodland. The path becomes wider and sandy and meets a wider path from the left. As you approach the open heath ahead, you reach a wide diagonal crossing path with a metal gate and a fence by a flagpole visible ahead.

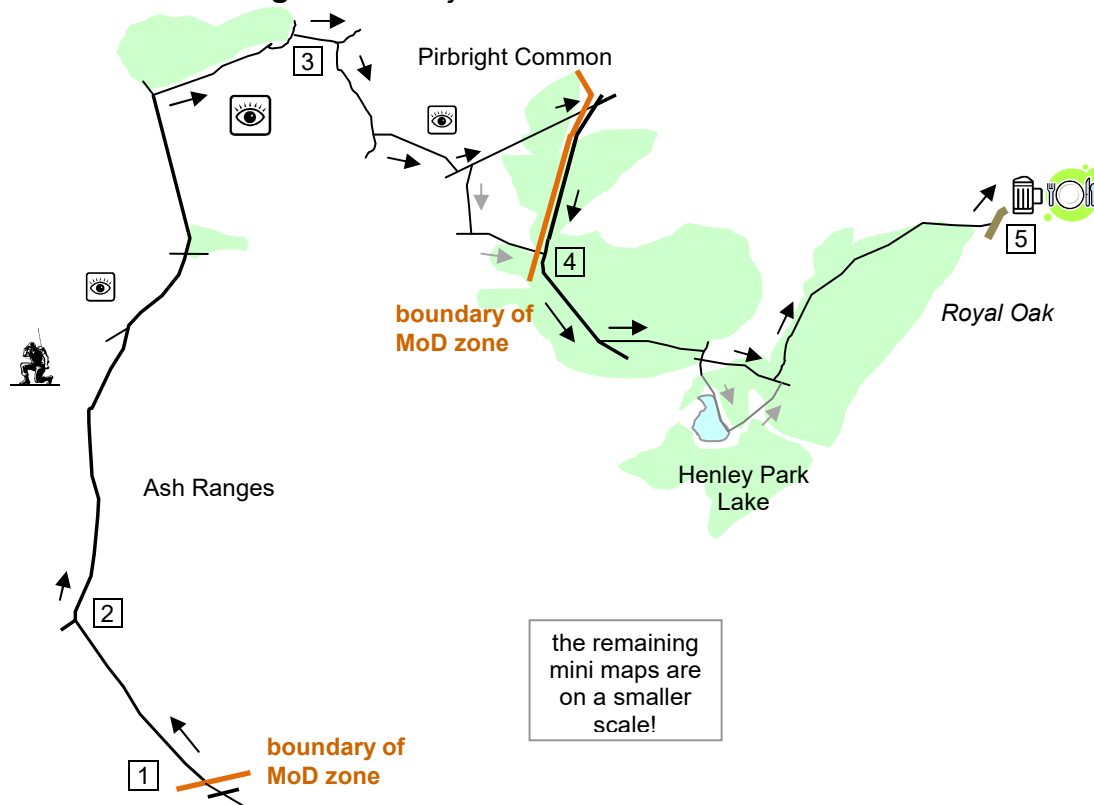
Decision point. Now you need to choose between two walks.

Walk 1 “Over The Tops” takes you over Ash and Pirbright Ranges, via a good pub and back to the start through heath and woodland. **If a red flag is flying, you cannot do Walk 1.** (Sometimes it is worth waiting for the exercise to stop. There are other walks nearby, for example at Worplesdon and Aldershot.)

Walk 2 “Through the Forest and Meadows” avoids the MoD land and goes counterclockwise over Normandy Hill and back through pastures and woods.

Walk 1: Over the Tops 11½ km=7 miles

- 1 Go straight over the crossing path and through the small metal gate into the MoD area. Keep straight ahead, crossing a wide track, on a track going uphill into the distance. This area is known as *Ash Ranges*, with the principal closed firing ranges a good distance away on your left. Always keep to the main track, avoiding all turnings off, until you reach the top of the hill where there is a T-junction and a white pillar marked with an “E” on the other side. Turn **right** at the T-junction.



