



YHA Brighton Rottingdean

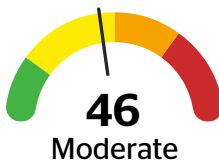
Seafront, village, countryside and city walk

Distance: 11.6 miles (18.7km) **Ascent:** 352m (1,155ft)

Time: Allow 5h 15m to 8h 45m

Map: OS Explorer 1:25k (OL11) Brighton & Hove

Start/Finish: OS Locate TQ 312 039 **what3words** ///cracks.match.monday



A varied route along Brighton seafront to the pretty village of Rottingdean and onto the South Downs for stunning views. From the hostel turn right and follow the path to Madeira Drive, cross to the seafront, turn left and pass the pier. After Halfway station cross the railway and continue with the track on your left. After Black Rock station bear right then take the path on the left leading under the road. Turn left alongside the car park and take the ramp or steps to the elevated path. Note: there is no access to the marina from the elevated path, to explore this area cross the car park and pass Asda, then return to the ramp and steps. Bear right and follow the elevated path under the cliffs. At Rottingdean beach head up the slope, turn left onto Marine Drive and turn right onto Sheep Walk. After the last house on the left turn left, then right to follow a grass path past the windmill. Carefully navigate to the path crossroads, turn right to pass allotments and bear left onto The Green. Turn left onto Falmer Road then right onto Bazehill Road. Head uphill, after Balsdean Reservoir turn left through a gate and across a field to meet a well defined path. Continue to Norton Drive, Cross Falmer Road onto Drove Road and continue to Warren Road. Turn right, left onto Wilson Avenue, cross the horse racing track and turn right to take the path that follows the left hand side of the wire fence to Manor Hill. Turn right, bear

left onto Freshfield Road, right onto Down Terrace, left onto Queen's Park Rise, straight ahead to North Drive and into Queens Park. Cross the park, pass the pond on its right and turn right to exit the park onto West Drive. Turn left, continue onto Egremont Place, right onto Edward Street, left onto George Street, right briefly onto St James's Street, left onto Charles Street and right onto Marine Parade and back to the hostel.

Hazards

Take care crossing the busy roads at the start and end of the route and at Rottingdean. Narrow pavements alongside busy roads in places. Risk of falling rocks on Undercliff Path. Do not walk this route during stormy weather.

Accessibility

There are no stiles on the route and gates and paths wider than one metre. Paved and tarmac surfaces in the city and village with pedestrian crossings on main roads and dropped kerbs on most smaller roads. Near the windmill the paths are grass and there is a steep descent on exposed slippery chalk and grass back to the track. Chalk path across the Downs. There and back along the seafront to Rottingdean reduces the route to 8.1 miles (13km), it is entirely paved or tarmac and should take between 3h 15m and 5h 15m.

This route has been created by YHA to provide inspiration and to aid planning and preparation of your walk. It doesn't replace the need for an OS Map or the OS Maps App to navigate your walk safely. Digital maps are a guide and do not always reflect the conditions on the ground, ensure you are aware of your immediate surroundings.

Scan or click to view this route on the OS Maps App – also a route profile and GPX



Points of interest

Lots to see and do on Madeira Drive and at the marina. Rottingdean beach and historic village with St Margaret's Church, the Kipling Gardens and pond. Rottingdean Windmill is a restored Grade 2 listed mock-mill dating from 1802. Wonderful views. Brighton Racecourse and Queens Park with a wildlife garden, pond playground and surrounding 19th century villas.

Facilities

Toilets at various points along Madeira Drive, at the Marina, the Undercliff Path, Rottingdean Beach, Rottingdean village and Queen's Park. Lots of food and drink options on Madeira Drive. Supermarket and places to eat at the Marina. Café on the Undercliff Path. Choice of places to eat in Rottingdean village. No facilities between Rottingdean and Queens Park. More places to eat on the way back to the seafront. Lots of seats along the seafront and in Queens Park, fewer across the Downs and in the city.

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Thank you for choosing to walk from our hostel.
We hope you have a great time.

Walking in the national landscapes of England and Wales is part of YHA's heritage. With hostels on National Trails, in National Parks and Areas of Outstanding Natural Beauty, YHA plays a unique role in the nation's walking community.

To make it easy for everyone to enjoy walking from YHA hostels, we have curated three walks – an easy, moderate, and more challenging option. They have all been graded – the higher the grade, the more challenging the route.

Before you go:

- Check the local weather forecast (metoffice.gov.uk).
- Check the tide times for coastal routes (tidetimes.org.uk).
- Get the right clothing, footwear and kit for the route and weather.
- Ensure you have enough time to complete the route before dark.
- Download the OS Locate and what3words apps to your phone.
- Contact 999 by SMS text (must pre register by texting 'register' to 999) (relayuk.bt.com/emergencysms).
- Plan your walk by completing the YHA route notification card it helps Emergency Services if you get into difficulties or fail to return from your walk when anticipated (yha.org.uk/route-card).
- Ensure your entire group have the fitness and skills to complete the route.
- For further information on how to stay safe visit adventuresmart.uk

For more walks or information on route grading and timings go to yha.org.uk/walks

If you encounter problems with this route contact walking@yha.org.uk



Scan or click to shop
for OS maps online
osmaps.com/yha

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What to wear

- Base layer and mid layer.
- Walking trousers.
- Warm jacket(s).
- Take extra layer(s).
- Hat, gloves and neck gaiter.
- Sun hat, sun cream and sunglasses.
- Waterproof jacket and trousers.
- Cushioning walking socks.
- Walking shoes or boots.

Kit

- Map, compass and GPS device or OS Map app on your phone.
- Water, lunch and high energy snacks.
- Charged mobile phone and portable charger.
- First aid kit.
- Head torch, spare batteries.
- Watch.
- Whistle and survival bag.
- Rucksack, with waterproof cover or a dry bag or plastic bag inside.
- Medicines or toiletries you would usually use.

You might also want to take

- Spare socks, hat, gloves.
- Balaclava.
- Leg gaiters.
- Waterproof baseball cap (handy if you wear glasses).
- Walking poles.

- Bivi bag or group shelter.
- Spare food and hot drink.
- Duct tape (handy for fixing things).
- Penknife or multitool.
- Tissues and hand sanitiser.
- Plastic bags to take away your rubbish or dog poo.

In case of emergency

- Call 999 (or text 999 if pre-registered) and ask for the Police.
- Use OS Locate or what3words to provide a detailed description of your location.
- If you need to attract attention shout or give six blasts on a whistle at regular intervals. In low light flash your torch six times at regular intervals.
- If you can send someone for help, they need to know your location (grid reference), number of people in the group and the nature of the emergency.
- Help could be some time coming so whilst waiting make the casualty comfortable.
- Keep the casualty warm and dry using spare clothing. Use coats or rucksacks to insulate them from the ground.
- Remember the rest of the group could be getting cold whilst waiting. Use an emergency shelter or find a sheltered location.