



Woolbeding Common & Temple of the Winds

Distance: *you choose* from 22 km (14 miles) down to 11½ km (7 miles)
easy-to-moderate walking

Region: West Sussex

Author: Hautboy

comments please to feedback@fancyfreewalks.org

Refreshments: Lurgashall, Henley, Fernhurst

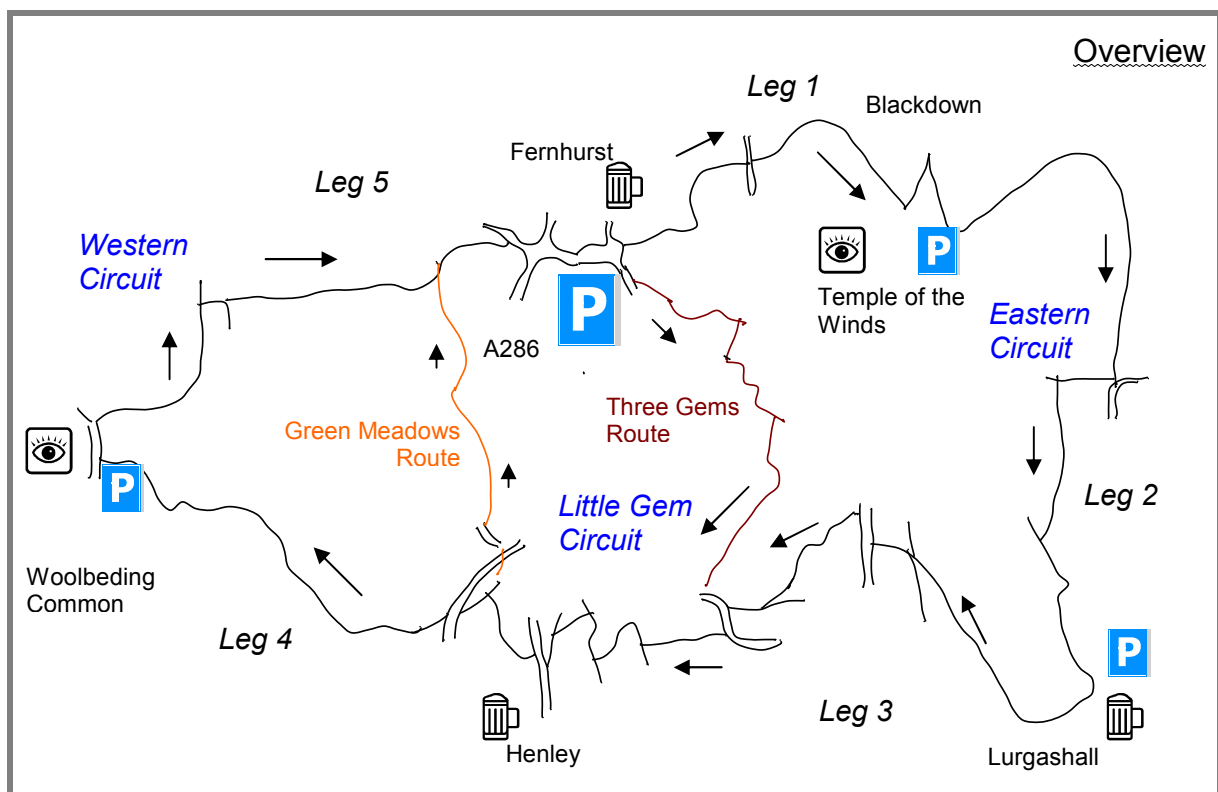
Map: Explorer 133 (Haslemere & Petersfield)

This guide may be copied and distributed, but only as seen here and intact.

Villages, woodland, high hills, fine pubs

In Brief

Here is the perfect long country walk with beautiful shorter options. The full walk is a circular walk through some of the remotest parts of the West Sussex Weald, not far from the Surrey border, taking you between two memorable viewpoints. Although this is a hilly area, the walk has only one ascent, up to Blackdown. The terrain consists of woodland, heath and small meadows full of wild flowers, with no large or ploughed fields or farmyards, no aircraft noise and hardly any road walking. There are only three picturesque habitations on the route, so this walk is an ideal escape.



The walk begins in **Fernhurst**, West Sussex. For more details see at the end of this text (→ **Getting There**).

The shorter options turn the walk into a figure of eight with a small loop in the centre, making *four* walks in all (see overleaf):

The *Big Circuit*, 22 km (14 miles): the full walk avoiding the shorter routes.

The *Eastern Circuit*, 19½ km (12½ miles): Fernhurst, Temple of the Winds, Henley and the shorter *Green Meadows* route straight back to Fernhurst.

The *Western Circuit*, 13½ km (8½ miles): Fernhurst, the *Three Gems* path to Henley, Woolbeding Common and back to Fernhurst.

The *Little Gem Circuit*, 11½ km (7 miles): Fernhurst, the *Three Gems* path to Henley, then the shorter *Green Meadows* route straight back to Fernhurst.

