

Walks

Around

Wedmore



The Country Code

- Enjoy the countryside and respect its life and work
 - Guard against all risk of fire
 - Fasten all gates
 - Keep your dogs under close control
 - Keep to public paths across farmland
 - Use gates and stiles to cross fences, hedges and walls
- Leave livestock, crops and machinery alone
your litter home
to keep all water clean
- Protect wildlife, plants and trees
 - Take special care on country roads
 - Make no unnecessary noise



All walks start from a car park, marked with an arrow. \

The entrance to the Lerburne car park is on Cheddar Road and is well signposted, and the Recreation Ground car park is on the Blackford Road, just past the school.



County Council



Published by Wedmore Parish Council, 2006

Printed by Direct Offset, Glastonbury

2012

With kind permission from Valerie Godfrey who was provided with a grant from the Wedmore Parish Council in 2006 both have allowed the "Walks Around Wedmore" to be added to the Isle of Wedmore Website Please report any anomalies to the IoW Website and these will be corrected without delay

Wedmore, with its magnificent 15th century church, St Mary's, is a busy thriving village which still retains its essential character. It has a variety of retail outlets including butchers, boutiques, restaurants, coffee shops, delicatessen and newsagents, as well as a post office, bank, dentist, doctors' surgery, chemist and several public houses. The main shopping street is The Borough, which was laid out in medieval times. The 14th century Market Cross can still be found here today.

The Isle of Wedmore is on an area of high land rising out of the Somerset Levels. The village is four miles from Cheddar and the Mendip Hills, and eight miles from both Wells and Glastonbury. It has an ancient history. Here Saxon King Alfred the Great made peace with Guthrum the Danish leader in 878 AD, ensuring the survival of the Saxon kingdoms which became the English nation. One of the results of this is we now speak English here today and not Danish!

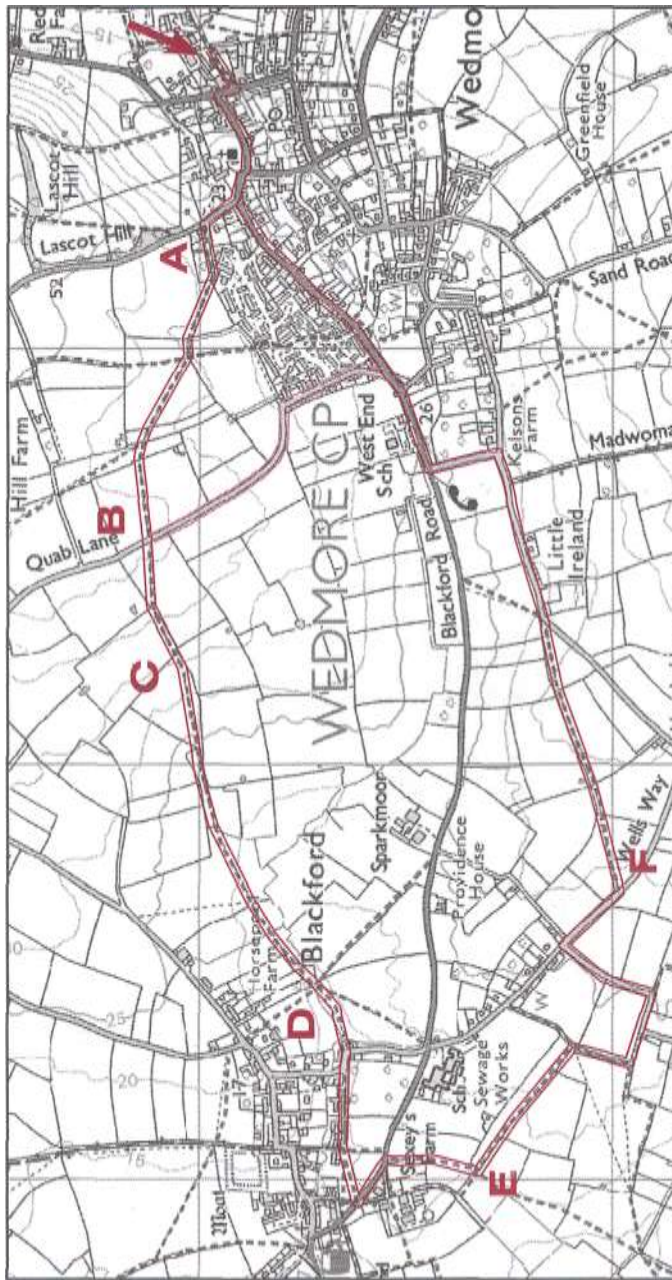
The walks selected in this leaflet are not difficult, are suitable for all walkers and go through some beautiful countryside. Waymarkers have been put wherever possible, but do keep referring to the maps. Rhyne is a local word for drain, and a drove is a track. And please respect the country code especially keeping dogs on leads where there is livestock, and closing all gates behind you. We hope you will enjoy our Walks Around Wedmore.

