



Hammer Vale and Linchmere Common

Distance: 9 km=5½ miles or 6 km=3¾ miles
easy walking with one steep section

Region: Hampshire, West Sussex

Date written: 21-jul-2011

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Date revised: 14-nov-2021

Refreshments: Hammer Vale

Map: Explorer 133 (Haslemere) *but the maps in this guide should be sufficient*

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

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Woodland, village, heath, pub, views

In Brief

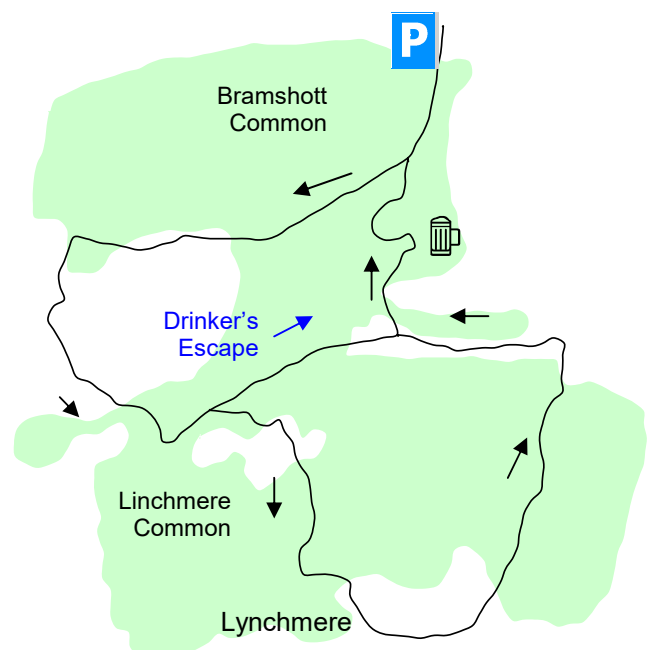
This walk could be described as a perfect **pub walk** since it is short and finishes about a mile from an excellent inn, the *Prince of Wales* in Hammer Vale. There is even a shorter version for impatient drinkers. The walk is right on the three-counties border since the nearest town is Haslemere in Surrey, it begins and ends in Hampshire and goes through West Sussex. Perfect at all times of the year.



There are no nettles, good shoes are adequate and the whole area is dog-friendly, including the pub.

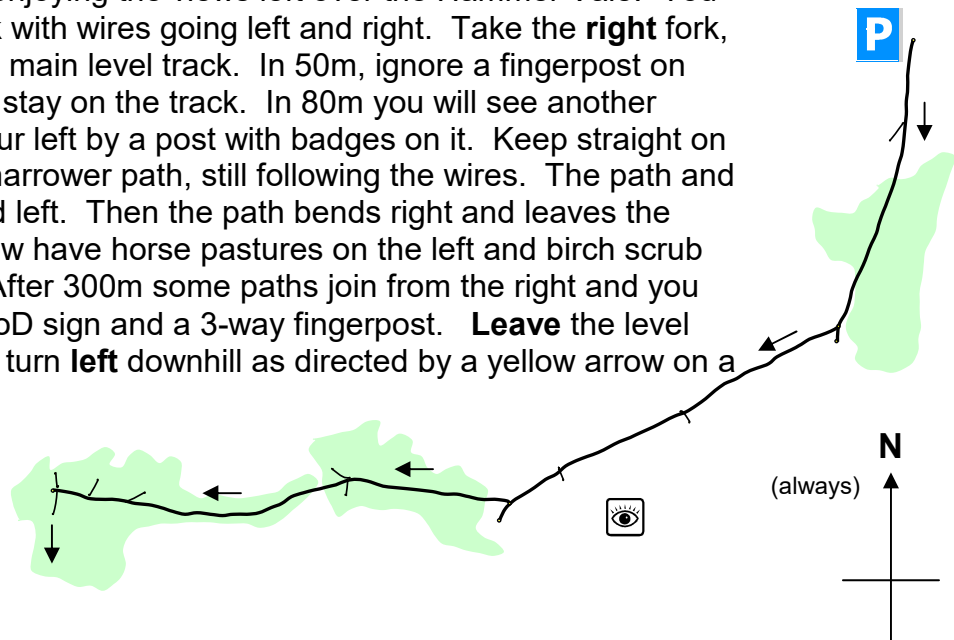
The walk begins at the **Bramshott Common** car park, Hampshire, near the A3, after the crossroads at the end of **Woolmer Hill Road** in Haslemere, approximate **postcode GU27 1QD**, www.w3w.co/starter.seagulls.completed, grid ref SU 869 336. For more (important) details, see at the end of this text (→ **Getting There**).

