



## **Cheriton Battlefield**

**A gently undulating walk over high downland through the  
1644 Civil War battlefield and Hinton Ampner Park**

### **Essential Facts**

- |                         |                     |
|-------------------------|---------------------|
| ▪ Route distance:       | 12.3 km (7.7 miles) |
| ▪ Approximate time:     | 3 hours 15 mins     |
| ▪ Approx. total ascent: | 180 metres          |
| ▪ Start point Grid Ref: | SU 582 284          |
| ▪ GPS Ref:              | SU 58284 28468      |
| ▪ Recommended O.S. Map: | Explorer 132        |
| ▪ Toughness Rating      | Hampshire 2         |

Please see the notes on Toughness Ratings at the end of this report

**Up For A  
CHALLENGE ?**

**Take a Great Walk and HELP  
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An Individual Walk  
A Team Effort**

**Full Info from the Great Walks web site**

## THE ROUTE

Begin your walk at the War Memorial, **S**, in the pretty village of Cheriton, east of Winchester. There is generally on-road parking available.

Cross the little bridge and continue ahead along the lane, with the village green to your left and passing the village shop. After a short distance, turn right, crossing a further bridge with a 'Freemans' sign in front of you. Before the overhead sign right again, along the No Through Road. Keep the stream to your right.

At the gate to Cheriton House, turn left onto the footpath, signed the 'Wayfarers Walk'. The path climbs gradually, emerging into a field with views over the Civil War battlefield. Follow the right hand boundary of the field to a stile, cross, then turn right. The path continues around the perimeter of another field, turning left after 100 metres at **A**.

Cross the stile. Continue following the Wayfarers Walk ahead along Upper Lamborough Lane, ignoring the crossing track. Parliamentarian forces camped in this area during the battle. Leave the Wayfarers Walk at Broad Lane. Cross the track, and continue ahead, keeping the hedge to your right. You may hear the whistle of a steam train travelling on the 'Watercress Line'.

The path emerges onto Alresford Lane. Turn right, then left to walk parallel to Cheriton Wood, site of major conflict, **B**. Continue along the grassy pathway for about 1 km, aiming for the clearing at the far right of the field, **C**. Turn left, following the path into the wood. Continue ahead, ignoring the first track on your right.

After 100 metres the path joins a track on the right, and follows the perimeter of the wood. When you reach a gate on your left entering Cheriton wood, turn right at **D**. Continue along the track for about 1km, to emerge at a country lane. Turn right and after 200 metres, opposite 'Cowper Cottage', turn left onto a footpath, passing Wood farm cottages.

Keeping the trees to your right, and open field to your left, continue along the indistinct, grassy pathway, to emerge at the junction of Old Park Road and the No Through Road to Wood farm.

Cross the lane to the bridleway (opposite the farm access road), and enter Bramdean Common. After 50 metres, at the path juncture, continue straight ahead for a further 20 metres. Look for a low fence on your right, amongst the trees. Behind lies a corrugated iron church, built in 1883 by gypsies who regularly camped on the common. The date is marked in cobbles in front of the gate.

Retrace your steps to the road, and take the road to Wood farm. Pass between the farm buildings, keeping the large barn to your left, and continue to follow the track to a second barn, also on your left at **E**.

Enter the field ahead, site of a Roman Villa. Turn right, keeping the hedgerow to your right. Follow the boundary footpath, past a stile on your right. When you reach the copse, look for a stile to your left, taking you into the trees.

Cross the first stile. Veer right following the marked footpath through the trees, and enter a field.



The River Itchen



Gypsy Church



Under The Village Tree

Your route continues along field boundaries, passing through a line of trees, then along a track, to finally emerge at the A272. Turn right, and cross the road to the Fox Inn. Notice the plume of feathers, and information board on the outside wall.

Immediately after the pub, turn left, and continue to the end of a no-through road. Cross the stile on your right. After about 20 metres, climb wooden steps to cross another stile into a field. Continue diagonally to the far corner, keep the clump of trees to your right. Cross a further stile, then bear right.