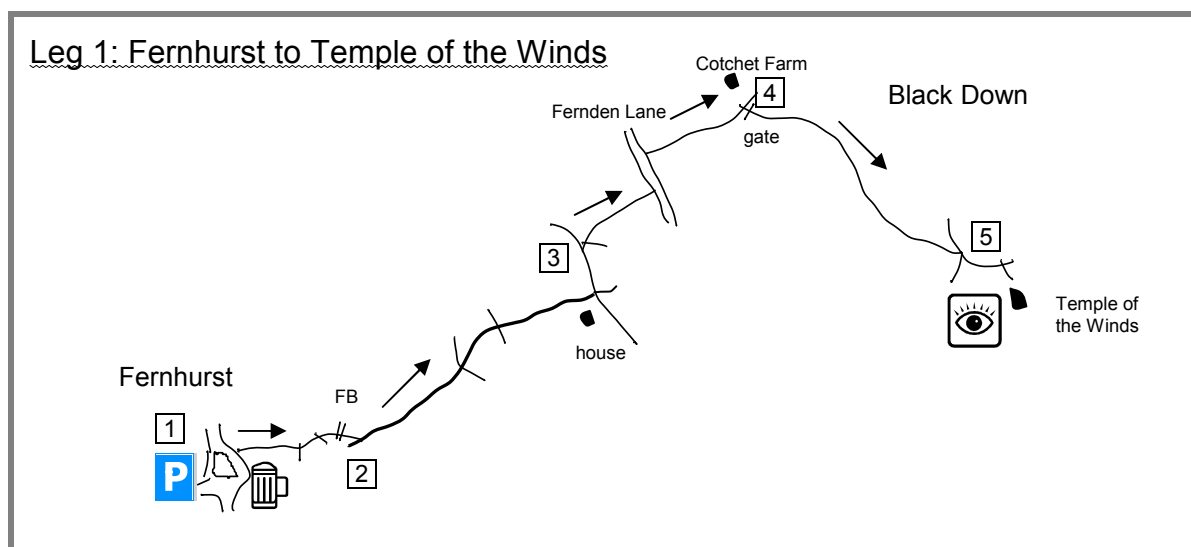


Long trousers may be advisable for the Big Circuit and the Western Circuit as there is one short stretch with nettles. As these are Wealden walks, one or two paths may be muddy except after a dry spell, so good footwear is necessary. There are long stretches where a dog can be free, but also several sheep fields and just one smallish field that occasionally has cattle.

The Walk

Decision point. If you are doing the *Western Circuit* or the *Little Gem Circuit*, you need to start with the *Three Gems* path, described near the **end** of this text.

Leg 1: Fernhurst to Temple of the Winds, 3½ km (2 miles)



Fernhurst is a large village and parish. The village originally developed around crossroads and the village green, and ancient remains, both Stone Age and Roman, have been found here. Iron working took place in the 17th and 18th centuries and a turnpike ran through the village. St Margaret's church (c.1100), several old houses and the Red Lion pub dominate the picture-book green.

With the coming of the railway at Haslemere the village gravitated north beyond the crossroads, and since the 1960s the village has expanded further in that



direction. The village houses a large commuter population, attracted by the scenery and the ease of travel. In the 2001 census there were 1,158 households with a total population of 2,765 of whom 1,244 were economically active. Local claims to fame include the fact that Bertrand Russell wrote Principia Mathematica in the now-non-existent house "Millhangar" a mile or so southeast of the village.

- 1 Take a wide track between the Red Lion pub and the house to its right. The cricket green is soon on the right, with gardens on the left. The track enters Reeth Wood and meets a rather dramatic deep stream on the right. Ignore an unmarked footpath on the right soon after and, another about 200m further on, continue straight on with the stream bed down on the right. There is a fine oak wood visible through the wire fence on the left. Eventually the track bends right over the stream and comes to a junction. On the right is Tanyard Cottage but you turn **left** up a wide but rather stony path.
- 2 You shortly ignore a track forking left and continue on the stony ascending path which may seem arduous because of its length rather than the gradient. Don't be put off by mud on this path: the rest of the walk is generally much drier. Ignore all paths branching off and keep following the signposts or yellow arrows. After some time, at a crossing with a wide path, the stream seems to share its course with the path, but it is easy to skip around it. Finally the track curves right, narrows and comes out to a small road by a house.
- 3 Opposite the house entrance, turn sharp **left**, almost going back on yourself. Soon the track comes to a junction. Ignore the left fork and a dead-end path on the right and continue straight on uphill. This passes two fields on the left and comes out to a lane. Turn **left** on the lane. Within 100m, just after some stables and before a house on the right, turn **right** on a marked bridleway. This lane leads up to a farmhouse, Cotchet Farm, on the left.
- 4 Turn **right** opposite the farmhouse through a gate past a National Trust sign onto the extensive open space of Blackdown. The track leads upwards under rowan trees through open heath land. After an exhilarating ascent, at the top, the track meets a wide level track coming in from the left and you continue straight on here, past a seat on the left, ignoring a track leading off right.
- 5 The track curves left. Within 100 metres, as the path enters an area of fine scots pines, take a signposted bridleway on the **right**. In 50m, this path leads to a wooden seat with a viewpoint over the Weald at the southern tip of Blackdown. Leave the bridleway by continuing **left** round the edge of the hill on a narrow path, until you go through some posts and come to a viewpoint with a wide stone seat, a memorial and direction finder. This is the Temple of the Winds.

