



Hindleap and Vachery Ashdown Forest, Chelwood Gate, Forest Row

Distance: 15 km=9½ miles

easy-to-moderate walking

Region: East Sussex

Date written: 17-jun-2010

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Refreshments: Chelwood Gate, Forest Row

Last update: 2-nov-2025

Map: Explorer 135 (Ashdown Forest)

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

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Forest, magical glades, heath, arboretum, views, parkland

In Brief

This is a circular walk in East Sussex through a magnificent hilly forested landscape with many magical encounters. Ashdown Forest is not a single forest but a complex arrangement of wild woods, landscaped forest, deep stream valleys, open parkland and heath. This walk tries to show you all its best features with constantly changing views in different directions.

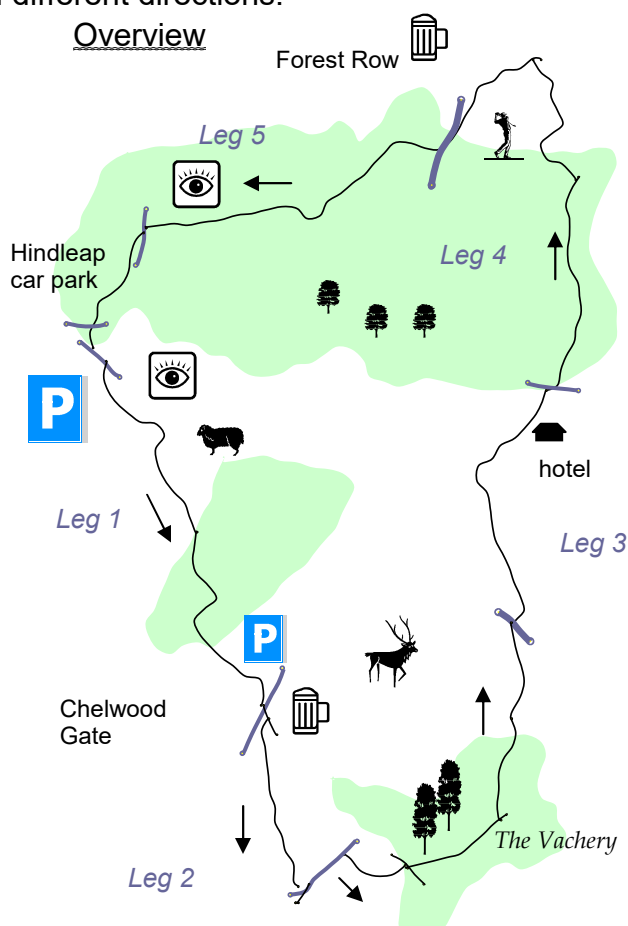
Ashdown Forest has many uncharted paths so you need to be careful in following this text. The terrain was completely dry when the walk was planned in summer, but there was some dried mud, so boots are preferable to normal shoes. There are some nettles, so shorts are not a good idea. There is only **one** (pet friendly) stile. There is one very overgrown section where a hiking pole will be useful. This walk would be ideal with a dog.

The walk begins at the **Hindleap** car park, east of Sharpthorne, nearest postcode **RH18 5JQ**, www.w3w.co/buffoon.winds.successor, grid ref TQ403324 (small charge by phone). For a half-way refreshment break at Chelwood Gate, a start at **Forest Row**, postcode **RH18 5AZ**, may be preferable, with a free car park at Tompsets Bank, near the entrance to the golf club, postcode **RH18 5BT**. For more details see at the end of this text (→ **Getting There**).

This walk is also the start
of the **Ashdown Forest Monster**.



