

# Devil's Punch Bowl

## Walk

- 1** Take the main path diagonally off right as you look at the front of the Devil's Punch Bowl café, past the Surrey Hills totem pole to a junction of paths at the first viewpoint. Turn left on a level path towards 'Highcombe Edge'. Ignore any side paths and join a bridleway, continuing ahead with a fence on your left. At path junction turn right on bridleway, out onto the common.

— — — Main Route  
 ..... Optional Route

Pass through a small unofficial carpark and gate beside cattlegrid. Continue to second viewpoint by seat (a lovely vista back into Devil's Punch Bowl is clear for the first time in a hundred years). At next, 3-way, junction turn right on a small path to the memorial with third viewpoint by seat (view of Highcombe Bottom and to Hog's Back). Continue and path rejoins bridleway. **FOR THE SHORT LEVEL EASIER WALK TURN LEFT AND RETURN THE WAY YOU CAME.**

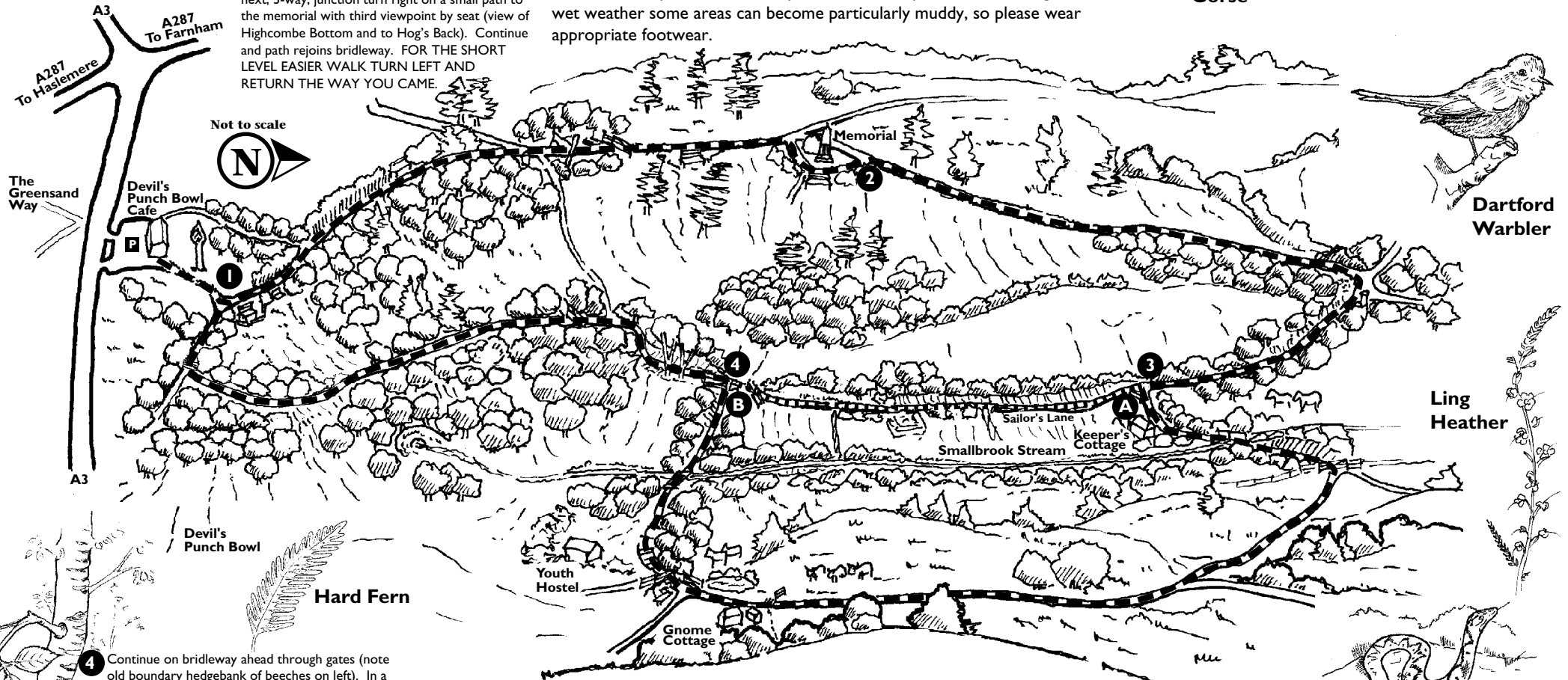
This interesting circular walk is 4.8km (3 miles) long and takes approximately 1½-2 hours. It starts from the Devil's Punch Bowl Café (off A3) where you can park for a small charge and get refreshments. The route takes you through heathland and woodland and is covered by OS Explorer map 133. There are fine views of the Devil's Punch Bowl (a large heather-filled basin formed naturally by the action of many springs) and to the North Downs.

Much of the first part of the walk to the monument viewpoint is level and suitable for everyone. However, further parts of the walk go over uneven or hilly ground in places and there are several gates to negotiate. This part is therefore not recommended for pushchairs, wheelchairs or anyone with walking difficulties. There is a steep climb at the very end of the complete walk. During and/or after wet weather some areas can become particularly muddy, so please wear appropriate footwear.



Gorse

- 2** The path gently drops downhill and at crossing of paths bear right on bridleway on 'sunken lane' down into the woods (note signs of a medieval woodland pasture and field system – Lynchet banks, etc). Just before Keeper's Cottage (c.1650s) in the valley, you have a choice of route at (A). Continue on bridleway bearing left downhill for MAIN ROUTE or carry on ahead, on smaller bridleway, for SHORT CUT along Sailor's Lane (passing ruins of George Mayer's farm), rejoining main route at (B).



Dartford Warbler

Ling Heather

Adder



Exmoor Pony

Birch

Hard Fern

- 4** Continue on bridleway ahead through gates (note old boundary hedgebank of beeches on left). In a wooded dell the path bears round to the left (note remains of old sawpit on left), ignore side paths (especially major path on right) and continue ahead and through next gate. The path starts to climb uphill (note boundary banks). Continue with the path steepening (in a dell on your left is the major Devil's Punch Bowl spring – scramble down through the trees and back up for a good look, but take care!). At the top turn right on a main path through the gates, returning to the first viewpoint and seats. Turn left back to the café.

- 3** The main path passes the cottage, bending round and down to the stream. Cross at footbridge and continue up steep sandy dell opposite (note change in soil from clay to sand). Go through bridlegate and bear right onto the open common. Follow path uphill, turning right at track junction (these paths were cobbled during WW2 for bike and tank manoeuvres). Continue, ignoring any side paths (note the signs of many green valleys formed from springheads). Pass the bench, go through gate beside a cattlegrid and join another track, bearing right. Drop into a dell and up again (note pond on right and Gnome Cottage c.1730s on left). At junction before Highcombe Farm turn right through gate towards YHA. At next path junction by more gates, fork right on a footpath through the trees. Go down slight slope and steps to the stream. Cross at footbridge and continue up steep muddy dell opposite (note change in soil back to clay – several springs seep up here, note all the moisture-loving ferns). Go through kissing gate and turn left, joining the short cut and Sailor's Lane at (B).

### Follow the Countryside Code Please

- Be safe - plan ahead and follow any signs.
- Leave gates and property as you find them.
- Protect plants and animals, and take your litter home.
- Keep dogs under close control.
- Consider other people.