Follow the hedge on your right until it turns sharply right at **F**. You take the well-trodden path to the left across a field to join a bridleway. Turn right and follow the track for 800 metres, emerging onto a lane at Godwins farm, **G**.

Continue ahead, bearing right at the church and walking downhill. Cross the stile opposite Hinton Ampner Place. Follow the footpath diagonally downhill across a large field in Hinton Ampner Park. The path veers right then passes between tumuli before crossing a stile onto the A272.

Turn left along the verge, then opposite the Hinton Arms pub, climb a stile into a field, **H**. Walking straight ahead, follow the footpath crossing a boggy area (via planks), and continuing for a further 150 metres.

Now cross the stile on your left. The fenced footpath passes between houses, then emerges through a gate onto the road into Cheriton. Turn right, and almost immediately take the byway on your right. Follow along this sunken pathway. Where a path crosses your route, turn left, and continue ahead back to the road.

Turn right, cross the road, and head back to the village, **S**.

### Refreshment

The Flowerpots Inn  
Public House  
Cheriton  
Tel: 01962 771318  
Traditional food, snacks  
and meals

The Fox Inn  
Public House  
Fox Lane, Bramdean  
Tel: 01962 771363  
Lunches. A la carte  
menu. Real ale

The Hinton Arms  
Public House  
Petersfield Road, Cheriton  
Tel: 01962 771252  
Blackboard menu. Real  
ale.



The Hinton Arms

## LOCAL INFO

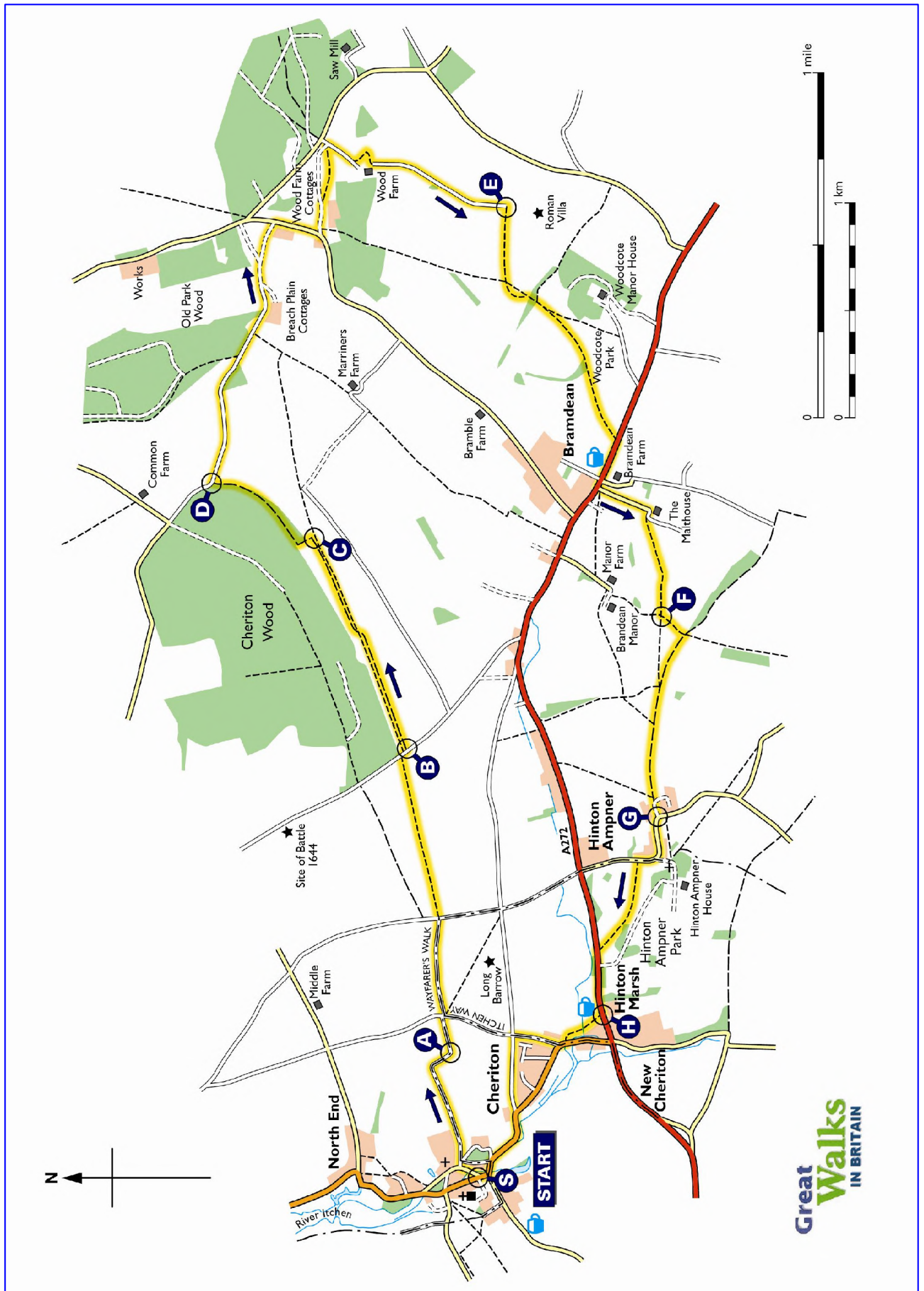
**Cheriton** is a lovely Hampshire village where the River Itchen flows through the green, providing a safe haven for numerous ducks.