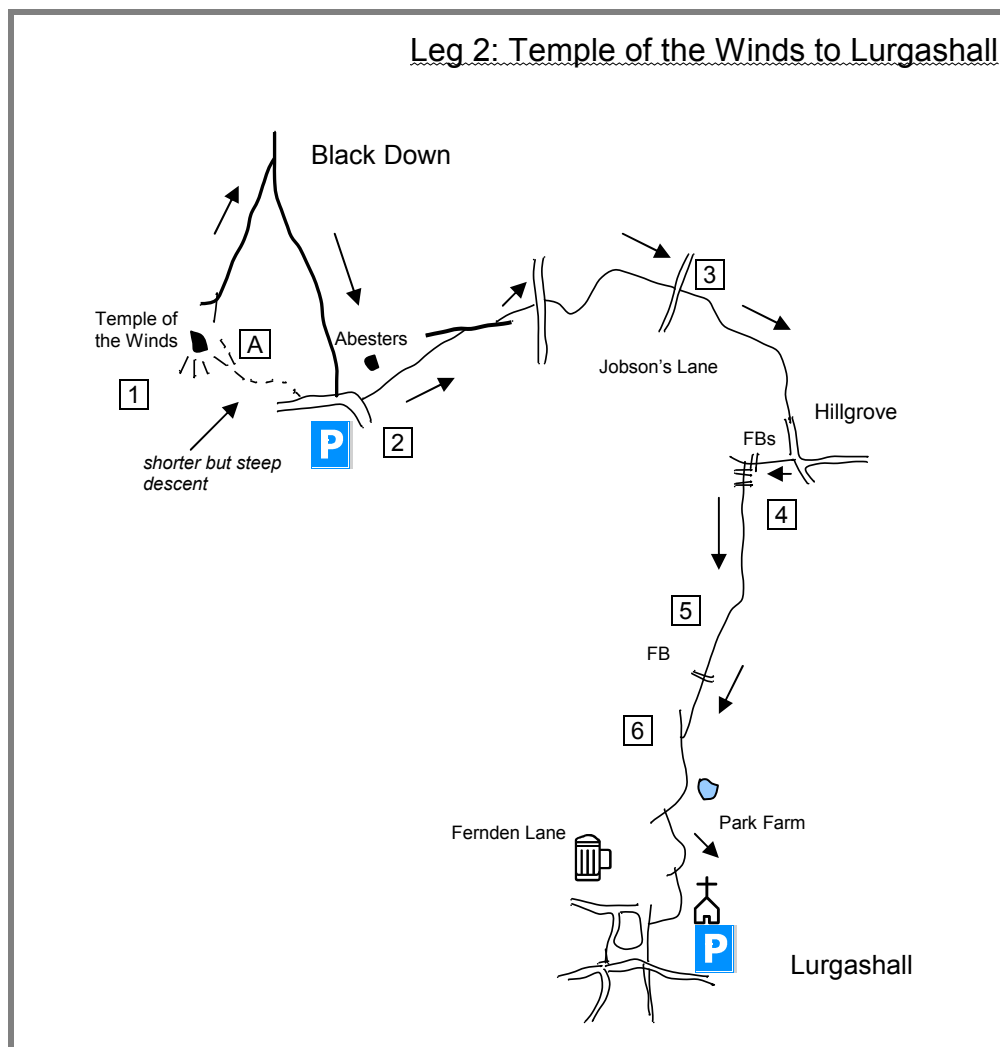
Blackdown, or Black Down, is the highest hill in Sussex, at 280 metres (918 feet), and is second only to Leith Hill (295 metres, 968 feet) in south-east England. It is also the highest point in the South Downs National Park. The pine and heather-covered slopes are owned by the National Trust.

Although common land, Blackdown was the property of various landowners until W.E. Hunter donated it to the National Trust in 1948, as a memorial to his wife. The Hunters are remembered by an inscribed stone seat at the Temple of the Winds. Flint artefacts show there has been settlement on Blackdown since

the mesolithic period, around 6000BC. The name of an ancient track, pen-y-bos, indicates links with the Celtic world long since lost in more accessible parts of south-east England. (The name "pen-y-bos" comes from the Brythonic language of the ancient Britons that lived in the area.)

Blackdown is well known as the site of the poet Alfred Lord Tennyson's house, Aldworth. Tennyson also purchased Blackdown and took long walks here.

Leg 2: Temple of the Winds to Lurgashall, 5 km (3½ miles)



A If you are in a hurry, you can cut out nearly 1 km by descending steeply south from the Temple of the Winds on a narrow path just to the left of the viewing platform. You will miss the gentle stroll along Blackdown and the pleasant views described in the next paragraph. The path reaches the road opposite a small car park. Turn **left** along the road and immediately pass a bridleway on the left, which is where you would have come out without this short cut.

1 If you prefer a pleasant stroll, facing the view, turn **left** two paces and **left** again through a barrier and follow a path that leads away north on the east side of Blackdown through beautiful woodland. Ignore a left fork. The path meets a wider track where you continue straight on. Ignore minor paths leading off right at a possibly water-filled sandpit. After a good 600 metres in total, you come to a major junction with a signpost. Double back sharp **right** on a wide track. The track begins level and then descends, going

through a gate. After some distance through more beautiful forest, it runs past a fence on the left and crosses a private driveway onto a road, Quell Lane, opposite a small car park, where you turn **left**.

- 2 Pass *Abesters* on the left and, just before *Telegraph Cottage*, take a marked footpath on your **left**. This goes over a plank and later comes to a driveway where you turn **right**. Stay on the driveway until just after it bends right where there is a footpath sign on the **left**, easily overlooked, taking you on a winding path through more woodland to a little footbridge and road. Cross the road to another footpath which passes through a wood of tall pines and then bends left and later right before a garden gate and comes out via a stile into a field. The footpath continues straight ahead via a small gate through a delightful narrow strip of meadow full of wild flowers and reaches Jobson's Lane via two more stiles. Turn **right** for a few paces and then cross this road to a bridleway opposite via a metal gate on the left of a driveway to Parkhurst House.
- 3 The bridleway goes straight across a field and curves right through a gate. Follow the wide path through woodland for some distance until the wood becomes a narrow strip. The path passes through a little gate and curves right over a wide wooden bridge away from a house visible on the left. Follow the bridleway for some distance, going over a broad farm track connecting two fields. The path eventually joins a lane into the attractive hamlet of Hillgrove. *There is some fine topiary in the first garden.* The little blue and white clock in the tower chimes the hours. About 20m before a junction of roads, leave the road to take a footpath over a stile sharp **right**.
- 4 The footpath follows a fence on the left and then goes across the centre of a meadow to another stile, winds through woodland and descends to a double-plank footbridge. Immediately after this, turn **left** on a path over another double-plank footbridge. Take care not to miss this. The footpath runs for some distance, goes over another footbridge, right through a little gate and left again into a meadow. It then runs along the left-hand side of a series of meadows, via a low gate that you can clamber over and stiles, mostly unneeded. It then enters an enchanting woodland glade, traverses a footbridge up to a stile and enters a field.
- 5 Go a few paces **right** and then **left** walking the length of the field along its right hand edge. As you go, the spire of St Laurence's church comes into view momentarily. At the far bottom right-hand corner, with a children's adventure area on the right, go over a stile into a narrow enclosed path and at the other end cross a stile and emerge onto a broad track coming in from the right.
- 6 Continue along the track for only 50m. Where the track bends right, you come to a green gate directly ahead, with some farm buildings visible. Go over a stile beside the gate and follow the concrete path and through another green gate to the picturesque and tastefully developed Park Farm. The track curves round the pond on the right with another pond on the left. In about 40m, where you come to a junction just before the main entrance to Park Farm, turn **left** on a drive and immediately **right** through a green gate in the hedge ahead under a large oak. Go along the left side of the meadow, past a gate leading into a fine private garden, and then across the meadow, down to a stile visible ahead. Cross this and another smaller stile into the churchyard of St Laurence. Turn **right** just after the church, through the gate and reach the green in Lurgashall.

