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Whilst every effort has been made to ensure the accuracy of this publication, the publishers cannot accept responsibility for errors or omissions. The countryside and moorland are constantly changing and fences, hedges, boundaries and even paths, can be altered or removed.

The funding for this publication has been provided by Devon Community Foundation. This has been to help promote walking as a healthy activity for all ages. Walking has been identified as one of the best methods of keeping healthy and agile and most of the walks in this book are ideal for individual and group activities.

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The length of each walk in this book is given in miles and shorter distances in yards.

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WINDY POST CROSS, WHITCHURCH COMMON

This publication is funded by
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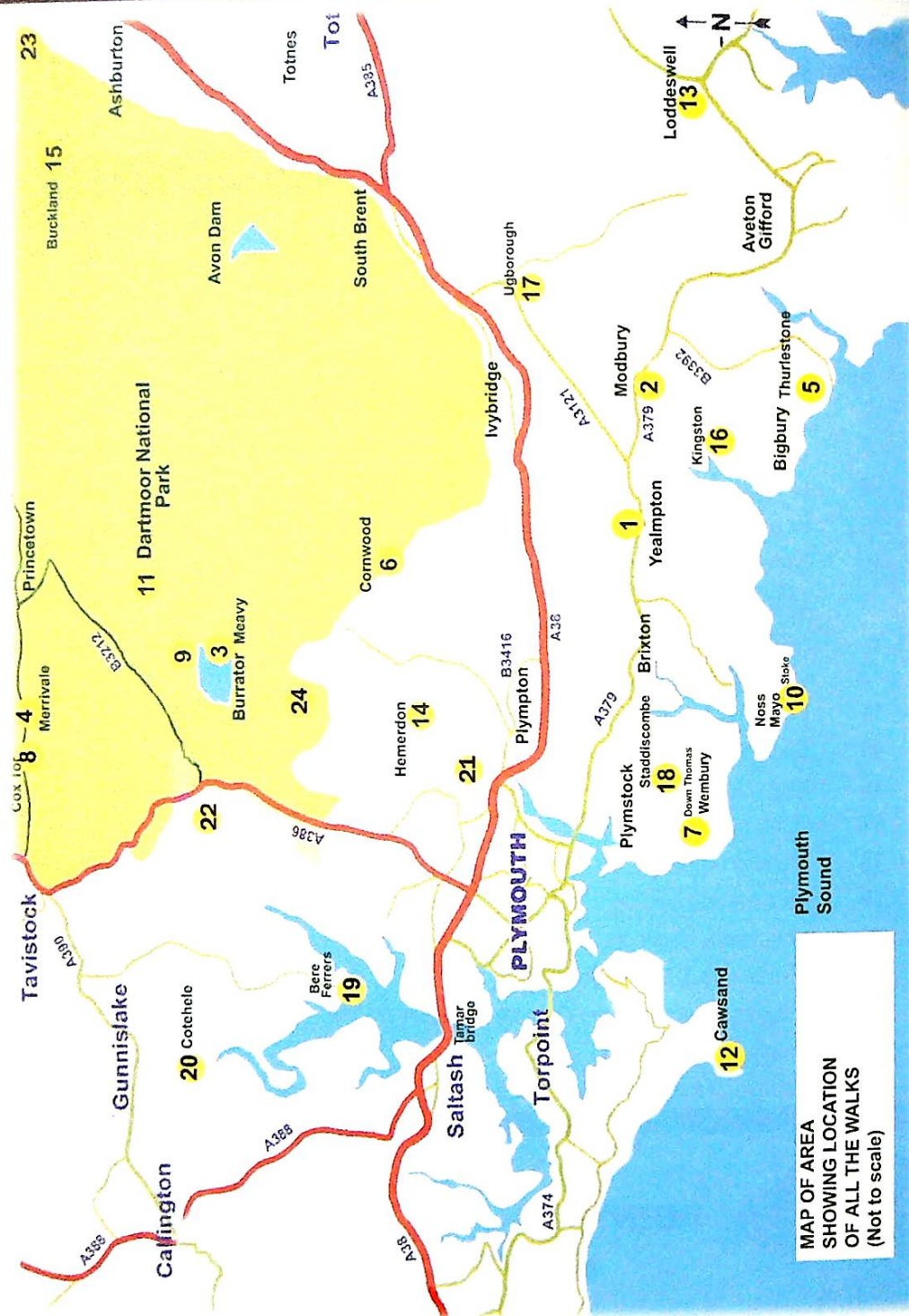


