**Hound & Heather (Devil’s Punchbowl)**

**Pub Walk – 3 miles**

Note – the walk uses most of the route of the Hidden Hindhead Trail path which is 3.1 miles and is marked with pink way marker discs. This can be followed as an alternative to these instructions.

|  |  |
| --- | --- |
| **Distance**  **(miles approx)** | |
| **Total** | **Section** |  |
| 0 | 0.43 | With your back to the carpark, go right taking the trail through the green metal gate passing the machinery and through the gate forward on the wider of the tracks heading east. |
| 0.43 | 0.32 | Take the left track going slightly uphill. There is a way marker disc for the Greensand Way (GW). At the next set of paths and way marker post, take the main path to the left. At the gate and cattle grid, carry on ahead where it opens up, following the path to Gibbet Hill. This is marked on the finger post (distance ¼ mile). Where the path forks, take the right path to gate with the National Trust sign for Gibbet Hill. |
| 0.75 | 0.45 | On reaching the trig point you can stop for the views, photo etc. To the left is the Celtic Cross and the point marking where the hangman’s gibbet was.  Bear right at the trig point, taking the path indicated with the pink Hidden Hindhead Trail way marker disc. The path is a narrow gulley heading steeply downhill. At the bottom of the decent carry on ahead uphill. Ignore the path to the left and carry on ahead downhill. The path will go back uphill and turns slightly to the right. |
| 1.2 | 0.4 | Arrive at the Temple of the Four Winds. Take in the views - photo opportunity.  Take the path at right angles to the base of the temple indicated by the pink Hidden Hindhead Trail way marker.  Continue on the path which heads gently downhill and shortly comes to a fork. Take the right fork (indicated by the pink way marker) passing the information board on Coppicing and continue downhill.  Continue on down, passing a clearing on the right that has been coppiced (of Chestnut). |
| 1.6 | 0.4 | At the T junction turn right, pass pond on your right keeping straight ahead with path heading uphill to 5 bar gate. Continue through into a clearing. |
| 2.0 | 0.25 | On reaching the bench at the end of the clearing, take the path to the left. Keep on the track (left) is it soon merges with another path. Continue downhill for looking out for a small path on the right with a way marker post heading steeply uphill. If you continue to a gate you’ve missed the path. |
| **Distance (miles approx)** | |  |
| **Total** | **Section** |  |
| 2.25 | 0.45 | The path is steep and windy through bracken and scrubby trees. It will be tough going to run! At the top it opens to a clearing with a bench. Bear right onto wide track with an old notice board on your left and another bench on your right.  The path bears left and has a pink Hidden Hindhead Trail way marker. At the next bench carry on ahead, passing bench on your left and following the pink way marker. Over next path junction up to the gate. |
| 2.7 | 0.3 | Pass through gate, turn left (cattle grid to right) onto the route of the old A3 and continue to the Hound and Heather. |

**Hound & Heather (Devil’s Punchbowl)**

**Pub Run – 3.8 miles**

|  |  |
| --- | --- |
| **Distance**  **(miles approx)** | |
| **Total** | **Section** |  |
| 0 | 0.43 | With your back to the carpark, go right taking the trail through the green metal gate passing the machinery and through the gate forward on the wider of the tracks heading east. |
| 0.43 | 0.32 | Take the left track going slightly uphill. There is a way marker disc for the Greensand Way (GW). At the next set of paths and way marker post, take the main path to the left. At the gate and cattle grid, carry on ahead where it opens up, following the path to Gibbet Hill. This is marked on the finger post (distance ¼ mile). Where the path forks, take the right path to gate with the National Trust sign for Gibbet Hill. |
| 0.75 | 0.45 | On reaching the trig point you can stop for the views, photo etc. To the left is the Celtic Cross and the point marking where the hangman’s gibbet was.  Bear right at the trig point, taking the path indicated with the pink Hidden Hindhead Trail way marker disc. The path is a narrow gulley heading steeply downhill. At the bottom of the decent carry on ahead uphill. Ignore the path to the left and carry on ahead downhill. The path will go back uphill and turns slightly to the right. |
| 1.2 | 0.3 | Arrive at the Temple of the Four Winds. Take in the views - photo opportunity.  Continue on the path straight ahead passing the base of the temple to your left – ignore the path at right angles which has 3 way markers (including a pink one) but the one with a single way marker arrow. Over the cross paths continuing downhill, the path bears round to the right and becomes more of a gulley. It joins another track, keep bearing to the right continuing downhill where the track become more runnable. |
| 1.5 | 0.25 | At the T junction go right, slightly uphill coming to a gate by the woodsheds of Halcyon House. |
| 1.75 | 0.55 | Take the path up to the left by the woodshed and before the house. Ignore 2 paths heading off right and continue ahead. The path will go downhill. After going under the fallen tree come to a small clearing. Take the 2nd path on the right (after a small pile of roadstone). The path has piles of old fence with a wider bridleway track uphill. |