Imagine the perfect village surrounding a village green, with brightly coloured houses dripping with wisteria in early summer, and Lurgashall fits this picture exactly. On the south side is a tiny village store where you can stock up for the journey. On the east side is the church of St Laurence with its large yew trees.

There was almost certainly an inhabited settlement in the village of Lurgashall in Roman times but the name is Saxon. It means "Hall of Leotegar" who, in about the year 495, found a convenient, and probably inhabited, clearing in the Wealden forest in which he decided to settle. In due course, Leotegar's descendants were converted to Christianity by the followers of St Wilfred and built the first St Laurence's Church. Although the church has had many additions over the years, it still retains some evidence of the original Saxon structure. The tower is interesting for its pointed arch. There is also an unusual closed porch. (See "History of Lurgashall and its Church" by A.C. Sharman, available from the rector.)



After the Norman Conquest the King gave the Lurgashall area to a Norman family called Alta Ripa who built a Manor House there in about 1100. But there is no mention of Lurgashall in the Domesday Book because it was situated in the dense Wealden forest and thought to be of little value.

The Manor House itself has not survived but the area that the estate occupied is now Park Farm, which gets its name from the Deer Park which the Alta Ripa family established in about 1200. It is perhaps as well that the Alta Ripa family came to Lurgashall since, either through plague, or bad harvest, or for some other reason, the village had become almost extinct in 1100. The coming of the Manor revived the village's fortunes and it grew in importance throughout the feudal period.

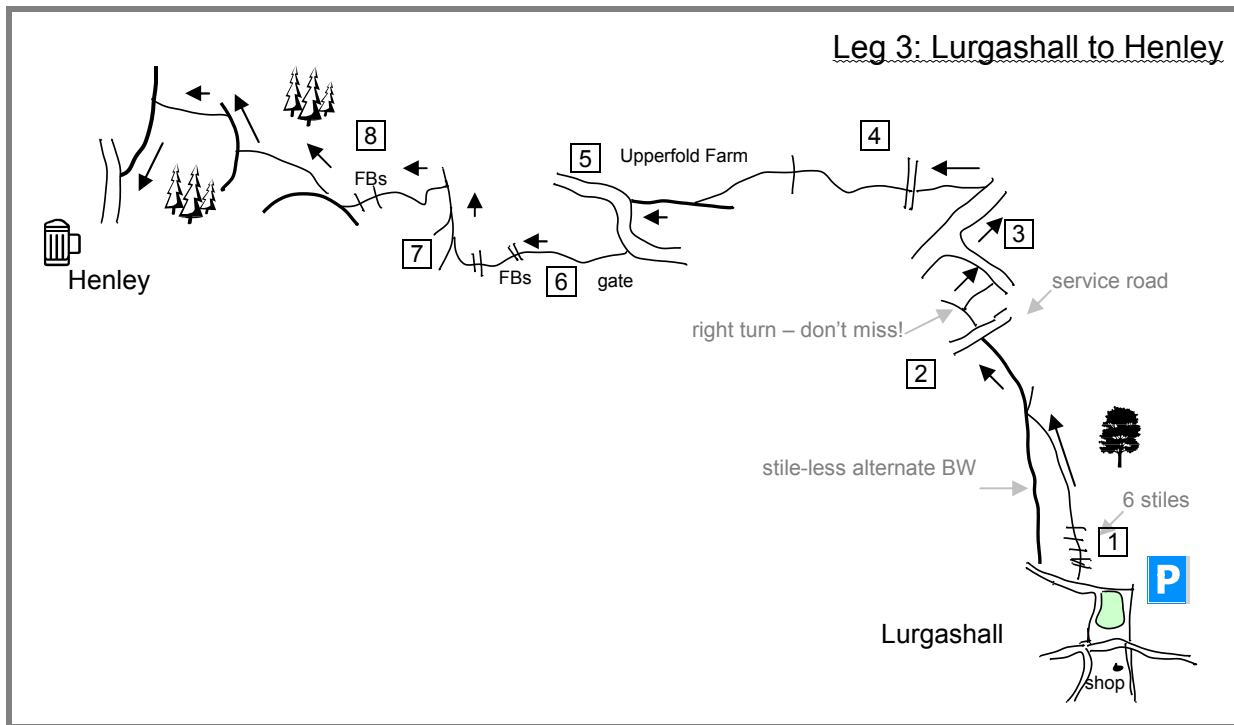


The Noah's Ark pub (Greene King) is said to have acquired its unusual name because a pond was once outside the door, which patrons had to cross to refresh themselves, giving the impression of animals crossing into the Ark before the deluge. In former times, as well as brewing beer, the Noah's Ark baked bread for the village, giving rise to the old jingle: "For well-baked bread and home-brewed ale, you must come to Lurgashale". The Noah's Ark became the center of village life - local meetings were held there, it provided refreshments for the Midsummer Fair held each year on "Tally Nob", it was the local headquarters of the Swing Riots of 1830 and it has refreshed many cricket and football teams after their exertions over the years. The Noah's Ark also plays host to a summer theatrical productions. It serves excellent food.