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**POINTS
OF
INTEREST**



Introduction

The walks chosen for this book are a great selection of circular walks, all within 25 miles of Plymouth. They cover moorland, countryside and coastal areas and range between 4 ½ and 7 ½ miles. The description for each walk is accompanied by a sketch map with waypoints. At the start of each walk, we have given an idea of the conditions you are likely to encounter (e.g. muddy, steep etc.), the distance involved, the time you are likely to take to complete the walk without stops and the grade of the walk, which will be easy or medium. Easy describes a walk that is usually shorter and fairly level walking and medium is usually a longer walk with variable gradients. However, none of the walks will present difficulty to reasonably fit walkers. In addition to this information, the location of toilets and refreshment places (if any), instructions on how to reach the start and the starting point grid references are included. Please note that you should not rely on toilets or refreshment provision, always take your own food and drink and be prepared. The general guide for all those going out walking is to use common sense and dress according to the conditions.



Definition of Rambling

An ancient custom involving movement in a non-specific direction, until exhausted

Useful Information

CLOTHING: Wear clothes which are suitable for the time of year. In winter we recommend waterproofs, jumper, boots, hat, scarf and gloves. In summer wear lighter clothes but you should still carry waterproofs and wear stout footwear. Also remember, those wearing shorts in the summer can encounter tracks surrounded by stinging nettles.

FOOD: Carry some food and drink (hot drink in winter) and a bar of chocolate for energy. Add a small first aid kit and put these items in a day rucksack.

MAPS: The sketch maps in this book are provided to show the route and are not detailed enough to navigate on their own. Therefore you are advised to carry an Ordnance Survey map with a 1:25,000 scale. e.g. Outdoor Leisure 28 & 20 or Explorer 108 & 110 cover all the walk areas.

COMPASS: As some of the walk descriptions give a direction of travel (e.g. north, west etc.) it is valuable to have a compass with you and essential if you are walking on the moor. It also helps if you know how to use it.

PUBLIC TRANSPORT: Some walks can be accessed by bus services but due to seasonal changes we do not publish specific details. Contact: Traveline 0871 200 22 33

WAYMARKS: Footpaths are sometimes marked with yellow arrows. Blue arrows indicate bridleways and national trails are waymarked with an acorn motif.

WHISTLE/TORCH: We don't anticipate people getting lost, but if you are stranded in a remote spot, then six blasts on a whistle followed by a minutes silence, then repeated, is the way to draw attention. You can also flash a torch at night using the same sequence (a mobile phone is a modern alternative).

ROADS/LANES: Some of the walks cover narrow lanes with hidden bends. The general rule is walk on the right, facing on-coming traffic.

COUNTRY CODE: It is important to remember this code:- 1) Don't light fires, 2) Fasten gates (animals will wander if they can), 3) Keep dogs under control (on a lead near livestock), 4) Take litter home, 5) Approach bulls and stallions with care and also cows with calves, 6) Protect wildlife, plants and trees and avoid damage to fences, hedges and walls, 7) Where possible report any livestock found injured or in distress.

POINTS OF INTEREST

On each map in this book you may find a few "POINTS OF INTEREST" or a marker with a page number. Don't forget to check this fascinating information. It adds to the walk!