|  |  |  |
| --- | --- | --- |
| **Distance (miles approx)** | |  |
| **Total** | **Section** |  |
| 2.3 | 0.5 | Straight ahead over the cross paths and start to descend. Ignore path to right, pass pond on your right keeping straight ahead with path heading uphill to 5 bar gate. Continue through into a clearing. |
| 2.8 | 0.25 | On reaching the bench at the end of the clearing, take the path to the left. Keep on the track (left) is it soon merges with another path. Continue downhill for looking out for a small path on the right with a way marker post heading steeply uphill. If you continue to a gate you’ve missed the path. |
| 3.05 | 0.45 | The path is steep and windy through bracken and scrubby trees. It will be tough going to run! At the top it opens to a clearing with a bench. Bear right onto wide track with an old notice board on your left and another bench on your right.  The path bears left and has a pink Hidden Hindhead Trail way marker. At the next bench carry on ahead, passing bench on your left and following the pink way marker. Over next path junction up to the gate. |
| 3.5 | 0.3 | Pass through gate, turn left (cattle grid to right) onto the route of the old A3 and continue to the Hound and Heather. |

**Hound & Heather (Devil’s Punchbowl)**

**Pub Run – 5 miles**

|  |  |
| --- | --- |
| **Distance**  **(miles approx)** | |
| **Total** | **Section** |  |
| 0 | 0.43 | With your back to the carpark, go right taking the trail through the green metal gate passing the machinery and through the gate forward on the wider of the tracks heading east. |
| 0.43 | 0.32 | Take the left track going slightly uphill. There is a way marker disc for the Greensand Way (GW). At the next set of paths and way marker post, take the main path to the left. At the gate and cattle grid, carry on ahead where it opens up, following the path to Gibbet Hill. This is marked on the finger post (distance ¼ mile). Where the path forks, take the right path to gate with the National Trust sign for Gibbet Hill. |
| 0.75 | 0.45 | On reaching the trig point you can stop for the views, photo etc. To the left is the Celtic Cross and the point marking where the hangman’s gibbet was.  Bear right at the trig point, taking the path indicated with the pink Hidden Hindhead Trail way marker disc. The path is a narrow gulley heading steeply downhill. At the bottom of the decent carry on ahead uphill. Ignore the path to the left and carry on ahead downhill. The path will go back uphill and turns slightly to the right. |
| 1.2 | 0.3 | Arrive at the Temple of the Four Winds. Take in the views - photo opportunity.  Continue on the path straight ahead passing the base of the temple to your left – ignore the path at right angles which has 3 way markers (including a pink one) but the one with a single way marker arrow. Over the cross paths continuing downhill, the path bears round to the right and becomes more of a gulley. It joins another track, keep bearing to the right continuing downhill where the track become more runnable. |
| 1.5 | 0.25 | At the T junction go right, slightly uphill coming to a gate by the woodsheds and into Halcyon House. Pass the house on your right continuing on the track downhill – ignore the footpath that goes to the right uphill. |
| 1.75 | 0.4 | On passing the shed with the green roof, take the track down to the left through the double (new) gates. Continue down the track, passing 2 sets of field gates (with Private Land notices). Shortly after passing the 2nd gate (approx. 15 meters) there is a gap in the hedge on your right with a metal kissing gate. |

|  |  |  |
| --- | --- | --- |
| **Distance (miles approx)** | |  |
| **Total** | **Section** |  |
| 2.15 | 0.25 | Through the kissing gate and head across the small meadow to the kissing gate on the other side. Through that kissing gate and take the path to the right. Careful on the board walk section across the stream, follow the path along the fence line uphill.  Through a gate, continue following the fence line which is now a wooden close boarded fence. Through wooden kissing gate. Follow fence line as it turns sharp right heading up hill on bridle path. |
| 2.4 | 0.5 | On reaching the top go right following the road uphill. Continue up to Halcyon House. |
| 2.9 | 0.55 | After passing the Halcyon House (on your left) now take the path up to the left by the woodshed. Ignore 2 paths heading off right and continue ahead. The path will go downhill. After going under the fallen tree come to a small clearing. Take the 2nd path on the right (after a small pile of roadstone). The path has piles of old fence with a wider bridleway track uphill. |
| 3.45 | 0.5 | Straight ahead over the cross paths and start to descend. Ignore path to right, pass pond on your right keeping straight ahead with path heading uphill to 5 bar gate. Continue through into a clearing. |
| 3.95 | 0.25 | On reaching the bench at the end of the clearing, take the path to the left. Keep on the track (left) is it soon merges with another path. Continue downhill for looking out for a small path on the right with a way marker post heading steeply uphill. If you continue to a gate you’ve missed the path. |
| 4.2 | 0.45 | The path is steep and windy through bracken and scrubby trees. It will be tough going to run! At the top it opens to a clearing with a bench. Bear right onto wide track with an old notice board on your left and another bench on your right.  The path bears left and has a pink Hidden Hindhead Trail way marker. At the next bench carry on ahead, passing bench on your left and following the pink way marker. Over next path junction up to the gate. |
| 4.65 | 0.3 | Pass through gate, turn left (cattle grid to right) onto the route of the old A3 and continue to the Hound and Heather. |