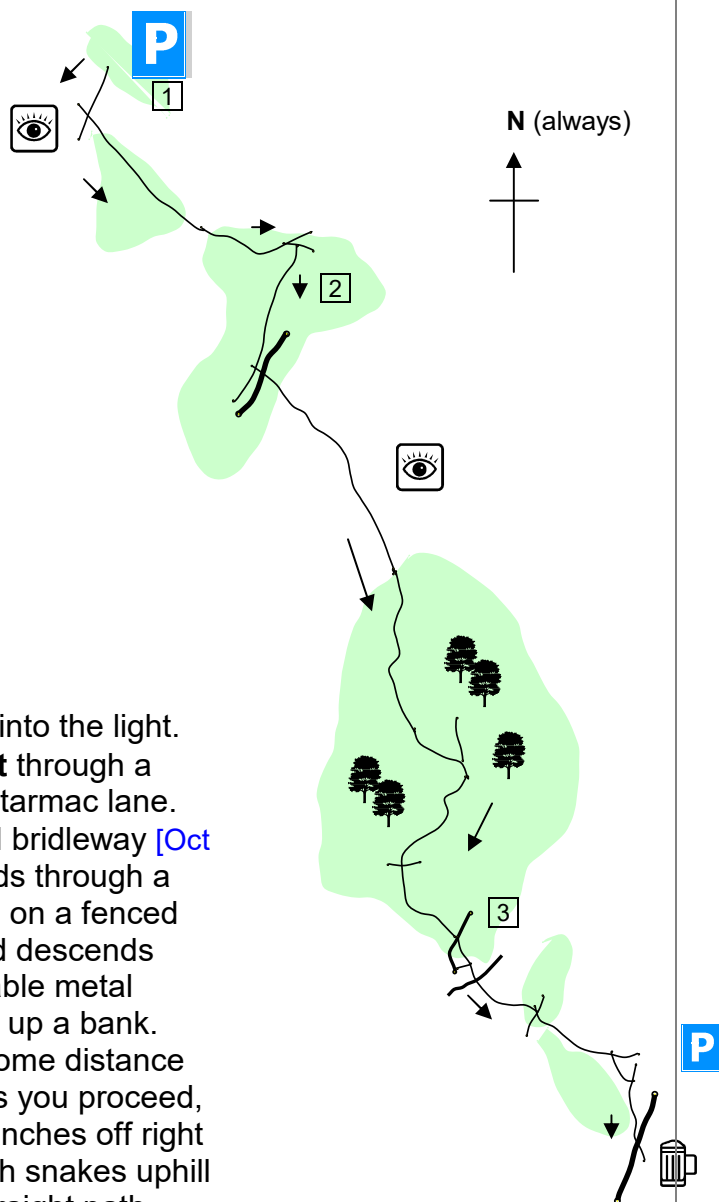
Overview



The Walk

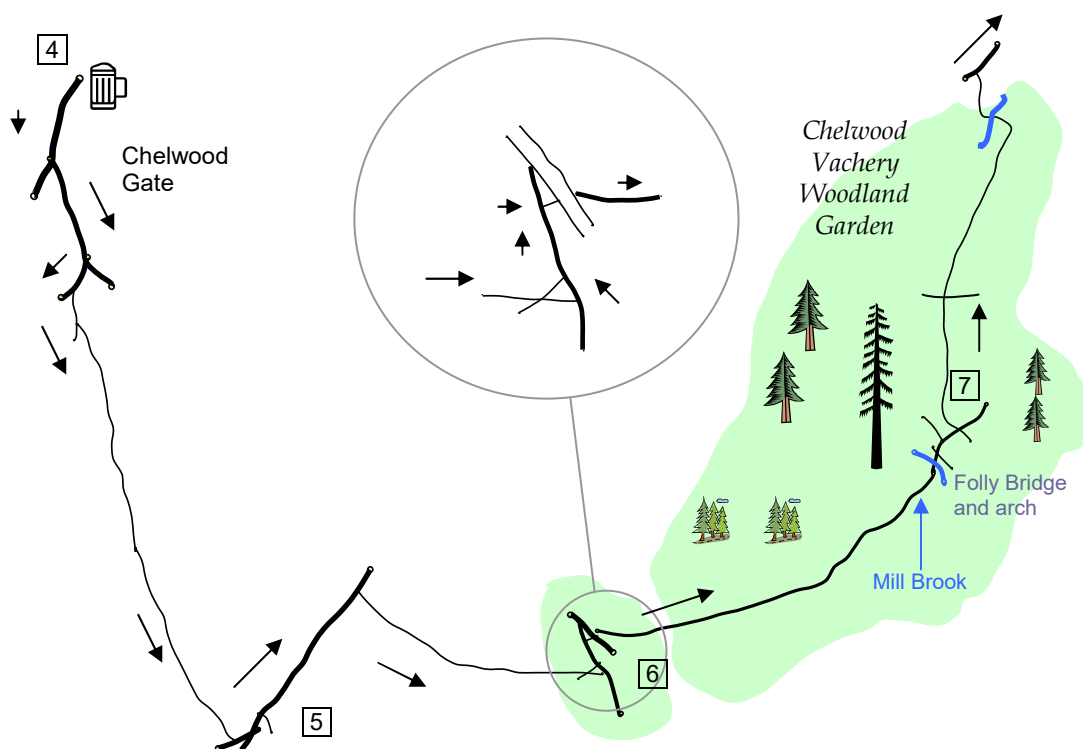
Leg 1: Hindleap to Chelwood Gate 4 km=2½ miles