Finally, let someone know that you have gone walking and some idea of your expected return time



Be Prepared.....

Yealmpton/Lyneham and the River Yealm

GRID REF: 580518

GRADE: Medium

DISTANCE: 7 miles

DURATION: 3-4 hours

TOILETS: Yealmpton

REFRESHMENTS: Yealmpton

START FROM:

The free public car park in the centre of Fore Street, Yealmpton (almost opposite the Rose and Crown pub). If the car park is full, use parking spots in streets close by.

Brief description: This is a relatively easy walk following local lanes, footpaths and down a Devon lane. At the halfway point the route passes through woods and along riverside paths to Yealmbridge. It then continues close to the river and back to Yealmpton. (15 stiles)

START: Leave the car park (facing the Rose and Crown) and turn **LEFT**. Cross over the road junction at Torr Hill and continue past the church. After 150yds, turn **RIGHT**, over the main road and take the public footpath up a ramp by iron

railings (A). The path goes between houses and emerges on to a road opposite Bowden farm. Turn **RIGHT** up the road and then turn **LEFT** along a signed path to reach a stile. Cross over the stile and turn **RIGHT** then after a few yards **LEFT** over another stile. Continue up the field following the way markers over two stiles to reach a field.

The track then bears diagonally left down the field to reach a road by a gate (B). Turn **RIGHT** along the road and after 500 yards, at a "T" junction, (Floodapool) (C) turn **LEFT**. At the next crossroads (Stoney Cross) continue ahead going uphill (take care on this road as it can be busy). Just beyond the brow of the hill, and 50 yards past an entrance to Lyneham House, turn **RIGHT** (D) along a way marked footpath. Follow this enclosed path (Devon Lane) for about one mile until it descends to a stile by a cottage (Cox's Cottage) to join a tarmac lane. Turn **LEFT** (E) and pass Yeo Farm on your right and continue straight ahead down a broad track until you see a small road bridge crossing the river Yealm.

Just before the bridge, turn **LEFT** to go through a gate following the public bridleway sign. Continue ahead keeping tight to the river bank fence. Go past a footbridge on the right and continue to follow the signs into a wooded area. Enter the woods following the public bridleway signs, keeping to the middle of the wood. You will emerge from the woods through a wooden gate on to a tarmac lane (F). Turn **RIGHT** and walk up the lane crossing a small bridge, then Lotherton Bridge over the river Yealm and up the hill. After 300 yards turn **RIGHT** (Winsor Cross) and continue along the lane to reach the Old Gate House farm at Winsor (15th century).

Just beyond the Gate House, on the right, you will see a public footpath sign (G). Cross the stile and strike off diagonally **LEFT** down the field, over another stile and continue down to the bottom of the field to pick up the footpath sign by the river. Turn **LEFT**, keeping the river on your right and follow the signs until you reach the footbridge on the right. Cross the bridge and turn **LEFT** (you came this way earlier) and retrace your steps back to Cox's Cottage. Continue along the lane, past Yeo Cottage on the left and a little further on, past a lane on the left. After 300 yards, where the lane curves to the right, look for a footpath sign on the left. Turn **LEFT** (H) over a stone stile into a field.