Thanks go to Somerset County Council for their grant from the Community Access Fund and to all those who helped in the production of this leaflet and who walked the walks.

Wedmore Parish Council

Although every effort has been made to ensure the accuracy of the routes shown as public rights of way, they may change and may not be clearly defined on the ground. The public rights of way shown on this map are only intended as an indication of the general route. To determine the exact route of a public right of way, the definitive map held by Somerset County Council should be consulted. The publisher cannot accept responsibility for any errors or omissions arising from this publication.

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Walk No. 1

Blackford 2 hours

An easy walk through gentle fields and country lanes. An added attraction might be that half way there happens to be a well situated public house!

A shortened version would be from the Recreation Ground car park, turning L and L again up Quab Lane and picking up the walk at footpath sign on L (B).

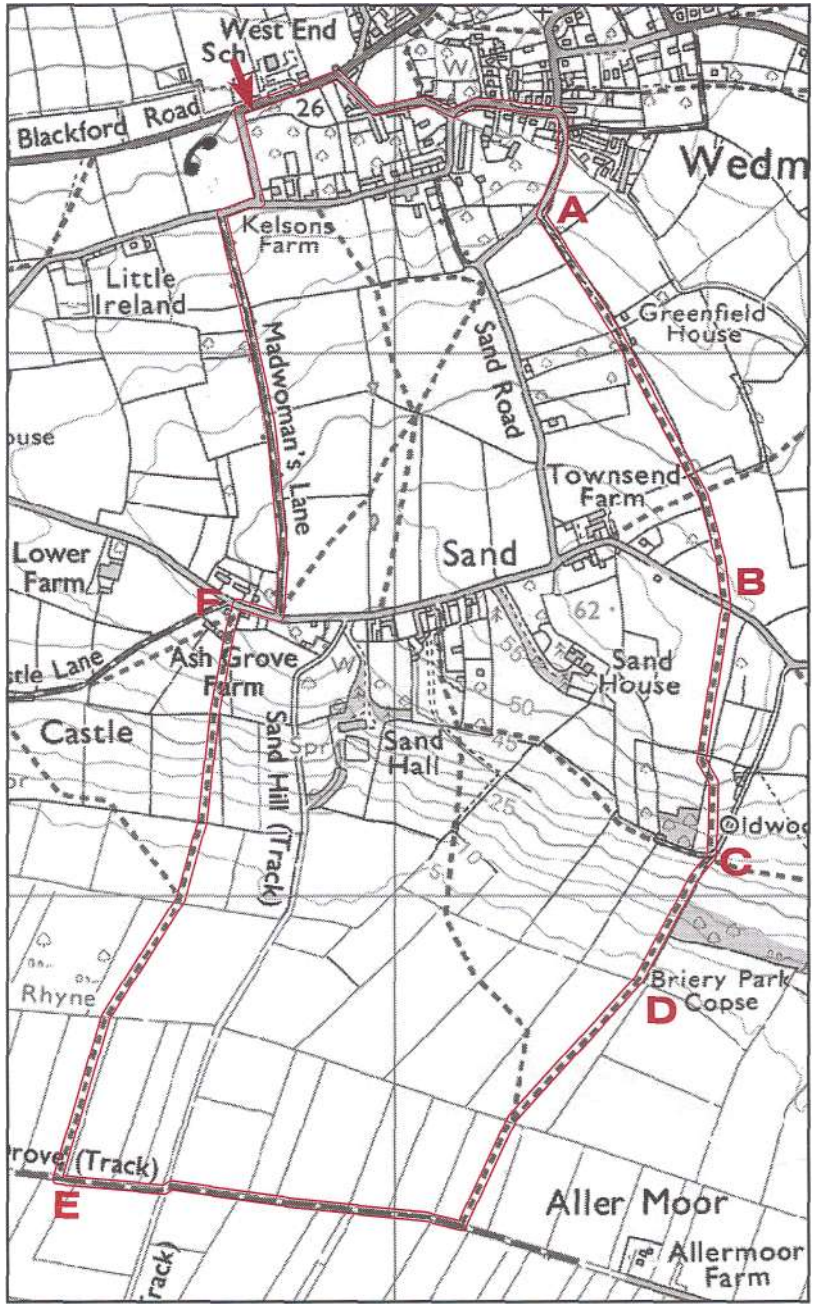
From the Lerburne car park, straight ahead into Worthington Close, turn R and R again, cross over into Church Street, passing The George, an 18th century inn. Pass through the churchyard and 15th century church, continue and turn R at Lascott Hill. Follow footpath sign on LHS, over stile on R (A).