- 1** Immediately on arriving at the car park, you have a fine view south over the Weald of Kent and East Sussex, as well as some of the terrain to be experienced today. Go across the grass towards the view south, past a slanted information tablet on the subject of the fauna of the heath. 20m before the tablet, turn **left** and then immediately **left** again onto a wide level path, passing a bench on your left. Keep ahead for some distance, with the thicker wood always on your right. In 300m keep left, ignoring two paths into the wood on your right. 200m further, the path forks into two smaller paths. Avoid the left-hand path which leads up to a small car park and instead take the **right**-hand fork. Immediately turn sharp **right** again on a path downhill deep into the woods.
- 2** In 150m, the path comes out of the tall trees into the light. In another 70m, **leave** the path by turning **left** through a very clear wide gap leading immediately to a tarmac lane. Turn **left** for 10m and **right** on a fingerposted bridleway [Oct 2025: both fingers missing]. The bridleway leads through a metal gate with great views ahead, continues on a fenced path, goes through two more metal gates and descends widely-spaced steps. You go past a bypassable metal gate, over a horse-sturdy wooden bridge and up a bank. You now have a lovely sandy wide path for some distance through the pines of Press Ridge Warren. As you proceed, two more paths join from the left, another branches off right and a wide crossing path intersects. The path snakes uphill and finally you meet a junction with a wide straight path joining from the left and a track branching off left to a horizontal steel bar. Keep **right** here on a narrow path into trees and, after some old gate posts, turn **left** with the main path up a bank and turn **right** on a wide track.
- 3** Cross over a wide driveway, a fraction right, onto another wide track, with a cricket pitch visible on your left. The path rises into a more open area of gorse and heather. Avoid a path forking left, pass a small wood on your left, identified as Harold Macmillan Clump on the sign board, and soon veer **right** to join a path coming from the left. Continue to a road junction and keep ahead on the main road, passing the Red Lion pub on the left. *The Red Lion (Shepherd Neame) is an old pub with a front garden, a patio and a large extension used as a dining room serving traditional food.*



Leg 2: Chelwood Gate to the Vachery 2½ km=1½ miles

- 4 Shortly, a road sign informs you that you are in Chelwood Gate. Fork **left** onto Beaconsfield Road (signposted to Nutley). Where this residential road curves left, fork **right** into Sandy Lane. In just 50m, turn **left** through an entrance in the fence onto a footpath marked with a stone sign. *Don't miss this turn.* Keep **left** and, in 40m, leave the drive by forking **left** on a footpath, which is indicated with a stake and a sign. The path, which is initially fenced on both sides, takes you past a stone footpath sign and along the extreme right-hand edge of a garden, through a dark thicket of laurels and holly, through a swing gate and across the centre of a small grassy pasture. It now goes through a swing-gate in the far corner and by a wire fence along a meadow with a (rather overgrown but quite walkable) boardwalk part of the way. Finally you encounter a stream, an enclosed path, a stile and a gravel drive emerging at a road next to *Woodlands*. Turn **left** on the road.



