

Chiddingstone Causeway



Welcome to the High Weald Area of Outstanding Natural Beauty an unspoilt medieval landscape.

This walk is a countryside section of High Weald landscape , walking through woods and fields often with wonderful views.

Our thanks go to Kent Ramblers for permission to use this walk.

Distance and duration	4.3 miles 6.9 km
	2 hours
Start point	Park in Station Hill on the south side of Penshurst Station
Map reference	OS Map Explorer 147 Map re TQ520464
Other information	

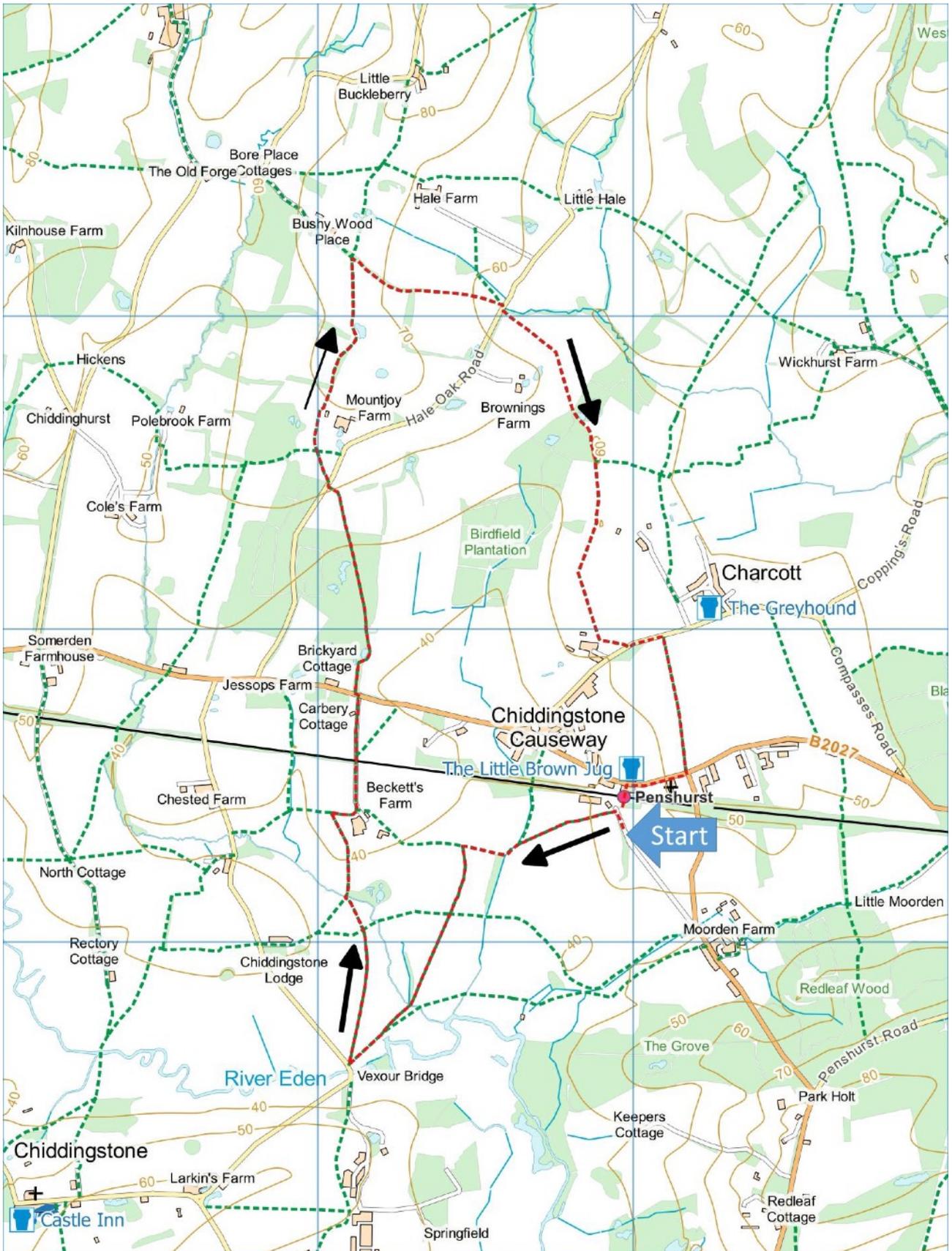
I-Spy - Things to look out for in the landscape

The name suggests proximity to a Roman Road which the nearby settlement named Camp Hill may support. The village was for two centuries synonymous with the production of quality cricket bats and balls by the Duke family.

About three-quarters of the way along the asphalt path near the end of the walk you pass an old concrete air raid shelter on the right. This is a relic of a World War II airfield that once occupied this land. Another relic is the pill box in the field on the left.

Route Description

Park in Station Hill on the south side of Penshurst Station (which is at Chiddingstone Causeway, two miles from Penshurst). Don't park in the station yard as that apparently belongs to the adjacent timber yard who charge £3 per day.



The High Weald: An outstandingly beautiful medieval landscape...

Go down Station Hill towards station and take path on left immediately before entrance to timber yard. Follow right hand edge of one field and cross next field to hedge. Turn left and follow path round edge of the field to gate. Go through gate, along left hand edge of field then over stile by another gate. Soon take stile on left and follow right hand edge of field. Cross next two fields and through a gate towards a footbridge but on approaching it bear right into the corner of field and cross smaller footbridge. Go ahead passing felled tree on your left passing a copse and pond on your left to then bear left to the far corner of field to reach a gate into the road near Vexour Bridge over river Eden.

Don't go through gate but almost double back over field you have just crossed (almost due north) to gap in hedge and cross another field. Approaching a copse, aim for gateway at left hand end. Go through gateway across bridge over stream (it can be muddy here after rain) and climb towards Beckett's Farm. Keep well left of farm to stile. Climb stile and turn sharp right along hedge and then over another stile into a farm lane/track. Turn left along lane/track, over the railway and onto main road.

Bear left across road to path through wood. On emerging from wood, head for highest corner of field and gate into lane. Bear right across lane, through gate, to path across field to corner of hedge around Mountjoy Farm then along hedge (with farm on your right), through two metal gates and for a short distance between hedges. Go through two gates onto left through copse and into field.

Follow right hand edge and through gates into second field. Follow right hand hedge of field briefly, then bear left across field to gate. Through gate and over small bridge, turn right along path through woodland between hedges and into next field. Follow left hand edge of this field passing copse and pond on right then after 100 few metres bear right across field to gate into lane. (Sometimes path across field is ploughed up, in which case you can follow left hand edge of field instead.)

Bear right across lane, cross middle of field then head for far right corner of next field. Go straight through narrowest part of wood to far side and bear right along edge of wood. Bear left across corner of next field then along left hand edge to corner and through kissing gate Follow left hand edge of next field through kissing gate and bear left across middle of another field to stile somewhat to left of an oast house. Go through gate onto track and turn left to lane.

Turn left along lane and take asphalt footpath on right down to road at Chiddingstone Causeway. Turn right past church to Little Brown Jug public house where you can get refreshments if you are not too muddy.

Cross road to station and cross footbridge back to car (or catch train home)