- 2 You have good views south which will accompany you for most of this part of the walk. After a km or so, you pass another white pillar, with a “D” on it. After another 350m on this high path, you come to a crossing track with a pillar bearing the letter “A” by a small pinewood. Continue straight ahead with the wood on your right and follow the straight path, veering a fraction left, out into the open moor again. In 600m, you come to another line of trees with a thinly wooded closed area. Turn **right** here on a track with the wood and warning signs on your left. After the fence ends, keep ahead on a high level promontory, which gives you wide views ahead as far as the tall buildings of the City of London. About ½ km since you turned right, the path descends fairly steeply and bends left. Just 50m after the bend, turn **right** on another path, avoiding the downhill path ahead.

- 3 In 150m, you come to a 3-way junction. Avoid the path that veers left ahead towards pine woods and instead turn **right**. Your path descends and zigzags through heather in an especially attractive part of Pirbright Common dotted with pines and surrounded by small hills. After nearly ½ km you reach the corner of a fence with another pillar, this time with a letter "C". Keep straight ahead on a track with the fence on your left and go 80m, ignoring a track on your left. Now turn **left** on a wide heather path heading for an upward slope ahead. (Don't miss this turn! - it is 20m before your track bends right.) At the top of the slope, you are on another high level path. This is a good vantage point for observing nature with several species of bird evident from their song. The path now goes steeply down. At the bottom, turn **left** on a wide sandy path.



A short cut is available here for the young (and physically young) who don't mind possibly hopping over a low metal gate: In 50m, turn sharp **right** on another path. In 250m your path reaches a T-junction. Turn **left** here on a very wide path. This path leads, in nearly 300m, to the boundary fence with a large metal gate. Turn **right** for 100m to find a smaller metal gate. Unfortunately, this gate is usually padlocked (although not at the time this walk was written and maybe not after the author left a polite note). Hop over the gate and turn **right** on a broad track, re-joining the walk in the next section.

Ignore a path sharp right and stay on this sandy, later stony, path for another ½ km through pinewoods. After a dense band of trees, you see a hillock on your left with a flag pole and you quickly reach an exit gate, leading you out of the MoD area. Turn very sharp **right** close to the boundary fence. This wide track elbows left and, in ½ km you pass two metal gates, large and small, in the fence.

- 4 The track immediately curves left and, in about 300m, you can see Peatmere Pond on your right (summer foliage permitting). At a notice by a heavy metal barrier, fork **left** away from the fence on a wide woodland path. Follow this path for 350m or so [if muddy, use parallel tracks in the trees], going over a crossing path and ignoring several side branches, going over a stream at one point. You reach a T-junction with a major path. Turn **right** here, almost immediately reaching a 4-way junction.

Decision point. Only 100m ahead, through a single-bar barrier and over a wooden bridge, is **Henley Park Lake**. Even if you are in a tearing hurry, a quick view of the lake is an absolute *must*. It might even be a suitable place for a picnic (but don't disturb the anglers) or, with a few more minutes to spare, you could walk straight on* along the raised path ahead beside the lake and turn sharp **left** after the sluice at the end, then **left** at a T-junction and first **right** to re-join this walk. (*You *cannot* go round the lake using the anglers' path on the right: it is blocked off later.)

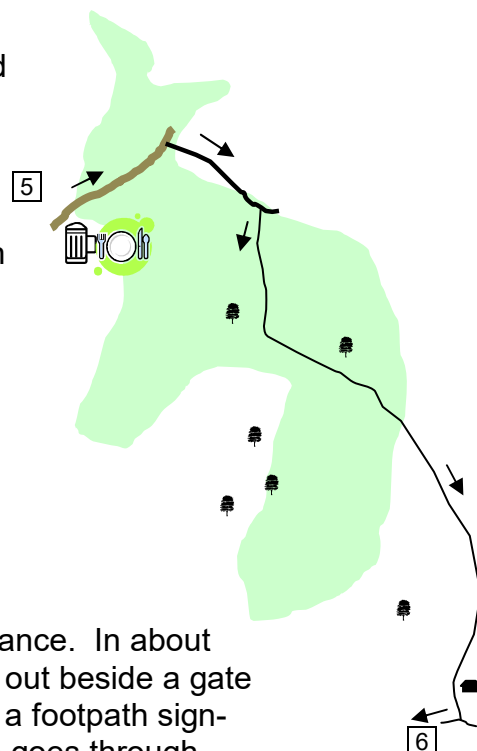
Turn **left** on a wide track. In about 100m, ignore a private track on the left. In another 150m or so, turn **left** at a signpost on a track with signs for *Stream House* and *Bourne House*. Your path passes a garden pond on your left, veers right at the entrance to the second house and follows a wide course between pines. In nearly 1 km, you pass a house on your left and reach the main A324 road. Cross the road and turn **left**, immediately reaching the *Royal Oak* at Pirbright.



