

TO NORTH AND EAST OF VILLAGE

Easy walk - about 2.5 miles

Note that the directions given by reference to the clock assume you have gone through the gate or stile looking forwards towards 12 o'clock.

Referring, if necessary, to the cardinal points shown on top of the church tower, go out of the churchyard by the gate at the east end. Turn left over the bridge, left again and almost immediately right into Camel Street. Stay on the right-hand pavement, and where the road widens turn right (waymarked) into Dampier Lane. Go through the house gate at the end of this lane **(A)** bear right and following the waymark go around the garden to a gate. Go through, and at 9 o'clock walk on to the gate **(B)** in the fence. On again to a stile and gate followed by a very short walk at 2 o'clock, through a gate and into a large field.

Walk at 10 o'clock towards a double gap **(C)** in the far hedge. On reaching it, go through into the left hand field and follow the right hand hedge into another field. Cross this at 11 o'clock to a stile in the far hedge, observing good views of Corton Ridge. Over this and cross with **EXTREME CARE** the railway line. Over the stile, into a field and walk at about 11 o'clock towards an electricity pole. Here view Cadbury Castle. Passing the pole on your left, walk to the corner of the field **(D)**. Ignore the gate on your left, not

crossing the stream, but turn right and walk with the hedge now on your left. Follow this, go through a gate and where the hedge finishes, continue on a straight track through the



field towards farm buildings.

Through the gate onto the road*, and turn right, following it until after crossing the railway bridge, you come to a field gate on the right, just after a 30 mph sign. Go through the gate and follow the left hand hedge for 50 metres until a gap appears (E). Go left through this, and straight across the next field to a stile in the far hedge, and forward to the next stile.

Over this, and go across the field, keeping to the left hand hedge until coming to a gate - the entry to the path round Dampier House. Use it to return to (A) and back to the church via Camel Street.

*If muddy use "permissive Path" shown - P - P on the map.