Overview

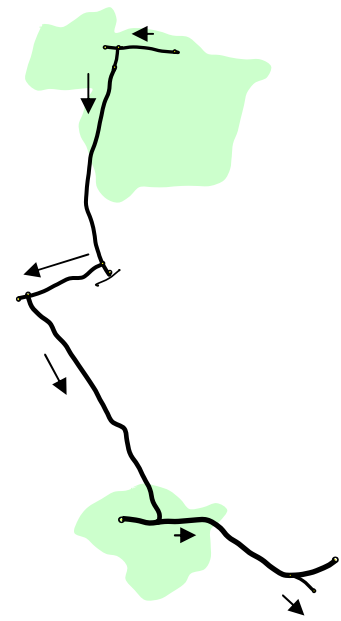


The Walk

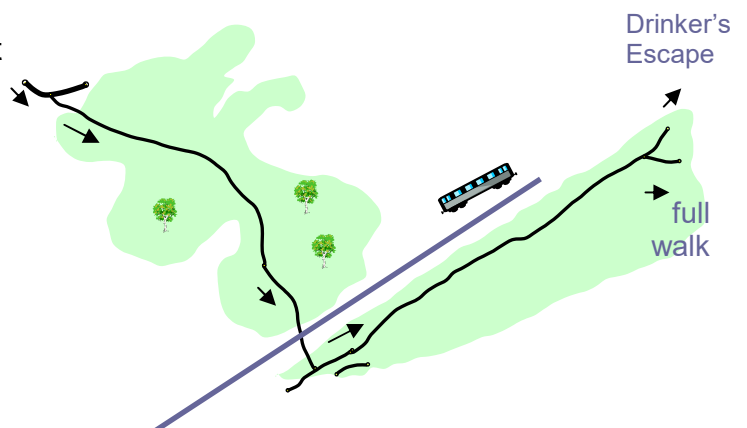
- 1 Beginning in the Bramshott Common car park, take the wide track ahead under wires, going past an MoD notice. In about 500m, the path and the wires curve right. Ignore a path here on your left [Nov 2021: signpost still missing] and keep following the wires for a further 700m enjoying the views left over the Hammer Vale. You come to a fork with wires going left and right. Take the **right** fork, keeping to the main level track. In 50m, ignore a fingerpost on your right and stay on the track. In 80m you will see another junction on your left by a post with badges on it. Keep straight on here along a narrower path, still following the wires. The path and the wires bend left. Then the path bends right and leaves the wires. You now have horse pastures on the left and birch scrub on the right. After 300m some paths join from the right and you come to an MoD sign and a 3-way fingerpost. **Leave** the level path here and turn **left** downhill as directed by a yellow arrow on a post.



- 2 The path goes through a small metal gate. Follow the tarmac drive and, at the end, take the first of two tarmac paths on the **right** (the last one is private). Go past some large cottages of *Old Barn Farm* and, at a marker post, turn **left** on a tarmac drive passing a converted barn on your left and a small pond on your right. In about 300m, at the end of the drive, go through large green metal gates to Hewshott Lane and turn **left**, soon going downhill. In about 150m, where the lane bends left, turn **right** immediately after the rather grand *Hewshott House* onto a downhill unmarked byway.



- 3 The byway passes a large pond on the left and crosses a bridge over the running Hammer Stream in a pleasant woodland stretch that crosses into West Sussex. Go under a railway arch and turn immediately **left**. Keep to the path that runs beside the railway, ignoring a bend in a driveway on your right. In nearly 300m, at a high point, you meet a fingerpost.