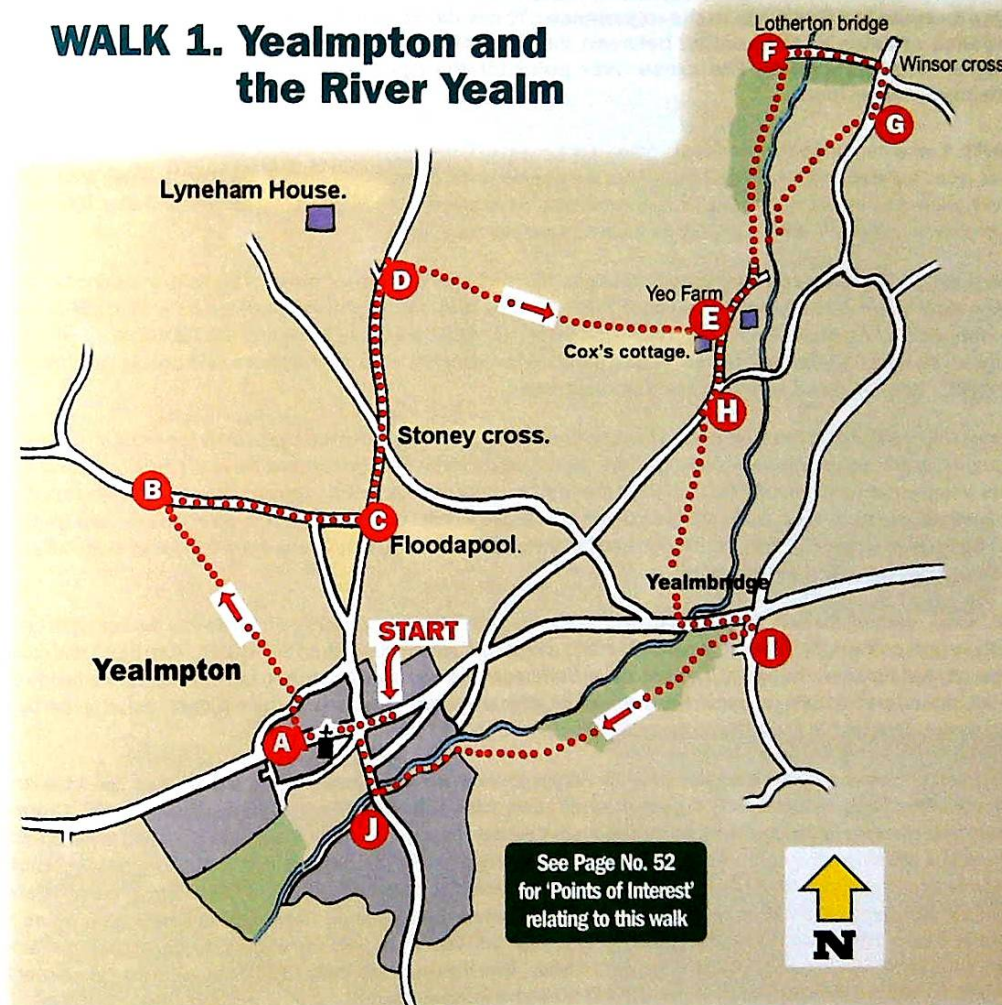
Cross over the field diagonally **RIGHT** for 200 yards, heading towards the bottom left hand corner of the field. Cross over a stile and proceed past a ruin on the right (19th century workmen's cottages). Continue along this enclosed track to reach a stile that brings you to a small industrial area. Cross the stile and bear **RIGHT** then **LEFT** through the factory courtyard, to follow a tarmac road alongside the river Yealm, to reach the main road at Yealmbridge. Turn **LEFT** and proceed over the bridge and make your way across the road aiming for a toll house on the opposite side. (BUSY ROAD) Take the road alongside the toll house. After 25 yards turn **RIGHT** (I) and follow a path beside a works depot.



FOOTBRIDGE OVER THE YEALM

Cross over a stile into a field and continue ahead crossing two fields, until you reach a stile in the far right hand corner of the field. Cross the stile and follow the narrow path, bordered on the right by a wooden fence. After 200 yards the path bends right and emerges by a house called "Sidings", on the right. Just beyond the house go through a kissing gate and follow the path left through another kissing gate, to reach the banks of the river Yealm. Keep the river on your right and continue ahead, passing the rear of some houses on the left until you emerge onto the main road beside a bridge. Turn **RIGHT** (J) and cross the road to pass over the river via a footbridge. Make your way for 200 yards up Torr Hill to reach the "T" junction at Fore Street and turn **RIGHT** to return to the start.

