



Wiremill pub walk, with Felcourt

Distance: 1¾ km=1 mile (the quick leg-stretch) easy walking
or 7 km=4½ miles (the Felcourt circuit)
+ optional 1 km=¾ mile (to start at the *Blacksmith*)

Region: Surrey

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Refreshments: *The Wiremill*

Map: Explorer 146 (Dorking) *but the map in this guide should be sufficient*

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Country inns, woodland, green meadows, residential village, lake

In Brief

This is a walk in two very contrasting parts. The 1-mile walk is little more than a quick stretch of the legs (the shortest on this website!). It leads direct from the pub through delightful meadows, giving you a view of the lake on the return path.

The longer 4½-mile walk takes you through more green pastures to the leafy community of Felcourt. A beautiful undulating meadow appears in the middle of the walk, with an easy return along a farm track. The longer walk should only be done when the recent weather has been *dry*.

The *Wiremill Inn* is in a 500-year old building which used to be a mill house for drawing industrial wire. There are new plans to add extra features. You can even stay overnight if you don't fancy struggling home. Food relies heavily on the grill (you can have breakfast before you start) but recent reports have been good. Their website rather delightfully bears the unfortunate headline *Souring Our Ingredients* (as 2019 – please keep under review!). Best of all is the matchless location with tables where you can chill out over the extensive lake.



For a typical village pub with the chichat of locals and some good grub, you could start at the *Blacksmith's Head* with a double 500m extra section.