Head for 4th big tree from L and across field through gate to another gate on R and diagonally L across field. Over stile, straight ahead through thicket, one more stile and you will come out into Quab Lane. Cross lane, through gate with footpath sign (B) and diagonally R across field, through gate half way along RH hedge, then L along hedge and over double stile in the corner (C).

Continue in gentle curve bearing L passing through gate with farm buildings to R and bearing to L through gate. Straight ahead to bridge with rail and on to gate by stone wall. Continue over exposed drainpipe. Turn R at house, bearing L over stile and onto lane with footpath sign (D).

Turn R then L at Sunnydale and straight ahead over 3 stiles and through gate to L and onto road. Sexey's Arms is to R. Cross road and go along pavement. Just past Sexey's Farm go over stile on road into field, then straight ahead, bear left over double stile in corner (E). You will see back of school to your L. Through gate, bearing R then L following hedge to gate onto lane. Turn L then R onto Wells Way. You will come to gate on LHS (F).

Cross field diagonally to R, over stile in corner and straight ahead over double stile and continue over 2 stiles. Turn L onto road. Follow road passing Little Ireland and Madwoman's Lane and L down Kelson's Lane. The Recreation Ground car park is facing you; for the Lerburne car park follow road to R to village centre.



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Walk No. 2

Aller Moor - 2 hours

This walk is particularly recommended in spring, when it becomes a botanist's paradise. The area (E) is protected and classified as SSSI (Site of Special Scientific Interest) and contains some rare moorland species. The colours are unbelievably beautiful.

From the Recreation Ground car park, turn L then R into West End. Note Porch House, the home of a Dr Westover who converted his barn (now called Westovers) in 1680 for mental patients, thus becoming the first mental asylum in Britain.

Turn R at Sand Road and L at Apple Dumpling Cottage (**A**).

Follow track past Greenfield House, through gate and over stile, keeping to LH hedge, through gate with hedge now on the R. Aim for the road and gate at top of field (**B**).