The 300 year-old "Royal Oak" is treasured by local people and you may find they have taken all the outside tables in the attractive front and back gardens. The tie-up and water bowls for your dog suggest he isn't too welcome inside

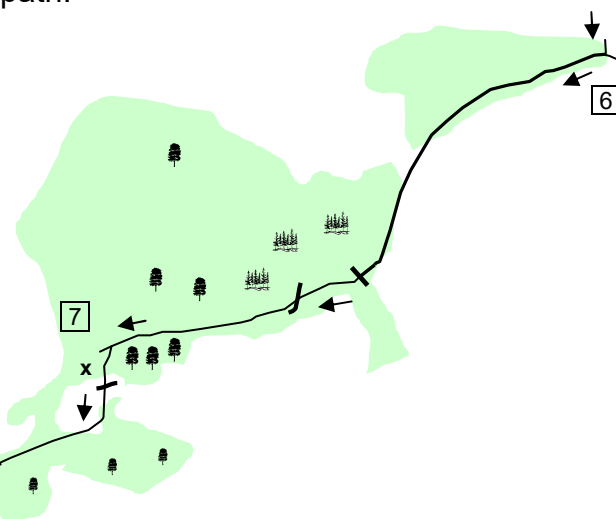
and the pub verges on the posh side, although prices seem reasonable. Best of all: the pub is open all day every day.

- 5 Continue along the main road for another 150m to a road junction and turn **right** on Ash Road, using the footway on the far side. Just before the road bends left, go **right** by a metal barrier on a signed footpath through a wood of holly and oak. In 100m, the path runs over a stream and shortly takes you over a [Mar 2020: broken] stile by an (open) metal gate. Before the next metal gate a short distance away, the path veers **left** at a yellow arrow beside a wire fence. You now have a quiet walk through a forest of pines and birch. You may encounter a marshy patch, but this is easily skipped over and is strictly temporary. There is a slippery board-walk part way. After 700m you pass a garden and house on your left and reach a T-junction with a drive. Turn **right** on the drive.



- 6 Follow this wide woodland track straight on for some distance. In about 700m, the track becomes tarmac by a house and comes out beside a gate to a road. Cross the road to a small metal gate opposite a footpath signpost. You have a beautiful heath on your left as the path goes through birch and bracken. It crosses a tarmac drive by a fingerpost indicating that you are on part of the Fox Way, a 63 km Guildford circular walk. The path runs beside rhododendrons, beside beeches on your right, then under some fine tall chestnuts. A short distance further, you pass several wooden posts, followed by an irrelevant path to the right into private woodland. (Straight ahead in the distance you can see a fence and a grey industrial building.) Turn **left** here on a wide, signed path.

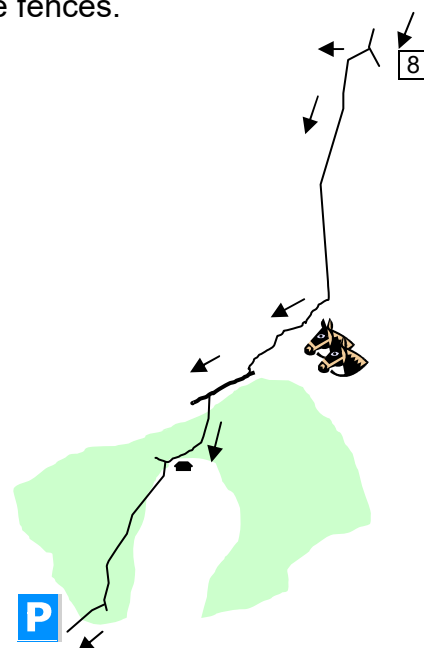
- 7 The path crosses the tarmac drive at a post with a yellow arrow. Shortly after, veer **right** as indicated by a wooden fingerpost. The path goes under oaks, then between low fences with six large red-brick houses on your right. Stay on the path until a junction of paths by a marker post, thus leaving the Fox Way which branches off to the left. Go straight ahead over a little bridge, through a swing-gate onto a