The peaceful village of today hides a violent past. The 1644 civil war '**Battle of Cheriton**', was fought in the area between the village and Cheriton Wood. 20,000 men fought for King or Parliament. This battle changed the outcome of the war, and led to the Royalist defeat. Lamborough Lane, said to have 'run with blood', and Cheriton Wood, saw the slaughter of thousands of men. Bodies were piled together in mounds, which are still visible today.

The village can trace its history much further back in time. A Neolithic long barrow exists to the east of the village, and the 'Church of St. Michael and All Angels' was built on a pre-historic mound. Today, the Church retains its 12<sup>th</sup> Century tower, and 14<sup>th</sup> Century tiles.

### CHERITON BATTLEFIELD G.P.S. WAYPOINTS

WAYPOINT NAME	MAP REF	CO-ORDINATES	ELEVATION: Metres
CHE S	S	SU 58284 28468	68
CHE A	A	SU 58846 28580	98
CHE B	B	SU 60238 28790	115
CHE C	C	SU 61245 29215	125
CHE D	D	SU 61495 29685	142
CHE E	E	SU 62771 28303	113
CHE F	F	SU 60878 27590	117
CHE G	G	SU 59951 27600	109
CHE H	H	SU 59022 27875	73



MAP LEGEND					
	Great Walks route		Church with tower		Spot height - metres
	M6 Motorway		Church with spire		Information centre
	A23 Main road		Other place of worship		Parking
	B2116 Secondary road		Cathedral / Abbey		Public convenience
	Minor road		Building		Public house
	Other road		Built up area		Picnic site
	Track		Woodland		Camp site
	Footpath		Sand, shingle or mud		Major tourist feature
	Bridleway		Water feature		Other tourist feature
	National trail				
	Railway				

## Safety First

**Safety should always** be your first priority in planning and undertaking a walk, whether on your own or leading a group. Please read these Safety First and Walking Our Routes notes.

**Lead a group** of other walkers only if you have leadership and navigational experience adequate for the 'worst case' conditions which may be encountered on the particular walk, bearing in mind the terrain, possible weather and navigational demands.

**Weigh up the capabilities** of your party, in terms of fitness and walking speed. Adjust your time expectations accordingly.

**Ensure** all your party are adequately clothed for the weather and conditions. Footwear is particularly important. Clothing must protect against cold, wet or strong sun according to the time of year.