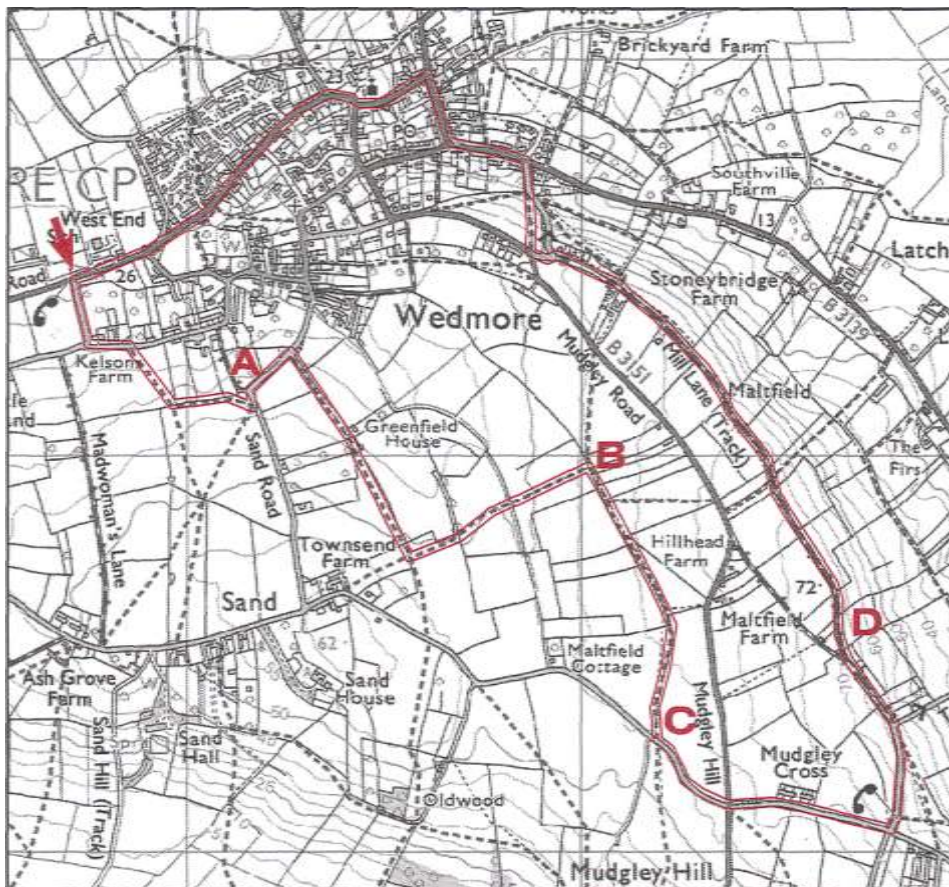
Cross road and over stile. Follow LH hedge to top of field. You are now on top of the Isle of Wedmore, with panoramic views of the Mendip and Quantock Hills, and Aller and Tealham Moors. Continue to bottom LH corner of field, climb over metal bars and shortly afterwards over stile into paddock with Oldwood Cottage on L. Continue diagonally to bottom L and over stile onto track (**C**).

Cross track and go through gate keeping hedge on L, past small copse and through gate into bottom field. This is the edge of Aller Moor (**D**).

Keep ahead and slightly R, cross footbridge over rhyne, straight on through gate and R onto drove. Continue over staggered crossroads and over footbridge with rail on your R (**E**).

You are now in ancient turbarry (peat) meadows and the protected area (see above). Please take care not to disturb fauna or flora.

Continue over series of wooden bridges. Follow path uphill, keeping hedge to your R, then over a stile, through a small copse. Go around the edge of Ash Grove Farm (**F**). Pass through 2 kissing gates onto Sand Road. Turn R and immediately L at fingerpost into Madwoman's Lane, so-called after a woman who once lived there in a hollow tree! Turn R at bottom of lane, then L into Kelson's Lane and back to car park.



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Walk No. 3 Mudgley - 2 hours

The main attractions of this walk are a gentle amble through a wood and some lovely views of the Mendips.

