

The Brewery Walk (6 miles)

From the Studio go up the main drive, when you get to the road turn left.

Follow the road for about 200m until you come to a road junction, stay to the right of the traffic island and you will see a track between a black barn and a large cedar tree ahead of you.

Go down the track until it opens up to field on your right.



Turn sharp right and walk around the top edge of the field until you come to a footpath sign. Turn left, leaving the hedge on your right, heading towards the woods.

Enter the woods and bear right following the path until you get to the first large oak tree, turn left here and follow this path until the end of the woods.



As you reach the end of the woods you will see a gated driveway leading to 'Harebell' and a style to the right of the gate. Climb over the style and continue straight down the drive.

About halfway down, just after a single tree on your right you will see a small post / way marker. From here proceed diagonally across the field on the left heading toward the woods.

Next to the tall tree is a wooden bridge, cross it into the woods and follow the narrow path through the woodland.



At the end of the woods you will see a style, climb over it into the open field. Continue straight to the next fenced field where you will see a style to the left of a hurdle gate.



Climb over the style and continue across the field heading towards the top left hand corner where you will come to a metal gate. Go through the gate, take care to shut it properly behind you, and continue straight across the field heading towards the woods at the bottom.



Enter the woods by crossing a small bridge and follow the short path to the next field. Climb over the style and continue along the edge of the field with the woods on your right.

You will reach another style (just before a wooden gate) climb over it and bear slightly left until the field opens out. Now continue along the edge of the field with the woods on your right.

You will see a metal gate to the left, ignore this and continue until you get to a style about 60m further along on your left.



Climb over the style and head across the field, bearing slightly right towards the overhead electricity lines, At the metal gate climb over the style on the right you will now walk beneath the electricity lines as you continue along the edge of the field. Head towards the right hand corner towards a large metal gate. Climb over the style on its left into the woods.

Continue along the path through the woods until you reach some houses and a lane.

Turn right onto the lane and walk downhill. Cross the stream and about 20m later turn left into the tarmac driveway of 'Furnace Farm'. Walk up the driveway passing farm buildings and a house on your left until you come to another gate and a style.

Climb over the style and continue along the edge of the field, keeping the fence on your right until you get to the next gate and a way marker on your right.

Go through the gate and head straight across towards the woods head of you, as you reach the woods bear leave them to your right and continue across the field until you reach another gate with a small pedestrian one to its right.

Go through the gate and head to the top right hand corner of the field, towards the woods. Here you will see a small metal gate, go through and continue up the filed heading towards the houses in the distance.

Look over to the left and enjoy the view, the windmills are in the Romney Marsh behind Camber Sands.

As you reach the top of the field you find a small metal gate on your left, continue through the gate and along the path until you reach the housing estate.

Turn right and then the next left into 'Martlets' continue to the top of the close and take the driveway between number 7 and 8 which heads to a spikey metal gate.

Just before the gate take the path on your left and continue until you reach the main road.

Take care as you reach the road
turn left
(best to stay on the verge)
your destination is after 25m on your left.



Retrace your steps to return to the Studio