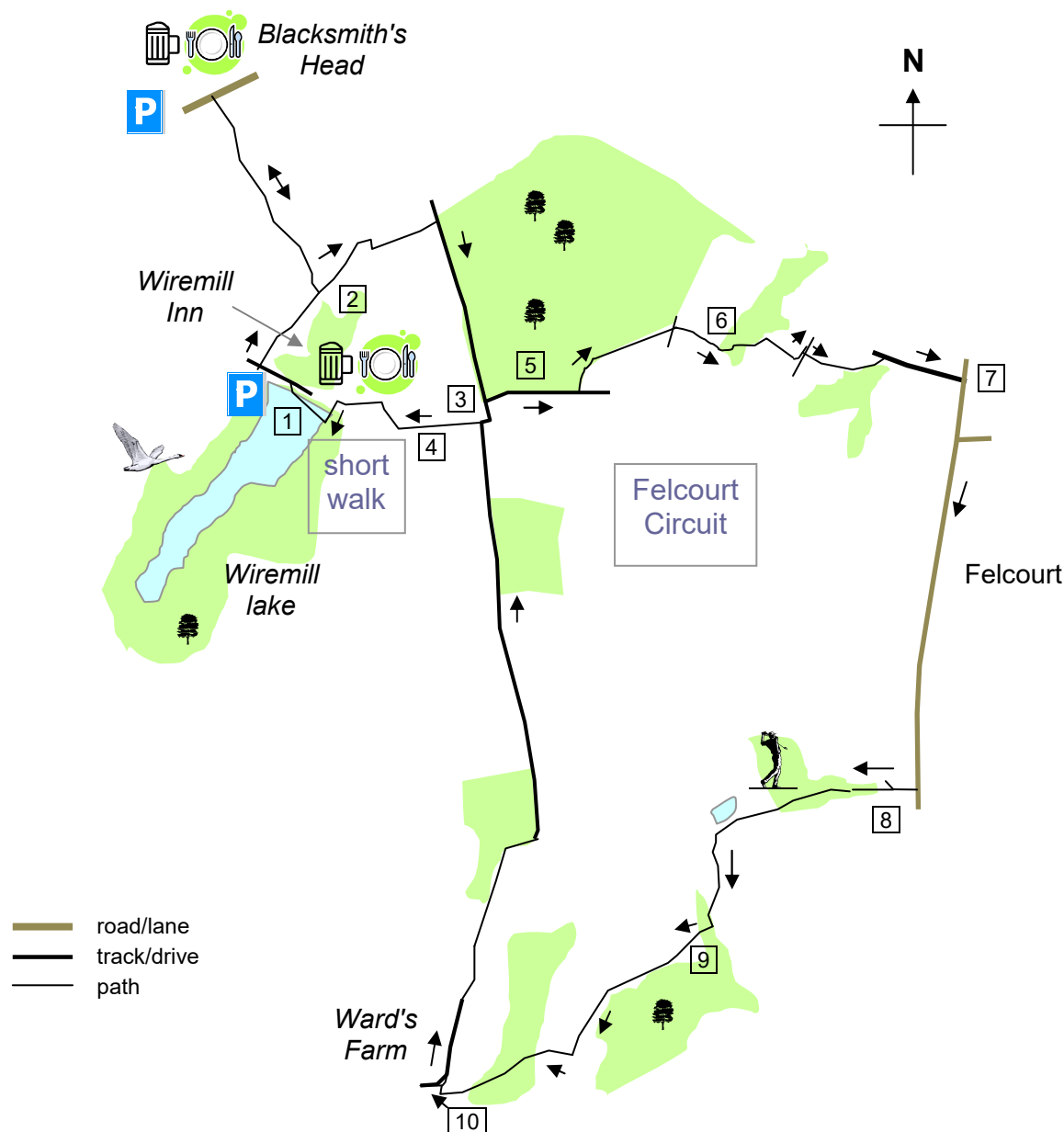


There are very few nettles or scratchy undergrowth so shorts are wearable. You will need boots on the 4½-mile circuit but, on the 1-mile stroll, trainers or any strong shoes should be fine. Your dog is welcome on this walk, but will need to be on a lead along the roadside footway in Felcourt.



The walk begins at the *Wiremill Inn*, on the lake of the same name, near Felbridge, Lingfield, Surrey, postcode **RH7 6HJ**. You can also start the walk at the *Blacksmith's Head*, Newchapel, near Lingfield, postcode **RH7 6LE**, a village pub with some good grub. For more details, see at the end of this text (→ **Getting There**).

The Walk



If you are starting the walk at the *Blacksmith's Head*, do as follows. Cross the main road opposite the pub, a little to the left, and take a signed footpath next to *The Hoath*. The path takes you up two steps, beside gardens, over a stile, between fields, finally over another stile [2019: broken, be careful!] and astride a narrow bank to reach a T-junction with another footpath. Turn **left** and join the main walk at section **2**.

1 Starting in the car park of the Wiremill Inn, walk away from the pub along the approach lane. You pass on your left an additional parking area. In only 50m further, look to your right and turn **right** on a footpath marked by a fingerpost which is propped up very effectively by a low tree. Your path passes a tennis court and goes through a small wooden gate, passing a horse field on your left, which gives you a chance to exercise your hopping or straddling skills if you encounter a little mud. You pass a junction on your left just before you reach a stile. [If you began this walk at the Blacksmith's Head, turn left at this junction, back to the start.](#)

2 Go over a small concrete bridge and stile into a large horse pasture. Keep to the right-hand side of the pasture. Just after the edge curves a little to the left, about 120m after you entered the pasture, go **right** over a stile just before a small (locked) metal gate. The path leads you on a zigzag right and left, then and along the right-hand side of the next meadow, going under power lines, following a stream on your right. You come over a stile and small concrete bridge to meet a T-junction with a bridleway. Turn **right** on the bridleway, crossing the stream by a bridge and going through a metal rider's gate. On your left now is the well-named Green Wood, whilst a green meadow is evident on your right. In 400m or so, where the wood ends, a large metal gate leads you to a junction with a wide track on your left.

Decision point. [If you are doing the longer 4½-mile walk, skip forward in this guide and do the Felcourt Circuit.](#)

3 Ignore the track on your left and keep ahead, going **right** and **left** at a zigzag. Immediately go **right** through a modern kissing-gate, leaving the bridleway.

[The Felcourt Circuit re-joins the main route here.](#)

4 Follow a hedge on your right, going **right** and **left** in the next corner. Go through a kissing-gate by a fingerpost and straight over, with the entrance to the *Mill House* on your left. Another (avoidable) kissing-gate gives you a first sight of the vast Wire Mill Lake.



Turn **right** now over a long bridge which takes you across the head of the lake. Instantly you are alongside the *Wiremill Inn*, possibly with tables laid out next to the water for customers in the summer.

