## Batcombe, Chesterblade, Stoney Stratton. 7.5 miles.

1.Leave the Village Hall car park by the entrance, turn right following the road downhill and where the road turns right take the path to the left. Climb up the hill and after the second stile go half left towards the large tree, cross the double stile then straight across two fields via the farm gates to reach a lane, turn right, then left into the bridleway. At the bottom turn right along the road and at Honeycliff Farm go through the gate on the left, follow the path between the saplings to the bottom right hand corner then take the stile on your right and then a stile behind the large tree to your left, which takes you onto a lane next to a ford. Turn right, follow the track uphill and at the last barn on your left and before the bungalow, turn left through a gate and aim for a stile approx. 400m along the fence at the top of the field. Once on the road turn left and follow it pass Higher Alham Farm. Where the road bends uphill to the right take the stoney track on your left, follow this uphill to a crossroads, take the lane opposite and at the next T-junction turn left to walk down through Chesterblade.

2 .At the T- junction turn left signed Evercreech then after approx. 1/3 mile after going downhill look for a cottage on your right, here you turn left into the entrance of Mill House Farm. Follow this path pass the farmhouse over a stile in front of you and into a field. Keeping in the same direction cross three fields to cross a double stile and bridge then head for the gate across the next field to enter an enclosed path down to a stream over a stone bridge then step across the stream onto a concrete walkway, follow this all the way to the end to \*cross back over the stream to the walkway on the other side. (Beware the concrete is very slippery in the stream bottom). Once over the other side follow the walkway to cross a bridge next to a ford and onto the road at Stoney Stratton.

3.Turn left and where the road turns sharp left continue ahead to find a path on your right over a small bridge and then to a path path on your right over a small bridge and then to a pathalongside a stream which brings you down a drive to a road. 'Turn left then right at the first path on your right go through the barrier then take the middle of three gates along an enclosed path over the stile at the end, cross the field go through the gate next to a barn then straight ahead, crossing two more fields to reach a metalled lane, cross this and a field to cross a bridge in the hedge and on up towards Manor Farm, pass between the church and a barn. At the junction turn left and follow the track to reach a field, continue straight across this to pass through two farm gates, on your right is the moated farmhouse of Spargrove, cross this field slightly to your left to cross a stile on the far side and out to the

bridge. Turn right onto the road then left in front of the mill to pass through a kissing gate. Head a little to your right to a concrete bridge with chain cattle proofers (please replace them). Keep on in the same direction to cross another concrete bridge then continue over a stile at the end of the third field, turn right over a bridge to immediately turn left. 4. At the end of the field ignore the farm gate on your left and go over the bridge ahead to a junction of three paths, turn left over another bridge into a field, skirt the bottom of the hill with the river on your right to reach a farm gate pass through this and the next gate, the river is now on your left, follow it until you reach a bridge with a farm gate on the other side, cross this into a field then head half right to a stile leading onto a road. Cross this and the stile opposite and take the lower path to cross this field to a bridge, cross and follow this path to a T-junction, turn left between two buildings to cross a stile into a field. Go up the side of this field to a stile at the top, turn right onto the road then walk back to the church and the end of the walk.