**Emergencies** are quite rare, but it is essential to think ahead about what to do if someone in your party sustains an injury. Will you have a First Aid kit? Is there a qualified First Aider in the party? How could help be summoned in a serious eventuality?

**Refreshment**, particularly water, can be vital. Dehydration in hot summer conditions can be rapid, and frequent intake of fluids is essential.

**On tougher walks** it is a good idea to tell someone where you are planning to go – and when you expect to be back. Remember - mobile phones often lose reception in mountainous or isolated areas.

**All our walks use legitimate routes:** Public Rights of Way, Public Footpaths, Bridleways, Permissive Paths, Access Land, Byways and Roads.

**Road** walking calls for particular care. When there is no defined footpath or verge wide enough for safe walking it is usually best to walk on the right – facing oncoming traffic. An exception may be a tight bend, where walkers would be more visible on the left.

**Occasionally** you may find a public footpath blocked or unuseable. It is perfectly in order to take the shortest available diversion without damaging crops, perhaps around a field margin.

**It is courteous** to close gates after passing through, sometimes even if the gate was open when you arrived – particularly if it is obvious livestock may escape.

**Mutual respect** for farm animals is to be encouraged! Don't frighten or annoy them, but equally don't put your party members in danger or discomfort. You certainly wouldn't be the first walkers to go round the outside of a field of frisky bullocks.

**Dogs** should always be kept on a lead anywhere near farm animals, and under close supervision elsewhere in the countryside.

## Walking Our Routes

**Our walks** are designed to be negotiated using the route directions in conjunction with the map section provided. We suggest walkers also take the Ordnance Survey Explorer or Outdoor Leisure map recommended for each walk.

**On mountain, moorland and open heathland** walks it is **ESSENTIAL** to have navigational expertise and tools, including the recommended Ordnance Survey map(s).

**Take care** to observe any cautions in the route description; exposed paths, areas liable to flooding etc.

**Consider conditions before setting off.** Will heavy rain have made a water meadow impassable? Will frost or snow make a path slippery?

**When navigating the route** look for clues to confirm you are in the right place. Are map features where you would expect on the ground? Are features mentioned in the text where expected? If you suspect you may have taken a wrong turn, take action sooner rather than later. It is better to re-trace to a known point rather than carry on regardless with the possibility of becoming increasingly confused.

**All our routes are carefully checked** before publication, but features can change on the ground – sometimes surprisingly quickly. Footpaths may be re-routed, buildings can appear or change significantly and these days pub names seem to change frequently.

**The approximate time** given for each walk is based on an average walking speed of 2.5 miles per hour (4 km/hour), plus an allowance for ascent, descent and any difficult terrain.

**Total ascent** is the approximate total ascent over the whole walk.

**GPS users** can enter in the waypoints provided in each of our walk reports. It is important to read our guide **Introducing GPS for Walkers**, available as a PDF file from the Great Walks in Britain web site.

**Remember that GPS** is a great navigational tool, but only one of those available to the navigator. Never dispense with conventional map and compass – and the training and skills to use them, especially on mountain, moorland or open heathland walks.

### TOUGHNESS RATINGS

All our **Hampshire & New Forest** routes can be undertaken by reasonably fit walkers able to utilise our map segments, together with the route guidance notes. Always consider recent and forecast weather.

Each walk has been allocated a **Toughness Rating**:

1. Easier walks with modest ascent and generally on well defined paths. There may be stiles or narrow gateways to negotiate.
2. Routes which are more demanding. They may include more ascent and possibly paths which are looser or more difficult underfoot.
3. More strenuous walks with some steep sections, higher paths or places which may be wet and boggy.
4. The most demanding walks in this edition. There may be prolonged steep ascents. Conditions may be challenging underfoot.

Toughness Ratings are allocated in the context of the terrain in the edition area. For example a walk rated as demanding in Hampshire may be equivalent to an easier or moderate route in the Brecon Beacons..