**Hound & Heather (Devil’s Punchbowl)**

**Pub Run – 6.3 miles**

|  |  |
| --- | --- |
| **Distance**  **(miles approx)** | |
| **Total** | **Section** |  |
| 0 | 0.43 | With your back to the carpark, go right taking the trail through the green metal gate passing the machinery and through the gate forward on the wider of the tracks heading east. |
| 0.43 | 0.32 | Take the left track going slightly uphill. There is a way marker disc for the Greensand Way (GW). At the next set of paths and way marker post, take the main path to the left. At the gate and cattle grid, carry on ahead where it opens up, following the path to Gibbet Hill. This is marked on the finger post (distance ¼ mile). Where the path forks, take the right path to gate with the National Trust sign for Gibbet Hill. |
| 0.75 | 0.45 | On reaching the trig point you can stop for the views, photo etc. To the left is the Celtic Cross and the point marking where the hangman’s gibbet was.  Bear right at the trig point, taking the path indicated with the pink Hidden Hindhead Trail way marker disc. The path is a narrow gulley heading steeply downhill. At the bottom of the decent carry on ahead uphill. Ignore the path to the left and carry on ahead downhill. The path will go back uphill and turns slightly to the right. |
| 1.2 | 0.3 | Arrive at the Temple of the Four Winds. Take in the views - photo opportunity.  Continue on the path straight ahead passing the base of the temple to your left – ignore the path at right angles which has 3 way markers (including a pink one) but the one with a single way marker arrow. Over the cross paths continuing downhill, the path bears round to the right and becomes more of a gulley. It joins another track, keep bearing to the right continuing downhill where the track become more runnable. |
| 1.5 | 0.25 | At the T junction go right, slightly uphill coming to a gate by the woodsheds and into Halcyon House. Pass the house on your right continuing on the track downhill – ignore the footpath that goes to the right uphill. |
| 1.75 | 0.9 | On passing the shed with the green roof, take the track down to the left through the double (new) gates. Continue down the track passing under the railway bridge, pass the pair of Lutyens red brick cottages, sweeping right, over the stream, then left before reaching the main road. |

|  |  |  |
| --- | --- | --- |
| **Distance (miles approx)** | |  |
| **Total** | **Section** |  |
| 2.65 | 0.85 | Turn right passing All Saints church - *passing my old house where Emily was born, and Tom lived until we moved to Liss in 2001.* After the Wheatsheaf Inn take the private road on the right heading downhill to the footpath.  Follow the footpath, down the steps, over the stream and up to the railway line crossing (caution on crossing the track). |
| 3.5 | 0.25 | Take path to the left – ignore the one through the kissing gate. Careful on the board walk section across the stream, follow the path along the fence line uphill.  Through a gate, continue following the fence line which is now a wooden close boarded fence. Through wooden kissing gate. Follow fence line as it turns sharp right heading up hill on bridle path. |
| 3.75 | 0.5 | On reaching the top go right following the road uphill. Continue up to Halcyon House. |
| 4.25 | 0.55 | After passing the Halcyon House (on your left) now take the path up to the left by the woodshed. Ignore 2 paths heading off right and continue ahead. The path will go downhill. After going under the fallen tree come to a small clearing. Take the 2nd path on the right (after a small pile of roadstone). The path has piles of old fence with a wider bridleway track uphill. |
| 4.8 | 0.5 | Straight ahead over the cross paths and start to descend. Ignore path to right, pass pond on your right keeping straight ahead with path heading uphill to 5 bar gate. Continue through into a clearing. |
| 5.3 | 0.25 | On reaching the bench at the end of the clearing, take the path to the left. Keep on the track (left) is it soon merges with another path. Continue downhill for looking out for a small path on the right with a way marker post heading steeply uphill. If you continue to a gate you’ve missed the path. |
| 5.55 | 0.45 | The path is steep and windy through bracken and scrubby trees. It will be tough going to run! At the top it opens to a clearing with a bench. Bear right onto wide track with an old notice board on your left and another bench on your right.  The path bears left and has a pink Hidden Hindhead Trail way marker. At the next bench carry on ahead, passing bench on your left and following the pink way marker. Over next path junction up to the gate. |
| 6.0 | 0.3 | Pass through gate, turn left (cattle grid to right) onto the route of the old A3 and continue to the Hound and Heather. |