- 5 Ignore a drive right marked as a footpath and, after about 200m, turn **right** on a narrow footpath just after *Andorra*. *Don't miss this turn.* The path widens after passing the garden, is fenced at first and then runs briefly through open woodland, crosses the drive to a house on your right and reaches a T-junction (by a marker post with a yellow arrow) that abuts a tarmac drive. Turn left on the drive, thus leaving the official footpath. Just 20m before the junction with the main road ahead, turn **right** on a narrow path and cross the main road to the bridleway opposite.
- 6 Follow this wide sandy track into the trees and downhill through Beacon Wood, staying always on the main path. You reach the Mill Brook at the bottom. *This spot one is of the Forest's secret gems, with the brook and the Folly Bridge beyond.* You have a choice of stepping stones or a narrow wooden bridge to cross the stream. Go through the arch of the stone Folly

Bridge (which was built as a pleasing feature of the landscape rather than as a practical necessity) and continue ahead on a track that runs through the Woodland Garden of Chelwood Vachery.

The Vachery was a woodland shelter for cows. The woods here were royal land until the late 1600s. The spectacular conifers that you will see shortly were planted just after the turn of the 1900s by the new owner Sir Stuart Samuel as part of an arboretum. The Woodland Garden is now managed by the Ashdown Forest Conservators so, miraculously, it is as accessible as other parts of the Forest.

In 10m avoid paths either side and continue on the main track winding uphill. In another 100m, you meet a large old wooden gate on your left, with a *no horses* sign.

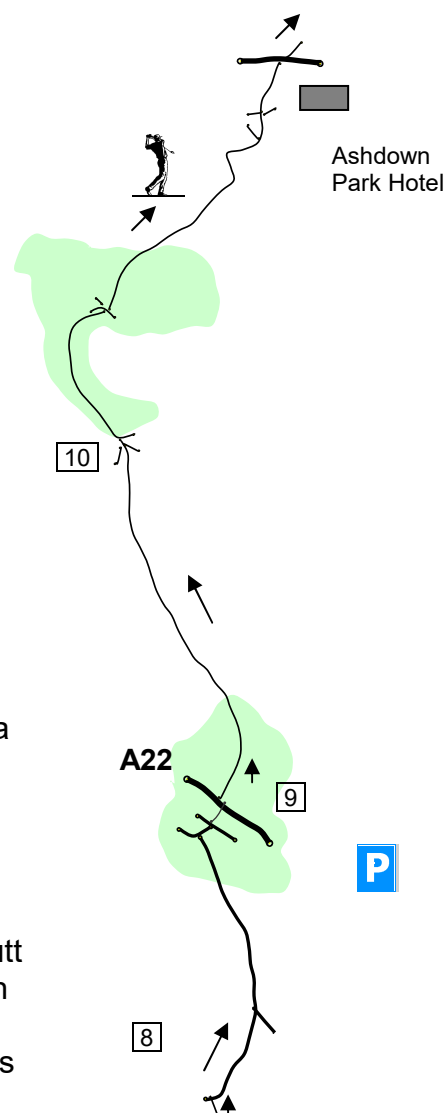


This part of the **Ashdown Forest Monster** ends here, ignoring this gate.

- 7 Turn **left** here through (i.e. round) the gate. Your path passes through a magical landscape with many conifers. In 70m it joins a path from the left, shortly passing on your left a huge western hemlock. In 300m, at a crossing path, go straight over. In a further 250m, the main path turns **left** to cross the stream. 25m after the bridge, turn sharp **right** at a bend in the main path to emerge onto the open heath. Keep ahead through bracken, up a grassy slope, to a very wide sandy track and turn **right** on it.

Leg 3: The Vachery to Ashdown Park Hotel 2½ km=1½ miles

- 8 In 200m, avoid a track sharp right. In another 300m, the track bends **right**. You come to a T-junction with a track that runs parallel to the main road, the A22. Cross straight over the track ahead to find a very narrow path through the band of trees taking you out to the road. Cross the road carefully, continue on the other side, about 10m to your left, and go **right** through the gates of *Lewes Park Cottages* on a footpath (*note the wall made of sheep skulls*).
- 9 The path goes past cottages into trees and curves left, running past a few sheds and back gardens, until suddenly, after 200m, you pass by an redundant stile and reach a fine grassy path with the wide open landscape of Ashdown Park Hotel all around. The Hotel itself is in full view ahead to the right and there is a seat from which to admire the view.
- 10 On the far side of the meadow, the footpath veers left on a dirt track between woodland on the right and pastures on the left, part of the Ashdown Forest Llama Park. *In early summer, these pastures have a spectacular coating of buttercups.* It then joins a tarmac drive (Cow Lane) with a pond on the left and various walks with alluring names signposted for hotel guests. Continue past the pitch 'n' putt to pass the main hotel building on your right. The footpath zig-zags left-right and follows the yellow arrows through a car park and up a grassy slope on the other side. It comes out to the road via a small yard.