WALK 1. Yealmpton and the River Yealm



See Page No. 52
for 'Points of Interest'
relating to this walk



Modbury battlefield

GRID REF: 656518

GRADE: Medium

DISTANCE: 6 miles

DURATION: 3½ hours

TOILETS: Modbury
(Brownston St.)

REFRESHMENTS: Modbury

START FROM:

Palm Cross Green car park (top of town)

Brief description: This is a figure of eight walk to the south and east of the town of Modbury. The walk travels through some beautiful South Hams countryside with great views to the distant moors and views of the market town of Modbury from the surrounding hills. There are plenty of stiles en route but this adds to the experience. The walk visits two civil war historical sites but no evidence remains of the conflict between the Roundheads and Cavaliers, but it's interesting to imagine what happened. The cross over point for the figure of eight is in the middle of this attractive market town.

START: Leave the car park at Palm Cross green and turn **RIGHT** down to the main road and then turn **LEFT**. After a few yards cross the road and turn **RIGHT** (A). Pass the war memorial obelisk and head for the church. Walk around the church and exit by the rear gate, to reach a lane opposite the vicarage. Turn **RIGHT** along the lane and after 100yds, by the church car park, turn **LEFT** at a public footpath sign and pass over a stile.

Walk down the field, keeping to the hedge on the right. On reaching the right hand corner of the field, cross another stile and go down some steps to reach a lane (this is Runaway Lane - see "Points of Interest on Page 52"). Turn **LEFT** down the lane and over a wooden footbridge. After a few yards, turn **LEFT** over a W/M stile and turn **RIGHT**, keeping to the hedge on the right. Pass through two self closing gates and bear slightly left to reach a track running along the bottom of the valley. Continue ahead, aiming for some farm buildings.

On reaching the farm (Cottlass farm) cross the stile to a lane (B). Turn **LEFT** to pass by the farm and proceed up the hill through a wooden gate. Continue climbing up the enclosed track for ½ mile. On reaching the road junction at "Butland", cross over the road and turn **LEFT** (C) up steps following the public footpath sign. Cross over a stile following the path uphill, heading to the left of a clump of trees to reach a W/M metal gate. Continue along the top of the next field keeping the hedge on your right. Shortly, go through another metal gate on the right, following the waymarkers diagonally left across the field to the far left hand corner.

Just before reaching the bottom of the field, exit through a metal gate on the **LEFT**. Proceed into the field with Little Modbury farm on the right. Skirt to the right of the field and go through a metal gate on the **RIGHT**. Turn **LEFT** and cross diagonally half-right over the field to a double stile in the hedge. Go over the stile and turn **LEFT**, following the hedge on the left, around the field until you reach two way marked stiles on the left. Cross over and turn **RIGHT**. Head for the right hand corner of the field, to find a stile on the **LEFT** (D).