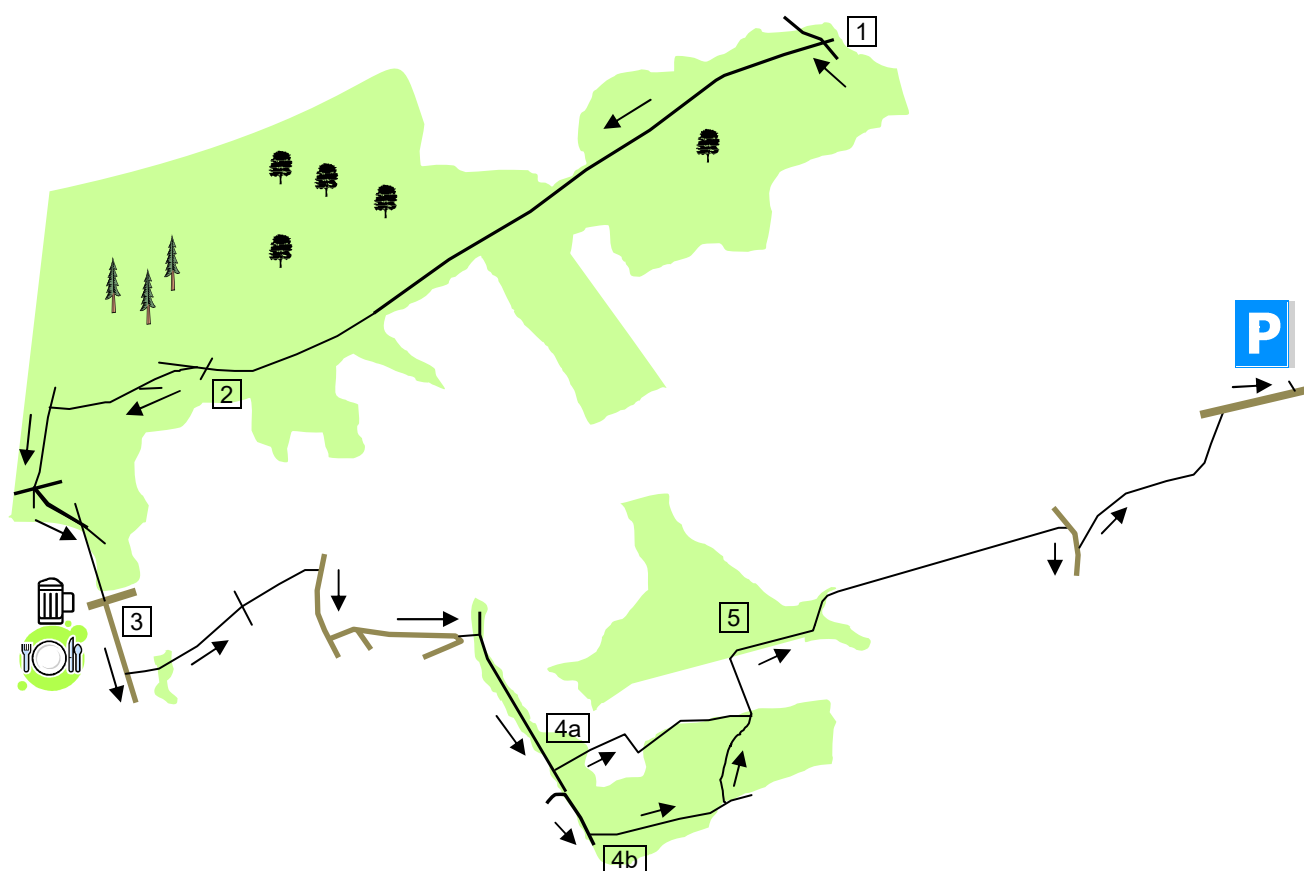
- grassy path. After going through another swing-gate, ignore a footpath on your right and continue ahead in a recently untidily cleared area. Continue ahead between rather rough meadows. Before the end of the meadows, your route veers **left** downhill, crosses a track and follows a narrow path across the next crop field. (Until recently, there were several field boundaries, now all joined into one large field.) Go across the next large grassy meadow and, at

the far end, ignore a marked footpath on your left, go over a stile and follow a path down the horse meadow, sometimes between tape fences.