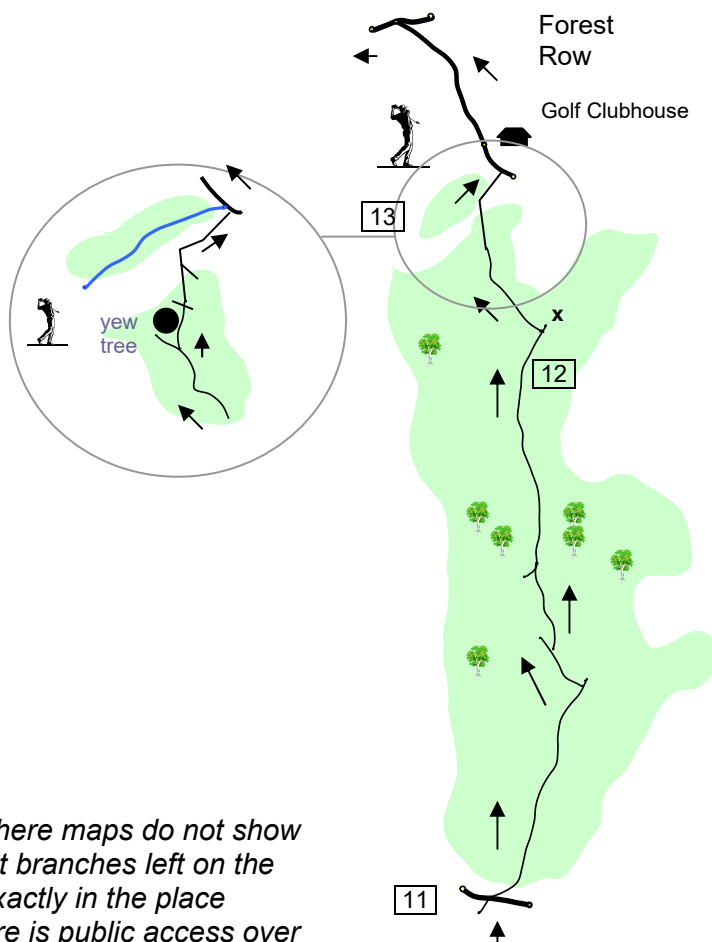
Leg 4: Ashdown Park Hotel to Forest Row 2½ km=1½ miles

- 11** Cross the road straight over to a wide footpath directly opposite. Stay on the semi-tarmac path avoiding tracks off. After nearly 500m, you see ahead a metal gate marked *private*. 20m before the gate, at a sign and a post with a yellow arrow, turn **left** and in 30m, at a signpost, turn **right** on a rough sunken track. In 50m, you come to a fork. Take the **right** fork, a gentler but knobbly path. Soon your route meets the rough track again and turns **right** on it. *In late spring the woods here are carpeted with bluebells.* After 500m more, you meet a yellow arrow at a gap beside a wire fence post leading onto an open landscape of tall pines. Turn **left** immediately **before** the post, past a yellow arrow on an oak, on a path which is narrow and bendy at the start but quickly widens and becomes clear.



Ashdown Forest is one of the few areas where maps do not show the footpaths accurately. The footpath that branches left on the Explorer map across the golf links is not exactly in the place indicated and is sparsely signposted. There is public access over the golf course, as you will see from the many dog walkers.