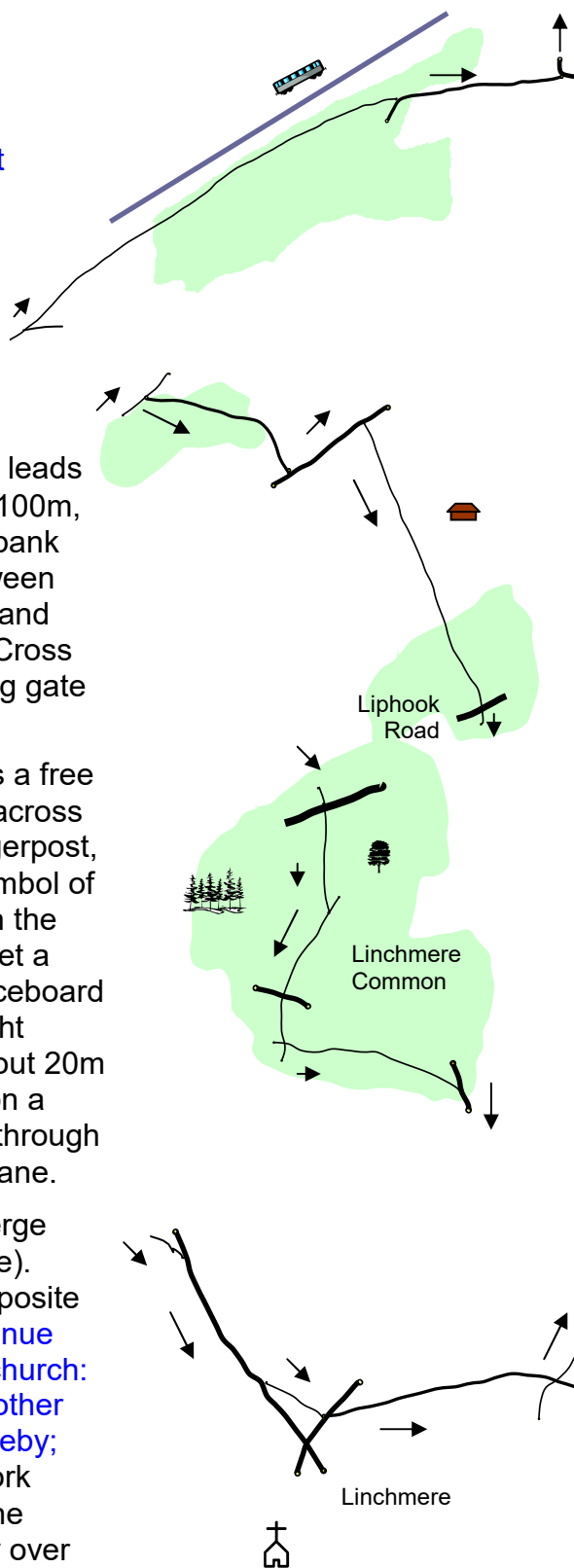
Decision point. The walk now takes you through beautiful Linchmere Common. If you prefer to go straight to Prince of Wales, take the short cut that follows here. Otherwise jump over the rest of this section to section [4](#).

The Drinkers Escape. Fork **left** at the fingerpost on a path downhill, staying close to the railway. In about 400m, the path veers away from the railway into woodland. In around 250m, just after a wooden barrier, at a marker post, it meets a bridleway, next to some fine conifers, coming down from your right. Veer **left** on the bridleway under beeches and go through an old, open, rusty gate onto a grassy path with horse pastures on your right. At the end, go over a stile and turn **left** on a lane. Continue now from section [9](#).

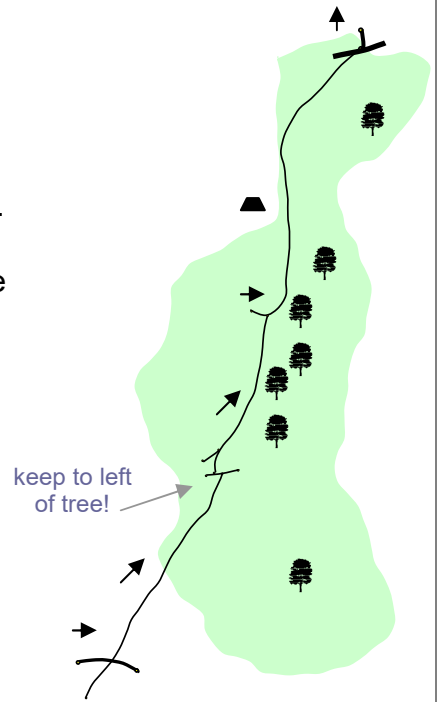
[4](#) Fork **right** at the fingerpost on a bridleway that leads up to a tarmac lane. Turn **left** on the lane. In 100m, turn **right** up steps opposite a fingerpost up a bank on a footpath. The path runs by a house, between gardens and meadows, then up through woodland via a stile or metal gate to the Liphook Road. Cross the road and go ahead through a wooden swing gate into beautiful Linchmere Common.

[5](#) Linchmere Common also sometimes serves as a free grazing area for pedigree cattle. Keep ahead across the common. In 100m, at a junction with a fingerpost, veer **right**, following a yellow arrow and the symbol of the *Serpent Trail*. Continue, ignoring a path on the left, through another wooden swing gate to meet a lane in 30m. Cross the lane, going past a noticeboard and through a wooden gate. Keep dead straight ahead avoiding a wider path on your right. About 20m before a wooden gate visible ahead, turn **left** on a sandy horse path under wires. At the end, go through a wooden gate to the lane. Veer **right** on the lane.