- 8 At the far side go over a stile (or, if not locked, through a metal gate). Pass some stables and go **right** over a stile [Mar 2020: care! wobbly] onto a path between pastures. When you reach a tarmac drive by *Huntshill Farmhouse*, turn **right** on the road. In only 40m, at a signpost, turn **left** into woods. In only 15m, bear **right**. Almost immediately when you see the large redbrick *Normandy Hill House* ahead, keep **right** past the house, cross its drive and a patch of grass. Here, at a junction with a marker post, keep straight on, walking along the side of the house on your left. Your path runs between ditches and approaches the road in Normandy. After a bridge, turn **right**, arriving back at the car park where the walk began.



Walk 2: Through the Forest and Meadows 5½ km=3½ miles



- 1 Turn **left** on the very wide crossing path, a route that runs parallel with the open land on your right, but under trees. Keep to the main path at all times, avoiding all turn-offs. Your path goes over a hillock and down a shallow dip. After 800m you pass a field on your left with a farm beyond. About 200m later, **leave** the main track as it bends right and continue straight ahead uphill. This is Normandy Hill. At the top, you reach a flat area with some crossing paths. For the next ½ km, the best way to summarise your course is “straight ahead at all times”.
- 2 Carry straight on over the first crossing path and immediately **avoid** forking right at a junction of more paths. Follow the main path down through hollies and keep straight on under tall pines, with a wire fence on your left. You come out onto a wide pine-covered space with the land falling away quite steeply on your left. Keep straight ahead on a level path, passing close to a very small stone enclosure on your left. Now continue straight ahead, slightly uphill, on a very rooty path. In 100m, you reach a steep-sided gully. Go down carefully into the gully and turn **left** on a path running along the bottom. In 150m, you reach a junction of five wide paths. Ignore a wide grassy path sharp left, but take the **second** path on your left. In 120m, at the corner of a house and garden, veer **right** beside the fence and follow the narrow path to the main road. (Or, by keeping straight on to a small car park by the main road, you reach the *Curzon* “Indian” Restaurant.) Cross the road carefully to *The Lion Brewery* in Ash.



The Lion Brewery has become a bit of a cult, for its live musical gigs and its very basic amenities. You can get breakfast, ices and reasonable food. This pub seems to go into short-term hibernation but never seems to close.

- 3 After a possible sojourn, take the minor road, Harpers Road, beside the pub. In only 100m, after a playing field, turn **left** into a carpark. Head for the nursery school to your right and then turn **left** keeping the wire fence on your right. Soon you pass concrete filled drums and onto an unmarked path. Your path goes past paddocks and between more posts to cross over a farm drive. At the end of the path, turn **right** on a residential road, using the footway first on the right, then on the left. Turn **left** on the first side road, also a residential road and follow it, ignoring a road on the right, going past a long green on your right. At the far end, follow the path to a T-junction with a track and turn **right** on it. In 300m, you will see on your left a double metal gate with a yellow arrow. Here you have a **choice** of two possible routes, but the slightly longer **second** option **4b** is regarded as more interesting because of the woodland.
- 4a **The field option.** [Jul-Aug: some walkers found it overgrown with bracken in high summer.] Turn **left** through a gap beside the gate and take the footpath through a patch of woodland, straight across a field and through a gap into the next field. Go right-left around the corner of this field and, at the far end, go through a swing-gate and [2018: hidden by a fallen tree] turn **left** on a path between fields.
- 4b **The woodland option.** Ignore the footpath on your left and carry straight on along the track. In 40m, veer **left** at a junction on a wide track. In 80m, you pass on your left a small car park used by anglers. Immediately after, turn **left** through a metal gate onto a wide woodland path running between fences. [Jul-Aug: some walkers found this path overgrown with bracken in high summer and decided to stay on the track, turning left 100m further on.] In 250m, your path runs beside a large field on your right. Shortly after this, just