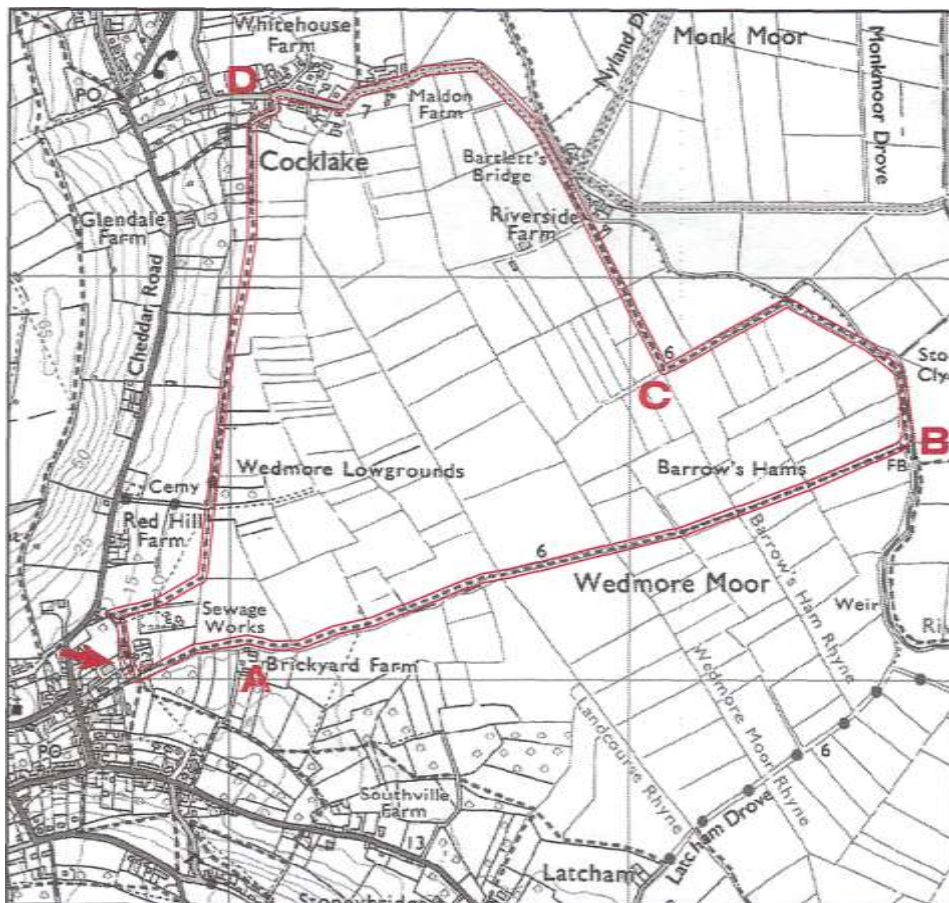
From the Recreation Ground car park, go up Kelson's Lane, cross over and go through gate opposite. Bear L and then cut across the field following the direction of the overhead wires, go through gate at the top and turn L. Straight on and through gate slightly to the R, then turn L onto Sand Road.

Turn R up track at Apple Dumpling Cottage (**A**) and follow track past Greenfield House, over stile straight ahead of you and go straight up slight hill. Cross another stile and turn L across field. Cross a bridge and aim for top L of next field (**B**). Turn R and over 5 stiles, then R through a gate and immediately L. Continue to Sand Road and turn L (**C**).

Cross over main road (Mudgley Hill) and continue until L turn into Townsend Lane (telephone box). Go straight on where road takes sharp turn to R and then continue on to a fork at a birch tree (**D**).

Take R fork down a narrow track going through a wood. This is a delightful track and a popular spot for foxes! To the R you can see the Mendips and on a clear day you can see Wells. You are now passing along Mill Lane. At the Mudgley Road junction turn R through the kissing gate and drop down the RH side of the field to a gate, and then down the lane (Mutton Lane) to join the Wells Road, where you turn L.

You are now back in Wedmore. Turn R into The Borough, passing Barnards on the RH corner, a 16th-17th century cottage said to be the oldest in Wedmore. Further along on the R is a fine 14th century Market Cross. Turn L up Church Street passing on the R The George, an 18th century coaching inn, and St Mary's, a magnificent 15th century church well worth a visit. Keep straight on back to the car park.