After possible refreshment, continue ahead, where steps to the right lead down to the car park where the walk began. [\(Or, if you did not park here, the pretty shaded path straight ahead also leads onwards.\)](#)

Felcourt Circuit

5 At the junction, turn **left** on the wide track. Where the woodland on your left ends, go **left** over a sturdy new stile into a meadow and follow the path close to the wood. [\(The fenced area up to your right is a large pond.\)](#) Your path leads past a redundant stile, over a stile and across a track to another stile. Go straight across the meadow, aiming for the corner of some woodland ahead where you meet a stile.

6 Follow the main path through the wood, over a bridge-with-rails and another stile, out into a meadow. Keep to the **left**-hand perimeter (to avoid some construction work), turning **right** in the corner. At the next corner, turn **left** for just 10m, then **right** over a stile [\[Apr 2021: temp? boarded up – walkers](#)

[scaled the fence without problems](#)] to cross a driveway, climbing another stile onto a grassy slope. Cross the grass directly ahead to go through a large metal gate (easier than the adjoining stile) in the far corner. Another stile, easily avoidable on the right, leads to a tarmac drive. Turn **right** on the drive, emerging soon on the main Felcourt Road.

- 7 Turn **right** on the road, using the narrow grass verge, switching to the footway shortly at the next junction. You pass a number of unique houses and bungalows (one called *Muddle Cottage*) in this very leafy area of East Felbridge. After about 500m along the footway, after *Thurlston*, ignore a footpath on your left. In another 250m, you will see a driveway on your right marked *Yew Lodge*.
- 8 Turn **right** as for *Yew Lodge* and, where the tarmac bends right, keep straight ahead on a footpath, going past a large metal gate. You come out onto golf links. Go straight over in the direction of the marker arrow. Your route skirts a bunker on your right and runs close to a pond on your right. After the pond, keep ahead through a small group of trees. Cross straight over to find another marker arrow and take a path through brush wood. (Judging from the overgrown state, it seems everyone walks along the left-hand edge of the adjoining golf green instead.) In only 70m, at the next marker post, veer **right** to cross the green diagonally (watching out for low-flying balls), heading for a concrete path on the edge of the trees which becomes evident as you approach the far side. Veer **left** on this path. In only 30m, go **right** over a wooden bridge-plus-stile, leading into a fine undulating meadow.
- 9 Your direction is not far from the left-hand edge of the meadow, but cutting the left-hand corner, going under overhead wires. Keep to the right of a clump of trees which juts out from the wood (concealing a pond: you may hear the ducks). Your path now passes under power lines. Keep straight ahead for 30m and veer **left** by some oaks which line your route on the left. You quickly reach the edge of the meadow and a marker post. Turn **right**, as directed, along the far edge of the meadow. Keep to the left-hand edge, following a rising bank of grass. At the top corner, go over a stile by a large metal gate and follow a wide fenced path through hollies. You arrive shortly at Ward's Farm, now a hamlet of residential cottages and converted barns.
- 10 Keep to the left of a black converted barn, going through a modern kissing-gate. In the first corner, go **right** over a stile to meet a 3-way fingerpost. Keep **right** here on a bridleway, following the blue arrow, passing between more buildings of the farm. The bridleway forks **right** to avoid some farm gates and becomes a scenic path with great views ahead. After a small metal gate, you come into a more open area, on a wide bendy path which tends to be muddy in winter, thanks to farm traffic and horses. The path runs for nearly 1 km, alternating between patches of woodland and open spaces, until finally it zigzags sharply right-left in front of a pylon. Before the zigzag, go immediately **left** through a modern kissing-gate, leaving the bridleway.

Now re-join the shorter walk from section [4](#).

Getting there

By car: both pubs lie just a short drive from the A22 trunk road, just north of East Grinstead. If coming from the London or M25 area, follow the A22 to pass under the railway bridge at South Godstone; go another 4 miles to the Newchapel Road roundabout (signposted *Lingfield* to your left).

For the *Wiremill Inn*, go **straight over** and continue another 700 yds, to where you will see some white gates on your left with a sign for the *Wiremill*. Follow this narrow lane and keep right at a junction to reach the pub car park. There is a smaller car park on the right just *before* the pub.

For the *Blacksmith's Head*, turn **left** at the roundabout. The pub is 350 yds on the left.

By bus/train: bus 236? from East Grinstead or Oxted to Felcourt. Check the timetables.

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