

# SLINDON PARK CIRCULAR, WEST SUSSEX, SOUTH DOWNS



Moderate Terrain

3 miles  
Circular  
1 to 1.5 hours

221214



## Access Notes



1. The route has just a few gentle slopes and the paths are generally well-made, although some of the woodland paths can get very muddy after periods of rain.
2. There are no stiles or gates to negotiate, just a couple of steps and the paths are very uneven in places.
3. One section of the walk follows village roads where there are no pavements, so take care of any traffic at these points.

**The Forge, the community cafe and shop, provides the perfect place for refreshments on route.**

Slindon Forge, Reynolds Lane, BN18 0QT  
T - 01243 814324

[www.slindonforge.co.uk](http://www.slindonforge.co.uk)

A 3 mile circular walk through Slindon Park, an ancient estate set within the South Downs in West Sussex. The route heads north around the edge of Slindon's Medieval deer park before passing through the unspoilt downland village of Slindon and then returning through woodland. There's something for everyone on this varied walk with woodland flowers in the Spring, plenty of wildlife, ancient beech trees and the charming brick and flint houses of the village itself.

## Getting there

Slindon is a small village which is located about 6 miles east of Chichester and 2 miles west of Arundel in West Sussex. The village is accessed from the A29, close to its junction with the A27. The walk starts and finishes from the free National Trust car park on Park Lane.

Approximate post code **BN18 0QY**.

## Walk Sections

**Go** → **1** **Start to Raised Beach**



From the car park take the middle of the three paths, the track to the left of the notice board which heads directly away from the road. After a short distance, fork left onto another path (alongside a gate). Follow this woodland

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path, which is famous for its rich carpet of bluebells in the spring.

Slindon is the National Trust's largest traditional estate on the South Downs. The major estate began life under the ownership of the Archbishops of Canterbury. A palace was built for the archbishops as well as a Medieval deer park. The estate stayed in the ownership of the archbishops until it was given to the crown in the 16th century. The park survives, just without its deer!

As you emerge from the dense woodland, the path continues with a small grass bank running to the left. This was the Medieval deer park's 'Pale'. The grass bank was once topped with a solid fence, used to confine livestock, either deer for hunting or domestic animals.

Keep ahead on the path with the Pale to the left and soon the path leads you through a gap in the Pale. Immediately after this, turn right at the crossroads of paths, with the banks of the Pale now running to the right. Keep ahead on this path for some distance and, as it bends right, you may notice several giant beech trees towering above the rest of the trees. These are a few survivors of Slindon's famous great beech trees which were destroyed en masse during the 1987 storm.

Just before the next right-hand bend, look out on the left for a track marked with an information board. It is worth taking a moment to divert down this track for just a short distance to visit the raised beach. At one stage, when the sea level was 40 metres higher than it is today, this track would have been a 75m high cliff looking out to sea. The shingle beach below is today preserved as an Early Stone Age raised beach.

## 1 → 2 Raised Beach to Slindon College



When you are ready to continue, resume your journey along the main track with the raised Pale bank still to the right. After just a few paces the track swings right, passing back through the Pale. On the left you'll pass Druids' Grove, a hauntingly beautiful collection of the surviving ancient beech trees and a great place for a picnic.

Stay on the track which continues through a kissing gate and then merges with a tarmac driveway coming in from the right. Keep ahead on the stone track with the open area of the old deer park on the right and, on the left, you'll pass an old arc-shaped stone wall sheltering a bench. At the junction of paths turn left, and follow the track as it bends left again to reach a T-junction with Top Road.

Turn right along the grass verge to join the path which runs just to the right of the road. At the top of the path, step over the low wall and you will emerge alongside the entrance for Slindon College.

## 2 → 3 Slindon College to The Forge



Keep right along the main road, with the tall boundary wall for Slindon College to the right. The original site of Slindon House was the medieval residence of the Archbishops of Canterbury. The present Elizabethan structure by Sir Garrett Kempe, was bequeathed (along with the surrounding parkland and beech woods) to the National Trust in 1950. Today the house is home to Slindon College, an independent day and boarding school.

On the left you'll pass St Richard's, the Catholic church. At the road junction, with a circular bench at its centre, turn right down Church Hill. On the right you will pass St Mary's Church, the village's Anglican church, and further down the hill you'll also pass the village duck pond.

Keep ahead along the road edge, taking care of any traffic, and you will come to a T-junction. Turn right, heading downhill, and join the pavement running on the left-hand side. The pavement ends and the road narrows – take care here, keeping to the right hand edge and listening carefully for any oncoming traffic. Stay on the main road, as it bends left, passing the village Millennium sign topped with a cricket bat and wicket (signifying the village's long association with the game).

Here, we will take a small diversion to visit The Forge, the community cafe and shop. Stay on the main road, passing the community orchard on the right. Immediately after this you will reach The Forge on the right, a great place to stop for refreshments.

## 3 → 4 The Forge to End



Formerly the village blacksmith's, The Forge opened in October 2012 as a community run shop and cafe. The shop stocks a wide range of items – it's a cross between a convenience store with everyday essentials, a farm shop with lots of fresh produce, and a deli – all with an emphasis on local produce wherever

possible, including some of its own unique products. The café is licensed, serves delicious coffee, light meals and cakes – much of it homemade, or sourced from local suppliers. There's free wi-fi and dogs, cyclists and walkers are made very welcome. In fine weather you can sit outside and enjoy the views across the fields to the woods.

To continue your walk, retrace your steps along the road passing the orchard on the left. As you reach the village Millennium sign, turn sharp left to join the signed public bridleway. Follow this bridleway between hedges, with sheep pastures to the left and the old deer park across to the right.

Just a few paces before you reach the main road, turn right onto the next branch of the bridleway, passing a rustic vehicle barrier. At the fork, keep right and follow the woodland path for some distance further. You will emerge out to a T-junction with Park Lane, turn right (with care) along the road edge for just a few paces and then cross over into the car park where the walk began.

Please support The Forge community shop and café which has sponsored this walk together with the National Trust and the South Downs National Park.

*A brilliant transformation and an example of what can be achieved when villagers work together.*

Mr & Mrs & G, Boxgrove

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## Disclaimer

This walking route was walked and checked at the time of writing. We have taken care to make sure all our walks are safe for walkers of a reasonable level of experience and fitness. However, like all outdoor activities, walking carries a degree of risk and we accept no responsibility for any loss or damage to personal effects, personal accident, injury or public liability whilst following this walk. We cannot be held responsible for any inaccuracies that result from changes to the routes that occur over time. Please let us know of any changes to the routes so that we can correct the information.

## Walking Safety

For your safety and comfort we recommend that you take the following with you on your walk: bottled water, snacks, a waterproof jacket, waterproof/sturdy boots, a woolly hat and fleece (in winter and cold weather), a fully-charged mobile phone, a whistle, a compass and an Ordnance Survey map of the area. Check the weather forecast before you leave, carry appropriate clothing and do not set out in fog or mist as these conditions can seriously affect your ability to navigate the route. Take particular care on cliff/mountain paths where steep drops can present a particular hazard. Some routes include sections along roads – take care to avoid any traffic at these points. Around farmland take care with children and dogs, particularly around machinery and livestock. If you are walking on the coast make sure you check the tide times before you set out.