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Walk No. 4 Cocklake via Wedmore Lowgrounds – 1 ½ - 2 hours

This is a gentle walk through very 'open' countryside but, like all walks on the moors, not advisable in wet weather! Deer can often be seen as well as an increasing number of egrets. These beautiful birds have been breeding on the moors for the past three years and are thought to have come over from the Camargue.

From the Lerburne car park, go straight ahead into Worthington Close and turn L down track, passing Brickyard Farm (A) where the famous Wedmore bricks were once made. Continue straight ahead and ignoring bridge on L, cross bridge over rhyne. Go through gate and keep straight on, crossing a rhyne into a field, through a gate following hedge on R. Cross over 2 footbridges and straight ahead over 2 stiles until you reach the banks of the River Axe (B).

Turn L, follow track which gradually falls away from the river, and keep bearing L until you come to a gate with stile. Straight ahead and turn R (C) where track widens towards farms passing Cricklake Farm on R. You will come soon to a tarmac road, with Bartletts Bridge on R.

Straight ahead and bearing to the L, follow winding road until you come to Lane End Farm (D).

Turn L, then L again at public footpath sign at Crate Farm. Continue straight ahead, passing through 2 gates, a bridge and a stile, and a further 3 gates, the last facing the track. Go straight ahead following hedge, ignore gate L but bear R, cross field taking gate to L of cattle trough. Keep L, past sewage works, and ahead is the last stile leading to car park.



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Walk No. 5

Cocklake – 1 ½ - 2 hours

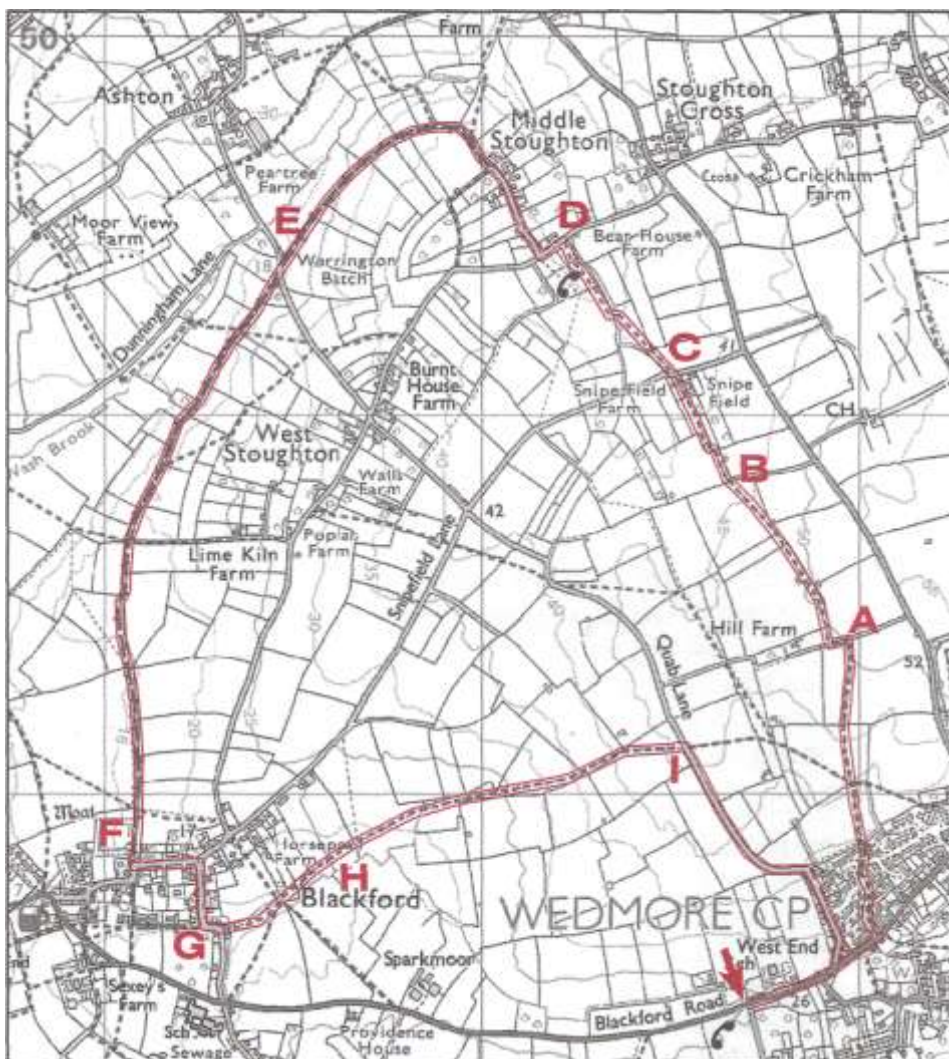
This walk goes partly through the golf course, along the crest of the Isle of Wedmore, with views of the Mendips. It is particularly attractive in the autumn when blackberries and sloes are in abundance, so don't forget your plastic bags!