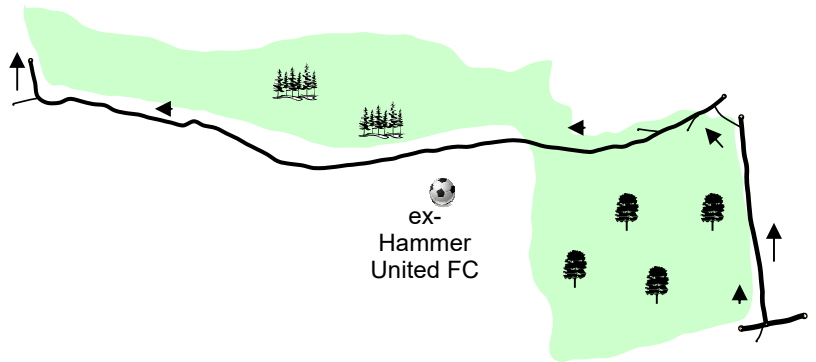
[6](#) Follow the lane, at first using the wide grass verge towards the village of Linchmere (or Lynchmere). Soon you see a white signpost 30m ahead, opposite a bus shelter. **As a short diversion, if you continue straight on for 350m, you can visit Linchmere church: a search of the churchyard will reveal, among other things, the grave of broadcaster Richard Dimbleby; otherwise....** Before you reach the signpost, fork immediately **left** here across the grass to cut the corner. On reaching a lane, cross immediately over and take a rough track opposite which is part of the Sussex Border Path (SBP). At the end of the first meadow on the left, you reach a crosspaths by a fingerpost. Turn **left** here on a footpath, thus leaving the SBP.



7 Follow this beech-lined path between pastures, soon entering attractive woodland. Your path comes up out of the dark trees, passes a yellow-arrowed post on your left and, quickly after, veers **left** at a minor junction. You quickly reach a fingerpost at wide crossing path, also part of the *Serpent Trail*. Cross over the path keeping to the **left** of a large oak ahead and, in 15m, veer **right** at a post with a yellow arrow on a wide clear and fairly straight path with sparse trees on your left and denser woodland on your right. In 70m you will see a fingerpost on your right. Veer **right** here into the trees and immediately **left** again, always following the signs, on a path through the dense hollies. You emerge from the dark holly wood into a lighter area under tall trees. In 10m take the **left** fork and continue over a bank and straight through a wide space that has been felled. In 100m, your path arrives at a T-junction. Turn **right** here. In 25m, in front of a distinctive round yew tree (which is sometimes decorated with toys and baubles), turn **left**. Soon, your route goes over a driveway, keeping close to some houses on your left. In 30m, just after a markerpost with blue arrows, turn **left** at a crossing path on a wide bridleway. Descend a sunken path, with a new coppice on your right, keeping left at the end, into the village of Hammer.

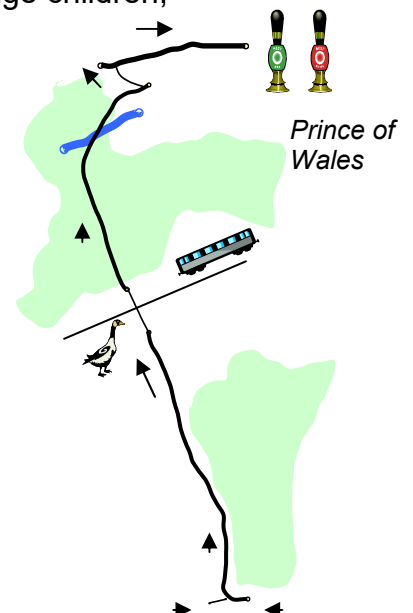


8 Cross the road to Hammer Lane opposite and continue down the road past houses. Opposite no. 14, turn **left** on a signed bridleway. Immediately bear **right** and, in a few metres, turn **left** on a gravel track by houses, ignoring a footpath that forks off left. After about 20m take the **left** fork to avoid a stony private drive. The track soon passes a sheep pasture on your left. This used to be Hammer United FC's ground. *Hammer United have joined the Surrey County Intermediate League and have moved to Camelsdale.* You pass several horse paddocks on your left and finally an equestrian centre. At a sign warning you of free-range children, you reach a junction. Follow the main track as it bends **right**.



The Drinkers Escape re-joins the walk here.