- 12** In 100m, your path descends a bit over fallen tree trunks and becomes more twisty. 80m further, on your right is a huge yew tree on a bank. Veer **right** round the yew, as directed by a yellow arrow on a silver birch, going rapidly down-up over two more banks. Immediately go straight over a crossing path. This very knobbly path is joined by another path from the right just before you come out of the trees and reaches the edge of the golf links. Cross straight over the fairway (checking first for flying golf balls) passing two bridges and the stream on your left. (You can go over the bridges for fun.) Turn **right** along the left-hand side of the fairway with the stream and a narrow band of birch trees on your left. Go over another large wooden bridge-with-rails (note the yellow arrow) and veer a fraction right towards a large green-roofed shed that adjoins the clubhouse.
- 13** Turn **left** on the track and walk past the clubhouse and alongside the car park on the main drive, passing the practice tees. (On the map, the footpath cuts straight across the greens but it seems kinder to the golfers to use their own access road.) *Royal Ashdown Forest Golf Club has two courses, the Old and the West.* At the end of the drive, turn **left** into Shalesbrook Lane, avoiding a rough track sharp left which leads to the cricket pitch. *Or, for a refreshment diversion, turn right along Chapel Lane to reach the centre of Forest Row where there are several pubs and other amenities.*

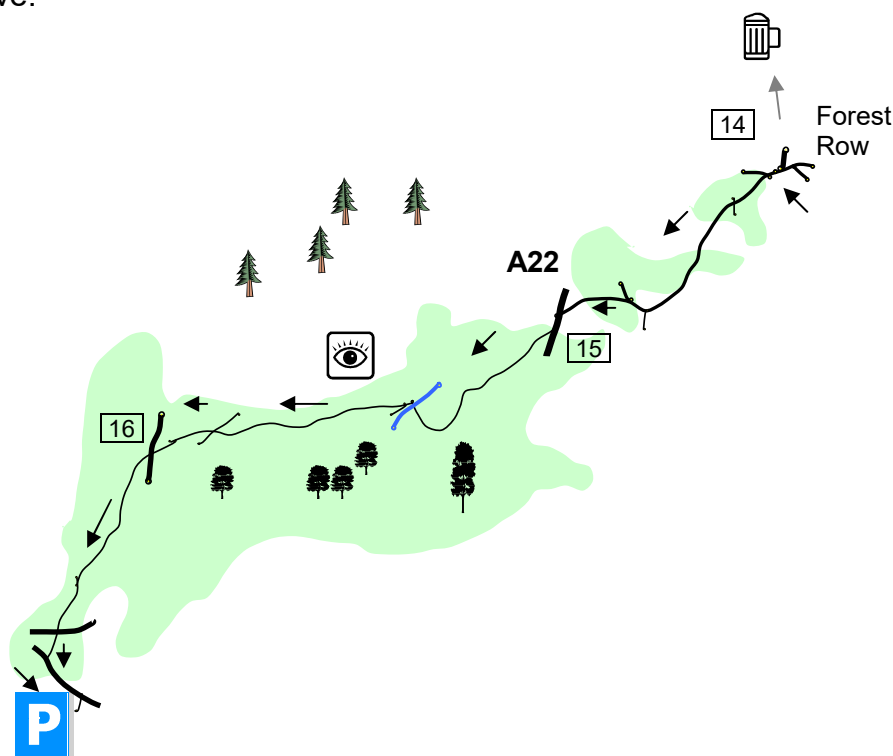


Leg 5: Forest Row to Hindleap 4 km=2½ miles



The **Ashdown Forest Monster** re-joins this walk here.

- [14] In 25m, fork **left** on the lane as for Tompset's Bank. Always stay on the tarmac, avoiding paths leading off and avoid Inkpen Lane that forks right. Your lane passes signposted tracks left and right. After *Cherry Croft*, the lane becomes a stony drive. After *Deerhyrst Cottage* stay with the drive as it bends **right** and is joined by a track from the left, passing a handsome beech. Stay on the main drive as it bends **left** again in front of the entrance to *Monks Wood* and follow it all the way to the main road, going over a crossing drive.