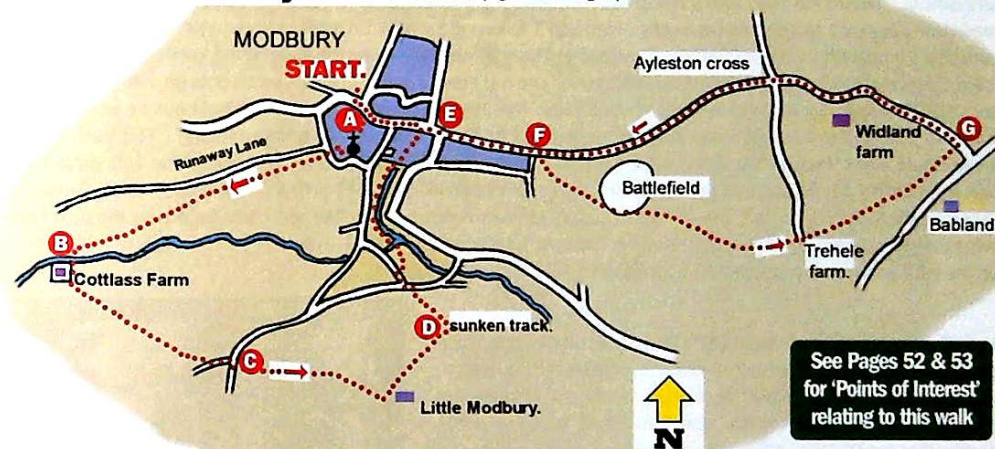
Cross over and proceed down a sunken track for 200yds to reach a road. Cross the road and proceed down the lane opposite. After 30 yards turn **RIGHT** to go over an old stone stile and turn **LEFT** heading towards the church. Cross a stream by a concrete footbridge and then proceed out of the field by a stone stile. Continue **AHEAD** and follow a track alongside a stream on the right. Pass through a kissing gate and into the car park by the Modbury Health Centre. Continue through to Poundwell Meadow car park and then on to the main road (E). Turn **RIGHT** along the A379 and where the road bends sharp right, continue straight **AHEAD** along Galpin Street. The road climbs steeply from here to pass the water supply conduit by "Old Hall house" (F). After 300 yards, just past Traine Terrace, turn **RIGHT**, up some steps and over a stone and wooden stile, to reach a field. Take the track diagonally **LEFT** across the field to go over a stone stile and cross the next field diagonally **RIGHT** to reach a wooden stile.

Keep to the clear track over this field, heading towards farm buildings on the hill opposite. The track now heads downhill to reach a wooden stile by a metal gate. Continue **AHEAD** into the next field keeping to the hedge on your left. At the bottom of the field, cross over a waymarked stile by a metal fence and turn **RIGHT** to pass through a wooden gate which leads to an enclosed track, passing over a small stream and bear left uphill. Continue through another gate and bear off **RIGHT** to cross a small plank bridge to a gate and into a field. Head diagonally **RIGHT** across this field to reach a metal gate and drop down to a tarmac lane (by Trehele farm). Cross the lane and follow the public footpath sign into a field.

Cross the field diagonally **RIGHT** to reach a small footbridge over a stream. Keep to the hedge on your left and proceed uphill. After 100 yards turn **LEFT** through a gap in the hedge and turn **RIGHT** to cross a wooden waymarked stile. Proceed uphill **AHEAD**, following the direction of the waymarked arrow. After 200 yards pass through a waymarked metal gate into a field and continue **AHEAD**, passing through another metal gate and over the next field to reach a wooden gate (G). Pass through to a lane and turn **LEFT**.

Continue downhill past Widland farm, then follow the lane as it goes uphill to reach the crossroads at Ayleston cross. Continue straight across. After ½ mile you reach houses on the outskirts of Modbury and follow the steep lane down Galpin Street to arrive back on the main street. Continue uphill through the town and after 300 yards turn **RIGHT** back to the Green car park.

WALK 2. Modbury battlefield (figure of eight)



MODBURY TOWN



Meavy, Sheepstor, Burrator and Leathertor Bridge

GRID REF: 541673

DISTANCE: 7½ miles

TOILETS: Burrator lodge

START FROM:

Village of Meavy

GRADE: Medium

DURATION: 3 hours

REFRESHMENTS: Burrator Reservoir
(Ice Cream!)