Leg 3: Lurgashall to Henley, 6½ km (4 miles)

- 1 With your back to the Noah's Ark pub, turn **right** along the lane on the north side of the green going past the little cricket pavillion with its clocktower. Just after the corner of the green, look for a stile on the **right**. You have to cross six stiles in close succession but the landscape repays the effort. (If you *really* don't like stiles, you can go 350m along the road and take the next pleasant woodland bridleway **right**, meeting the route at point (*) below.) Over the stile, follow a pleasant footpath that runs along the left side of a series of orchards and fields of horses and sometimes sheep. The path then runs through attractive woodland dropping into a valley on the right. In about 700m the path meets a broad track coming in from the left (*). Shift **left** here to join the track, ignoring a stile and footpath that fork right. Soon the track passes a site on the left with some caravans, curves slightly right over a footbridge and meets a service road coming from gates on the left.

- 2 Join a hidden narrow footpath on the other side of the service road into the woods bordering Windfallwood Common. The footpath is about 20m to the **right** and, as reassurance, you will see a yellow waymark a few paces into the wood. A few more steps after the waymark, you come to a signposted junction. Turn **right** here and follow a winding and rather overgrown path, keeping the same direction until the path curves right, coming out to a lane opposite *Guardian Cottage*. Turn **left** on the lane, down to a major road.



- 3 Turn **right** along the road for about 50m and turn sharp **left** opposite *Keepers* along a signposted path. Go for some distance on this wide woodland path over a double-plank bridge and then straight over a crossing track, where you notice on the right the gatehouse to the Black Down Park Estate. Later the trees on the left give way to fields with views to the South Downs. The path curves right, then left, enters a large field and follows the right-hand perimeter. At a signposted crossing path, go straight on and continue round the far corner of the field to cross a stile.
- 4 The path goes over a double-plank bridge and enters the woodland of Gentles Copse amid tall oaks. Soon the path forks and you take the waymarked **left** fork entering a large meadow. Stay on the right side of the meadow for a few steps and then take a path half **left**, in the direction of the tall relay mast at Bexleyhill, aiming for the corner of the field. At the corner, turn **right** at a T-junction, on a wide path through trees that leads down between fields to a road by *Upperfold Farm* where you turn **left**.
- 5 Where the lane shortly turns sharp left, leave it by going through a metal gate on the **right** into a field that sometimes has a handsome herd of pedigree cattle. Walk at right angles to the lane you were on, down a slope, keeping to the centre of the field as it narrows. Aim for a signpost where the route veers left and then, as the field widens again, keep **right** along a bank, aiming for some electricity poles which you pass under diagonally, and go over a stile ahead.

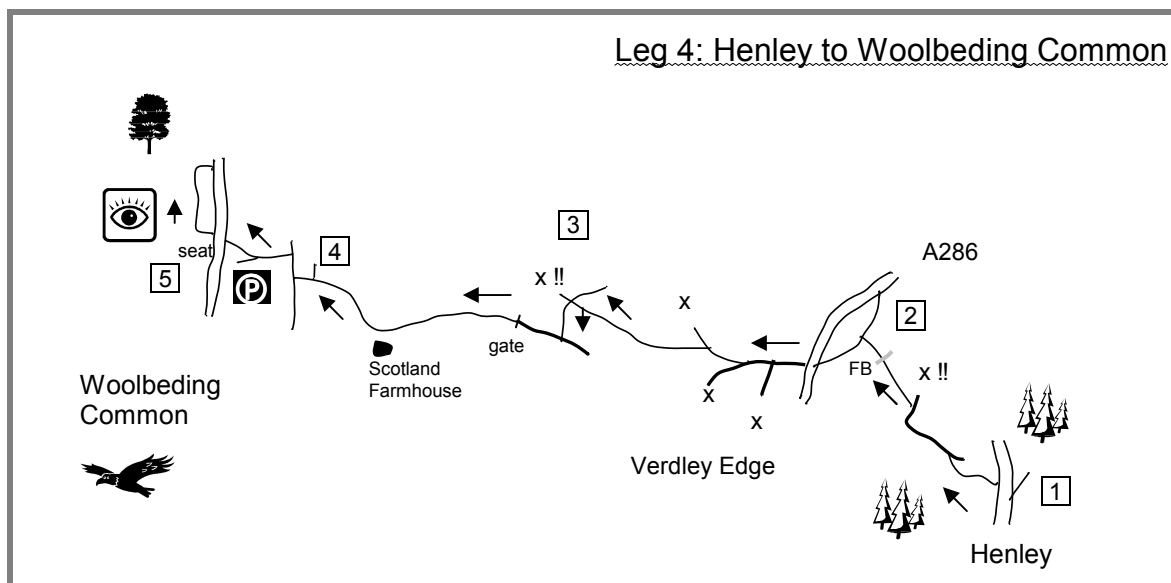
- 6 Next you come to a wooden gate, a small field and another stile into a marshy region. *This area is dominated in summer by the tall pink flowers of that ubiquitous weed himalayan balsam.* A wide footbridge takes you over the stream. The path still follows the electricity poles and has the stream on its right, later curving right. Finally the path emerges via a stile onto a drive where you turn **right** past a pond on the left with ornamental figures.
- 7 You continue beside polished wooden gates and immediately ignore a byway sharp left. Continue along the drive for about 20m to a signposted footpath on the **left**, just before some metal gates marked *Private*. This path turns abruptly left round the field and becomes quite narrow and overgrown. Finally the atmosphere is transformed when you go over a stile and enter the dark pines of Verdley Wood.
- 8 Continue down on a well marked path through the wood, crossing two footbridges on either side of a valley and rising on a narrow path. In about 30m the path joins a broad track coming in from the left. In 60m the track forks. Take the **right**-hand branch which is signposted, the left-hand one being just a forestry track. In about 700m, this pleasant sandy track comes to a T-junction with a wide forestry track where you turn **right**. Within 100m, just after a bend, turn **left** on a waymarked path. This wide path passes through mature coniferous woodland and eventually comes up to a T-junction facing a meadow, where you turn **left**. In a short distance, your entry into Henley is heralded by two enchanting cottages on your left. Proceed to a junction and turn **left** through the village to come to the Duke of Cumberland pub. Our route however is sharp **right** at the junction.