From the Lerburne car park, go straight ahead into Worthington Close, turn R and R again bringing you to the village hall. Turn L. Enter gate at footpath sign and keeping to the R of the field cross stile and kissing gate (**A**).

You are now on the edge of the golf course and on the crest of the Isle of Wedmore. Keep to the R, bear R then L going through field. The golf course is now on both sides. Cross 3 stiles. You have beautiful views of the Cheddar Valley and particularly of Nyland Hill. Cross over stile with bridge and 2 stiles. You now start your descent to Cocklake.

At this point (**B**), by following the marked footpath, you could continue to The Trotter pub at Crickham. Also, you may see various tracks going down, but these are not public footpaths. So, from B turn around and start descent by crossing two fields diagonally to R, taking stile at R of lower field through thicket, and a further stile taking you through drive of a private house. You will come out on the Wedmore/Cheddar Road by a telephone box.

You are now in Cocklake. Turn R then L at sign for Nyland. Go down road and when you get to Lane End Farm (**C**) turn R, then L at public footpath sign at Crate Farm. Continue straight ahead, passing through 2 gates, a bridge and stile, and 3 gates, the last facing the track. Go straight ahead following hedge, ignore gate L but bear R, cross field taking gate to L of cattle trough. Keep L, passing the sewage works, and ahead is the last stile leading to the car park.



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WalkNo.6

Middle Stoughton – 2 ½ hours

This is the longest of our walks, going through some delightful hamlets and meadows. There is a pub at Blackford to refresh you!

From the Recreation Ground car park, turn L and L again at Saxon Way. At post box, L onto footpath, over stile to gate and another stile. Head for 3 oak trees and stile into Hill Lane (A).

Turn L then R through gate into newly planted copse. Continue through a series of stiles, across Dark Lane (B), and straight over more stiles to Snipefield Lane (C).

Cross road, over stile into narrow paddock, over stile, and diagonally L across field and over stone bridge. Bear right keeping hedge on R, over stile to gate onto lane. Turn L up hill. At former pub 'Hare and Hounds' (D) turn R (marked No Through Road). Pass hamlet of Middle Stoughton and onto bridlepath to Warrington Batch (E).

Cross diagonally and follow bridlepath through series of gates to Blackford (F). Note Wedmore stone outcropping on track. The Sexey's Arms provides a welcome stopping point!

At Blackford turn L on road, take second R downhill bearing L around bend. Do not follow road but look ahead for footpath sign (G). Over stile to field, keeping hedge to L into copse and over exposed drainpipe. Ignore sign to R. Go straight ahead through gate at stone wall.

Cross to footbridge (H) half way through field, and straight ahead to gate. In next field pass trough on L and gate is straight ahead, ignoring those on R. Follow hedge on L to next field, passing through wide gap, then follow hedge on R and over a double stile.

Go through gate at top R corner of field. Cross diagonally to L, through gate, ignoring gates to R, and onto Quab Lane (I). Turn R and R again to car park.