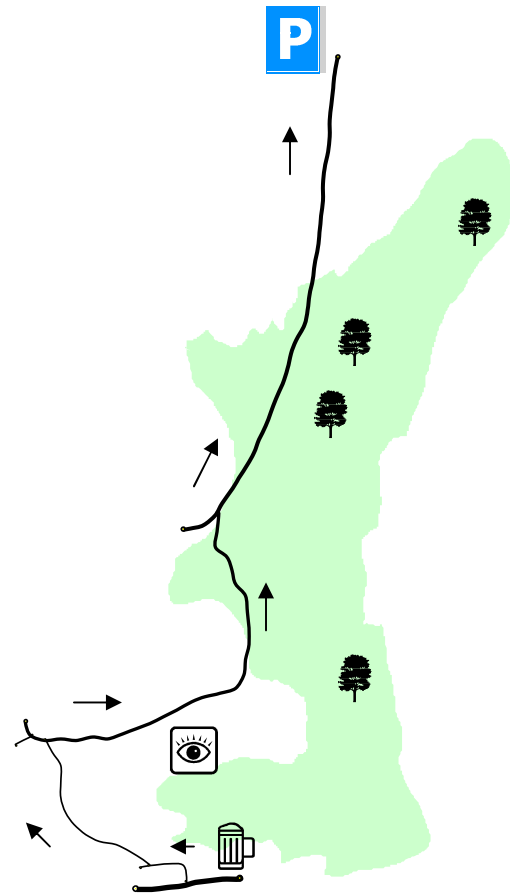
9 Pass Hammer Farm House and Barn and keep dead straight through the yard and stables. Go through a small wooden gate, followed by a white gate and cross the railway carefully, keeping ahead through a white gate and on a rough drive that curves right over the pretty Hammer Stream, taking you back into Hampshire. Turn **left** by the first house *Anvil Cottage* and **right** on the road quickly leading to the *Prince of Wales* pub.





The Prince of Wales is nominally now a Fullers pub but still offers two Gales brews. It welcomes children and dogs and provides unpretentious traditional pub food in an enviable setting. It has recently been refurbished.

- 10 After your possible break, from the road, walk into the pub car park, ignore the steps straight ahead and instead turn **left** through the car park and take a grassy path, forking immediately **right** quite steeply uphill past a MoD board following close to some electricity wires. At a junction at the top (possibly turning around to admire the view and catch your breath), turn **left**, really straight on, still following the wires. Where the path finally levels out you meet a wide level crossing path. Turn sharp **right** onto it. This fine high route offers great views right across the valley. Where, in 170m, you reach the edge of a birch wood, turn **left** with the main path. Stay on the main path as far as a T-junction with a wide path running under wires. Turn **right** here to arrive back in 500m at the Bramshott Common car park where the walk began.

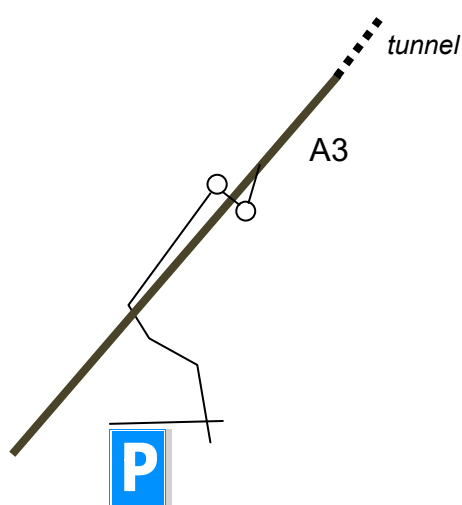


Getting there

By car: you can now (2013-4) reach the car park directly from the A3. If coming from London, take the **first** (NB!) turn-off **after** going through the **tunnel** and turn **right** over the A3. (If coming from the south west, this is the first turn-off *before* the tunnel.) Take a **left** at the next roundabout signed *Bramshott Chase*. The road runs parallel to the A3 for a short distance and then swings right and then left to go under the main road. 500 yds=450m further on is a major crossroads: turn **right** here towards *Liphook*. This is Knockhundred Lane. The car park is 400 yds=350m on the left.

To return after the walk, you can easily exit to the **A3 south** by turning left out of the car park; **or** you can turn *left* at the crossroads onto Hammer Lane, go *under* the A3 and join the **A3 north**.

An alternative starting point is Hammer Lane, postcode **GU27 3QD**. (Start in section [8](#).)



By bus/train: bus 59 from Haslemere Station to Hammer Vale (not Sunday?).
Check the timetables.

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