Henley is a hamlet with just sixteen houses, one of which is a pub and another a converted mission hall. Over half the buildings are Grade 2 listed and date back to 1575 or before, which makes the hamlet a heritage site. Levadas and watercourses run through it, sourced from a prolific local spring which never dries up even in the driest summer. Up to the early 1950s the whole lane was made up of huge, pillow-shaped cobbles the origin of which is still believed to be Roman, though there is no evidence of the road pre-dating 1550.



The "Duke of Cumberland", hardly changed from two hundred years ago, draws people from afar who appreciate its unusual rural setting. The Duke - as it is affectionately called - has several acres of woodland gardens with ponds, streams, rushets, sinks and troughs - with trout swimming in them - and a cobbled path which leads to the front door. There is still gas lighting in the pub and long wooden tables surround a small bar. The pub is tiny and full of character with old framed deeds on the walls and other icons from a line of tenant publicans with fishing and other country interests.

Leg 4: Henley to Woolbeding Common, 3½ km (2 miles)



- 1 Back at the junction where you arrived, turn sharp **right** down the road. Within 100m take a footpath on the **left** over a footbridge by a fence. This leads up through pines alongside the fence and turns right at the top where it is joined by a broad path. In about 400m your path bends right downhill. Half way down, turn **left** on a marked footpath. Take care not to miss this turning. Stay on this path through a fine beech wood ignoring any small paths leading off until you cross a double-plank footbridge and are very close to the main road where you come to a T-junction.

Decision point. If you are doing the [Western Circuit](#) or the [Little Gem Circuit](#) you need to return to Fernhurst by a shorter route.

- 2 Turn **left** at the T-junction on a signposted path parallel to the road which finally reaches the busy main road at a sign for *The Forge Horseshow House*. Cross the road carefully to a driveway the other side leading up to the hamlet of Verdley Edge. Ignore a footpath on the left and, a few paces further, ignore a path branching left up a grassy slope and take the path forking right. *You can tell from the sign that you are now on the Serpent Trail, a 108-km sinewy path from Petersfield to Haslemere.* In 40m ignore an unmarked path forking left and, 10m further, fork **left**, still following the waymarks. This path leads uphill through the coppiced woodland of Northpark Copse. The path eventually emerges into a clearer spot and is met by a path coming in from the right. You are now about 800m from Verdley Edge.
- 3 In 20m take a signed path sharp **left**. This path runs through trees and soon emerges by fields at a T-junction with a farm track. Turn sharp **right** here. In about 500m the path veers left away from the trees, passing through a gate and into a large meadow. The route continues straight ahead across the grass and then runs close to the fence on the right, heading to the right of a house visible ahead, *Scotland Farmhouse*. Go through a gate near the large barn and swerve **right**, following the main track.

- 4 The signposted track curves left, avoiding an unmarked path straight on, and continues to meet a T-junction with another track where you turn **right**, staying on the main track through the wood. *You are now on the New Lipchis Way, a 61-km trail from Liphook to Chichester Harbour.* After about 500m through fine woodland, turn **left** onto another footpath at a three-way signpost. In a few paces fork **right** on a marked footpath that takes you to a car park. Go through the car park and out onto the narrow lane. You have reached Woolbeding Common with its stunning surprise of extensive views west into Hampshire and south to the South Downs.

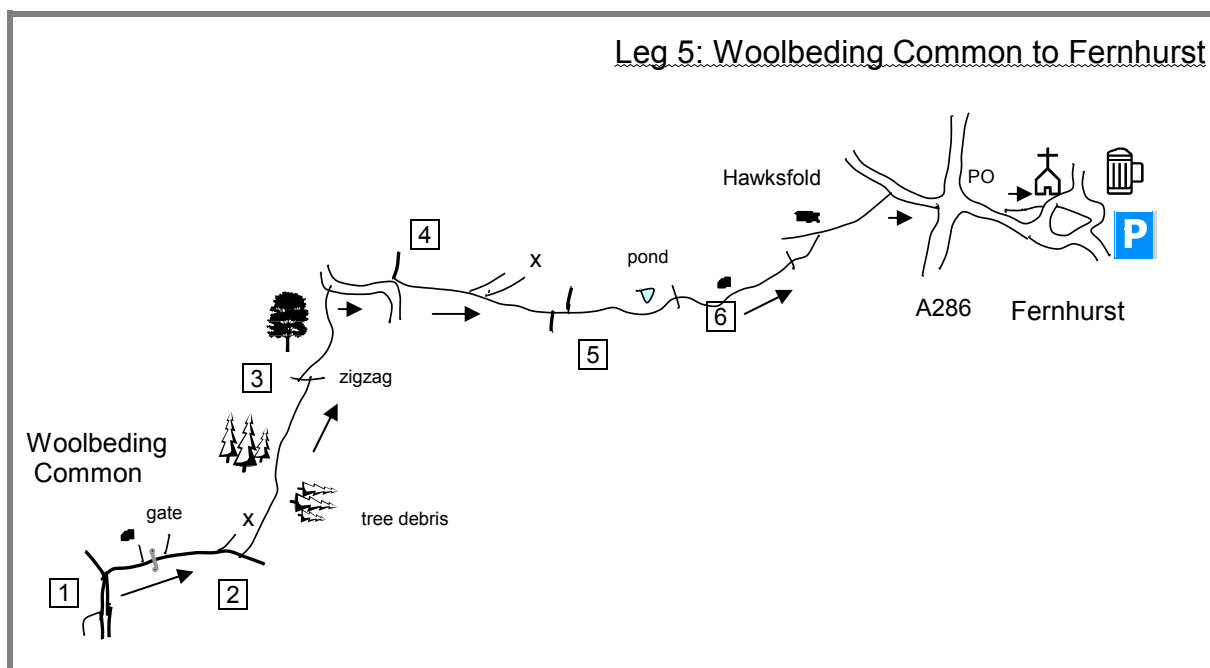
The village of Woolbeding is in fact 4 km South of here. Its parish is 1 km wide but 11km long. Such "strip parishes" were a traditional way of dividing the land so that each parish had an equal share of arable land, meadow, heath and woodland. The Common is National Trust and a Site of Special Scientific Interest because the heath land here supports rare birds such as the nightjar, woodlark and dartford warbler as well as insects such as the heath potter wasp. Most of the boundary banks on the Common date from medieval times.

