



Rudgwick: The Blue Ship (pub walk)

Distance 4½ km=2¾ miles or 4 km=2½ miles

easy walking

Region: West Sussex

Date written: 24-jun-2011

Author: Moussehaine

Date revised: 20-jul-2016

Refreshments: The Haven

Last update: 11-apr-2025

Map: Explorer 134 (Horsham) *but the map in this guide should be sufficient*

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

Public rights are restricted to printing, copying or distributing this document exactly as seen here, complete and without any cutting or editing. See *Principles* on main webpage.

Peace and quiet, woodland, lake, meadows, village pub

In Brief

No one is sure how the *Blue Ship* got its name, since it's miles from the sea and, come to that, miles from anywhere. Its remoteness is a big attraction and you have a feeling of triumph after following the narrow lane to the pub which looks like a Victorian cottage (although parts are apparently 15th century). There is a charming garden on the side and plants for sale. The pub has no bar, just a hatch where they dispense the H&B Badger brews (sometimes with a guest beer) direct from the barrels. There is a menu of fairly standard fare and it's worth remembering that you can have tea or other hot beverages.

Important: The *Blue Ship* is **only open Friday** 6pm to 10.30pm, **Saturday** 12 to 3pm, then 6pm to 10.30pm, **Sunday** 12 to 4pm. Food is available during "normal" mealtimes. For further information, ring 01403-822709.

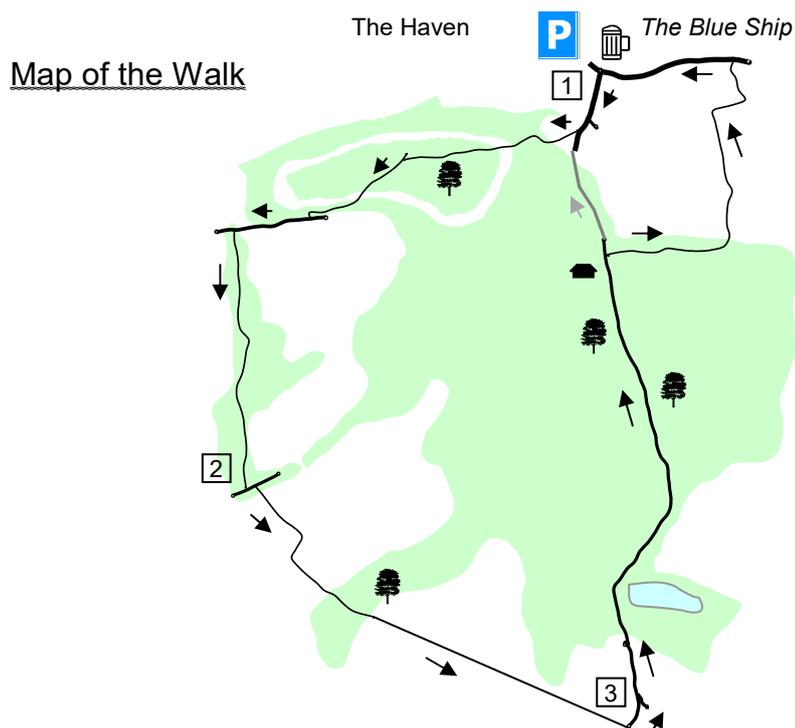
This peaceful walk takes you through woods and meadows, on easy trails through typical countryside, without any ploughed fields.



There are a some patches of nettles and brambles on this walk so shorts are not advisable. Sensible walking shoes or trainers are fine and your dog can come too and is welcome in the pub.

The walk begins at the **Blue Ship Inn, The Haven**, postcode **RH14 9BS** grid ref TQ 084 305, www.w3w.co/receiving.zapped.envelope. Since you will be walking, park over the road where there is some parking space on a roadside dirt patch. For more details, see at the end of this text (→ **Getting There**).

The Walk



- 1 With your back to the pub, go ahead along the lane opposite, signposted *Oakhurst*. Ignore Marles Lane, a dead end, on the left and pass *Hall House* on the right. 50m after, turn **right** at a fingerpost into woods, with stables on your right. The path wheels left over a two-plank bridge and crosses a grassy circular ride into more oak woodland in the centre. In 180m, at a T-junction with a fingerpost, turn **left**. The path takes you back to the grassy ride. Turn **right** on the grass and, in nearly 100m, go **left** through a small wooden gate next to a large wooden gate. Turn **right** on a tarmac lane by Heathers Farm and, in 150m, just after a house on the left, go **left** at a fingerpost over a little bridge on a bridleway. On the left are the gardens and tennis court of the farm house. After woods of oak and hawthorn, the path bends left between two posts and immediately right again through the woodland of Long Copse with oaks and maples, later going over a bridge. At the end, turn **left** on a lane.
- 2 In just 10m, turn **right** through a gate and go along the right-hand side of a field passing some small houses. At the far corner of a farm building, turn **right** along the edge and, in around 50m, turn **left** onto a wide track, as directed by a marker post. At the end, by a 2-arm fingerpost, go down through undergrowth and trees to approach a sunken lane with steps each side. Go down steps, up steps and cross a rocky stream by means a long bridge. The rough path runs between two hay fields for about 300m, going under wires and running beside a wire fence on the left. Near the end, it passes a willow pond in the garden on your left. Turn **left** at a fingerpost by a hedge at Leverance Farm.

3 In 20m, turn **left** again at a fingerpost on a wide bridleway. The bridleway becomes concrete as it goes through the woodland of Leverance Copse and passes long Muttons Pond on your right. Stay on the bridleway as it bends left. The bridleway is now concrete and becomes tarmac before two houses. Just 50m after passing the last gate of the grounds of *Plumbtree Cottage* you will see a fingerpost on your right on a crossing path.

Decision point. If you are already feeling thirsty or peckish, simply stay on the lane, which becomes Marles Lane (the cul-de-sac); keep ahead where it meets a road, straight back to the pub.

Turn **right** at the fingerpost. The path goes through woodland and a fir plantation, soon zigzagging left-right over a ditch. As you meet the corner of a meadow, by a fingerpost, turn **left** on a path that follows a belt of oak and ash between two meadows. As you enter an open meadow, turn sharp **right** as directed by the fingerpost go through a gap and turn **left** along the edge of another large pasture. In the corner, keep left and turn **right**, as directed by the signpost, on a fenced path and, at the next corner, go **left** similarly. Go over a pair of stiles, turn **left** at the corner, **right** over a new 3-plank bridge and **left** on a lane, quickly taking you back to the pub where the walk began.

Getting there

By car: the pub is in a lane off the Haven Road, half way between Five Oaks and Bucks Green (Rudgwick). The lane is signposted *Garlands 1 Okehurst 2*. For non-locals, the easiest way is to take the A29 to just north of Five Oaks and turn (sharp **right** if coming from the north, forking **left** if coming from the south) onto Haven Road, follow it for 2 km (nearly 1½ miles) and turn **left** in the village.

fancy more free walks? www.fancyfreewalks.org