- [15] Cross the road, going down a steep bank* to the tarmac footway, and turn **left** on it. In about 100m fork **right** onto a footpath by a fence into woods. In 50m, **ignore** a footpath and yellow arrow pointing right, and keep ahead past a low wooden bar. Keep to the main path at all times, avoiding turnings off. The path, sometimes narrow, runs for some distance staying within audible distance of the main road. It twice curves left uphill. Finally, about 600m after you first joined the path, it bends **right** down into the valley. It takes you over a sturdy bridge (2020 closed to horses!), known as *The Crook Crossing*, and veers left. 80m after the bridge your path bends sharp right up to the top of a small hill. Bear **left**, now on a wide grassy path. *The landscape all around here is memorable, dotted everywhere with isolated conifers.* The path runs through a long patch of woodland and then rises again straight ahead over the hillside. *It is worthwhile here turning around to admire the extensive views to the north.* At the top, the path meets a wide sandy track coming from the right. Cross straight over to join the wide track, thus avoiding the grass path that branches left towards the woods. The track curves left and, after 250m, leads to a road, Priory Road.
- [16] Cross the road to a track opposite and immediately turn **left** on a path that runs at first parallel to the road. After 500m in attractive and varied woodland, the path crosses a stream bed. Keep generally straight on, avoiding



any paths leading off right. In another 150m you reach a bench with a view and the Goat Car Park. Go through the car park to meet Priory Road again. Cross Priory Road to a road sign pointing to *Wych Cross* and take a narrow unmarked path into the trees immediately beside the sign (the sign seems to point to your path!). The path curves left through trees and come out to an open area. Keep **right** across the area to Hindleap Lane. Cross this road, a fraction left, on an unsigned path onto the open heath to take a final look at the beautiful view, then turn **left** in 100m and **left** again back to the car park where the walk began.



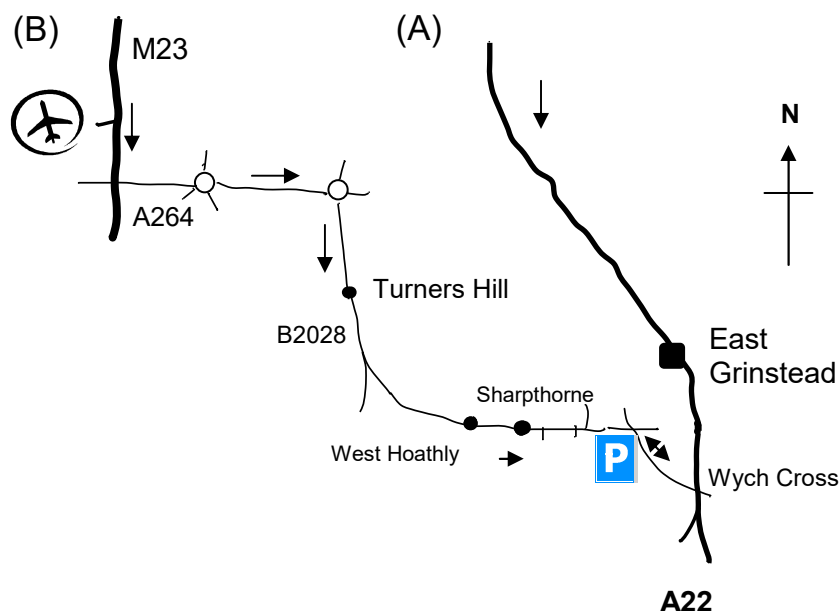
The **Ashdown Forest Monster** also ends here.

Getting there

By car: the **Hindleap** car park (NS grid ref 403325) is just off the road to Wych Cross near Sharpthorne.

If you are coming from the **east** side of the M25, take the A22 through East Grinstead and **Forest Row** and turn right (west) at the Wych Cross traffic lights. The car park is 1 mile (1.5km) on the left.

If you are coming from the **west** side of the M25, with easy access to the M23, the following route is recommended (see the Map) as it is more interesting and avoids East Grinstead. Take the M23 past Gatwick Airport and turn **left** at the next junction, the A264 (*East Grinstead*). At the second roundabout, turn **right**, signposted *Turner's Hill*. A mile after Turner's Hill the road forks. Take the **left** fork signposted *West Hoathly and Sharpthorne*. Pass through both these large villages, and another 2 miles (3 km) after Sharpthorne, turn **right** at a crossroads signposted *Wych Cross*. The car park is a short distance on the right.



By bus/train: Metrobus 291 runs from East Grinstead station to Forest Row, *including* Sundays: check the timetable. Metrobus 270 runs from East Grinstead station to Chelwood Gate, similarly.

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