- 5 Cross the narrow road to a small path and a seat. Continue ahead for 15 paces and, just before a dip, turn **right** along a very narrow path through bracken, gorse and birch. The path is easy to miss and may seem impassable at first in some seasons but is really perfectly comfortable. Stay on the level at all times following this path and enjoying the view. In about 200 metres, you reach a signpost and another seat. Turn **right** here, back to the narrow lane.

Leg 5: Woolbeding Common to Fernhurst, 4 km (2½ miles)

- 1 Turn **left** down the narrow, now sunken, lane. At a fork of two tracks, take the **right** hand one, pass a house and go through a gate. Ignore a track here branching off left. Continue on the level through the wood with conifers right and mixed woodland left. In about 500 metres, when the pines suddenly end, ignore an unmarked path branching off left and take a signposted footpath **left** about 50m further on.
- 2 The path leads down and into a forestry area, sometimes dotted with timber debris. A signpost is visible ahead and you need to keep the same general direction down on a clear path. The path becomes a broad grassy track through woods. After some distance, the path ends at a T-junction with a gate into a field visible half right.

Leg 5: Woolbeding Common to Fernhurst



- 3 Turn **left** at the T-junction and immediately **right** through thick bracken, thus resuming your direction on the grassy woodland path. You eventually reach a stile by a gate into a meadow. Turn **left** into the meadow to a stile into a lane, actually a superior farm track, where you turn **right**.
- 4 In 200m, where the lane turns right at a junction of tracks, leave it by keeping the same direction ahead into a large field. Go straight across the field heading for a gap in the trees ahead. After the gap, ignore some wide farm tracks leading off left and keep to a narrower path along the right-hand edge of the field. The path eventually runs close to a deep wooded gully on the right. Ignore a gate on the right and a bridleway on the left and enter the woods straight on over a stile.
- 5 Continue on the right-hand side of the next meadow, over a stile beside a gate, through a small grassy meadow with a pond on the left. The path veers left over a stone bridge, curves right and is joined by another footpath coming from the right.
- 6 The path becomes an enclosed mown path by Lower Hawksfold. It then bends left round the field close to the house's garden, goes over a stile and a footbridge, passes an unneeded stile, runs along the left side of a small field and goes over a stile onto an enclosed path which eventually joins the drive coming from Hawksfold Farm. Follow the drive for about 500m until you pass the first houses of Fernhurst, coming out to a road. Turn **right** at the road, soon reaching the main road. Cross over the main road, passing the tiny post office, and continue ahead soon taking a path forking **left** through the churchyard back to the green in the village centre.

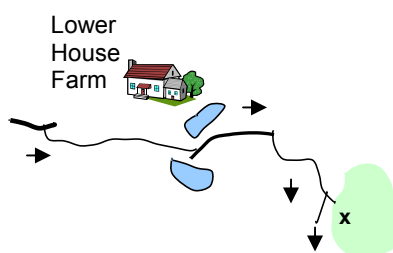
The Three Gems Path, 6½ km (4 miles) total Fernhurst to Henley

This route is so named after the three unexpected and different treasures found along the way. It takes you from Fernhurst to the hamlet of Henley from which you may return (after refreshments in the Duke of Cumberland) to Fernhurst by the Green Meadows route or via Woolbeding Common.

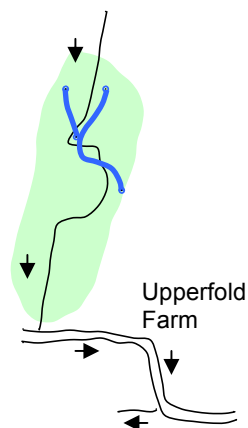
- 1 From the car park, turn **left** along the road signposted (the “three L’s”) *Lickfold, Lurgashall, Lodsworth*. Keep to the footpath running along the left side of the road which soon veers away from the road, going over a track. **Gem No. 1:** The path runs past the garden of a house called *The Bottom*. This delightful local village path now runs over a bridge, close to another cottage and reaches a lane. Turn **left** on the lane. Keep straight ahead, past a fingerpost indicating a public footpath, and between two stone lions. Blackdown is now prominent on the left. The lane eventually approaches *Lower House Farm* via a linden avenue.



- 2 Just before Lower House Farm, at a gate, a fingerpost directs you **right** and **left** on a track that runs past the big house on your left. The lower lake comes into view down on the right and on the left is a pond and a bank. At a signpost in the corner, turn **left**. Now you realise that the bank has been concealing **Gem No. 2** the upper lake. Continue on the path beside the lake and at a signpost in the next corner, turn **right** along the right-hand side of a fine grassy meadow with Blackdown in full view. At a signpost in the corner, the path goes down into woods and through a gate. Keep to the right in the next field and follow the (bent) signpost as it directs you **left** to skirt the fenced field with another pointing you **right** in the next meadow. Soon you reach a junction by a stile into the woods. Do *not* cross the stile but turn **right** along the length of the meadow.



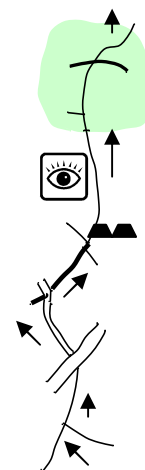
- 3 At the end of the meadow, go over a stile into woodland. Notice the deep gully on both sides, formed by two streams that meet here. This area of bridges, streams and winding paths is **Gem No. 3**. The path takes you down, over a bridge and up the other side. You need to follow the yellow markers to take you through the various twists and turns, horizontal and vertical. The path bends left, goes down again over a bridge and up again, turns right, goes down over another bridge and up a slope. Now there is a nice level path that eventually leads to a road. Turn **left** on the road. Stay on the road past some houses and follow it when it bends right by *Upperfold Farm*. To continue the walk to Henley, now go to Leg 3, stage **5**.



The Green Meadows Route 5 km (3 miles) total Henley to Fernhurst

This route takes you from Henley to Fernhurst by a route through woodland and meadows and is therefore used to conclude the Western Circuit and the Little Gem Circuit. However, you will miss the beautiful heath and views at Woolbeding Common. The first stage of this route is the same as Leg 4 stage **1** after which it diverges as described below.

- 1** Turn **right** at the T-junction and continue to the busy main road. Cross the road straight over and continue on a lane past some fine houses. After some distance, at a 4-way junction of drives, turn **right** in the direction of *Corner Cottage* and *Cuckoo Cottage*. Just before the cottages, turn **left** over a stile and then **right** along the right-hand side of the meadow. As you progress, it is worth looking back at the sight of the cottages in the valley. Finally the path goes through a gate into woodland. At a junction go straight ahead, ignoring the left turn. After some distance, you come to a 4-way fingerposted junction. Continue straight ahead. Soon the path goes over two 2-plank bridges and up to a little gate into a large meadow.



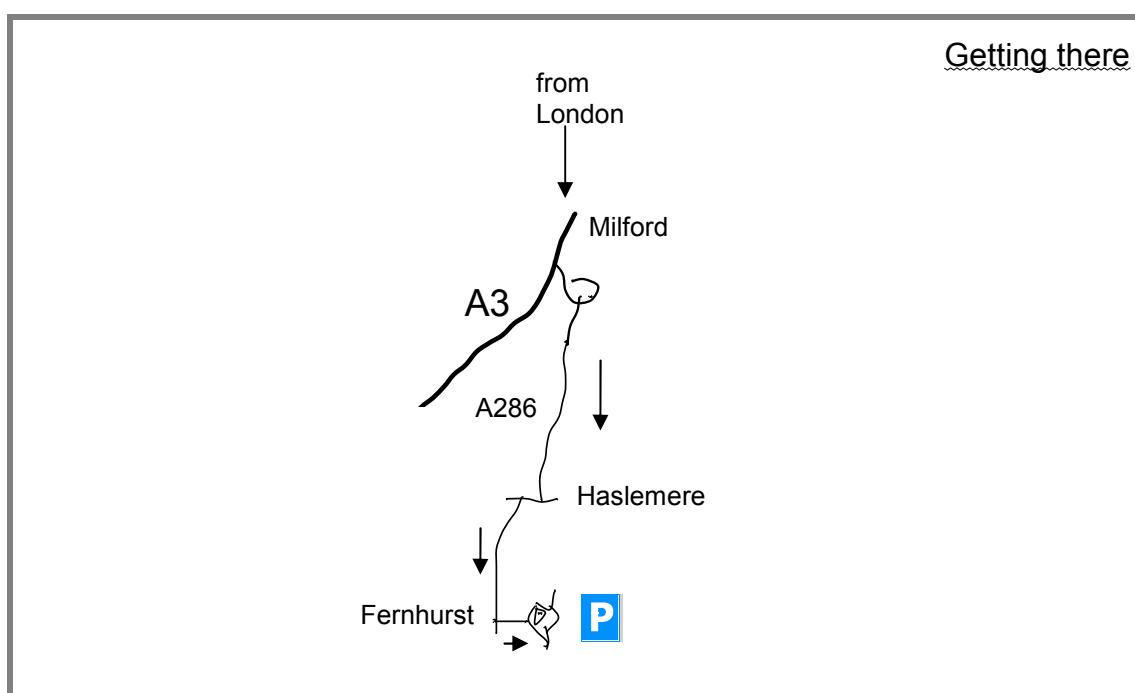
- 2** Go ahead on the path across the meadow. Eventually, the path approaches the right-hand corner of the first meadow. Do *not* continue ahead towards a gate into the next meadow but veer **right** to a metal gate leading into the woods. Go through the gate and keep **right** on the wide track going downhill. The track goes over a stream and is joined from the right by another track. Keep straight ahead towards the red roofs of Hawksfold Farm. Soon you meet another footpath coming from the left and the final stretch into Fernhurst is the same as stage **6** of Leg 5.



Getting there

By car: (see drawing), to get to Fernhurst, West Sussex, take the A286 Haslemere-Midhurst road from Milford. (You can bypass Milford by staying on the A3 until the narrow turnoff left signposted "Brook". Turn right at the end. But you can't do this in reverse on the return journey.) Go through Haslemere, following signs to Midhurst. On reaching Fernhurst, turn left up to the village green. There is a large car park on the other side of the green next to the cricket green, not far from the *Red Lion*.

Alternative starting points are (a) the little car park beneath the Temple of the Winds, (b) Woolbeding Common and (c) Lurgashall (take the A283 Petworth road and look for signs; park beside the Noah's Ark pub, next to the gate into the church).



By bus: no. 70 from Haslemere (**not Sun**).

fancy more free walks? www.fancyfreewalks.org