MEAVY CHURCH

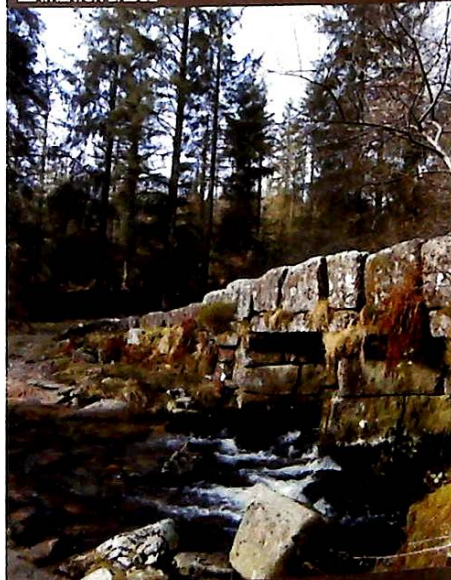
Brief description: This is a very scenic walk that takes paths through fields and plantations around Burrator reservoir. Remarkably, views of the reservoir are absent until near the end of the walk when a great view is available from an elevated spot overlooking the dam. The walk leaves the quaint village of Meavy and then on to the village of Sheepstor. After skirting the reservoir the route heads for Leathertor Bridge and the nearby potato cave, finally following the Devonport Leat and heads back to Burrator Dam and on to Meavy village.

START: From Meavy Village car park. Turn **RIGHT** out of the car park and proceed along the main road passing the primary school. Where the road bears sharp left, turn **RIGHT** on a lane to Cadover. The lane goes over a bridge and proceeds uphill to reach Marchants Cross (A). Turn **LEFT** following the sign 1¼ miles to Sheepstor. After ½ mile where the lane bears sharp left (opposite Old Yeo Farm) go over a waymarked stile on the **RIGHT**, then over a wooden bridge and stile, following a track uphill through trees and over another stile. Follow an enclosed track to go over another stile and turn **LEFT** through a metal gate and up a broad track. Pass through two metal gates and just before a wooden gate turn **LEFT** to proceed up a walled track. After 25 yards turn **LEFT** over a ladder stile and turn **RIGHT**. This track follows the waymarked signs through woods, uphill. After 300 yards the track bears half-right uphill. After 100 yards pass through a gap in the wall on the right and turn **LEFT** over two stiles and then **LEFT** over a wall stile into a field. Cross the field keeping the wall on your left. Head for the bottom left hand corner of the field and continue across the next field, following the waymarked sign towards Sheepstor Church. Leave the field in the left hand corner and turn **RIGHT** through a gate and on to a lane.

Turn **LEFT** along the lane and then **LEFT** into Sheepstor village. Pass the church on your right and after 200 yards turn **RIGHT** (B) up a lane, passing a wooden house named "Byeways" on the left. Follow this lane for 150 yards and where the lane bears left, take the public bridleway off to the **RIGHT**. After 200 yards pass through a gate and bear half-left following a wall on the left. Continue ahead to pass through a gap in a wall by a waymarked wooden post and continue ahead along an enclosed sunken track. Soon you reach the open moor, skirting to the left of Sheepstor. After 400 yards the bridleway bears left through a gateway signposted to Burrator Reservoir.

20 yards further on turn **RIGHT** to go over a stile by a gate and continue 20 yards to cross another stile on your **LEFT**. Follow the path around to the right passing a boulder on the left and continue ahead until you reach a large boulder and a bench seat. Bear right and follow the path (car park and road on the left). Keep going until the path turns left over a wooden bridge, then bear left to reach the road. Follow the signpost and you will reach a small car park ahead adjoining a tarmac road. Turn **RIGHT** (C) and follow this road for 100 yards until you reach Norsworthy Bridge. Turn **RIGHT**, (D) up a wide

LEATHERTOR BRIDGE



stony track. After 100 yards at a "Y" junction, take the **LEFT** track following the public footpath sign. Half a mile along this track you reach Leathertor Bridge. Turn **LEFT** (E) over the bridge and proceed uphill passing a potato cave on the right and then the ruin of Leathertor farm. Continue **AHEAD** and after 300 yards you reach Devonport Leat. Turn **LEFT** and follow the leat keeping it on your right. Pass through a gate and continue ahead along the leat and after 300 yards you reach a road junction at Cross gate. Continue on the road ahead for 50 yards, and then turn **RIGHT** through a double gate following the waymarked grassy track uphill. After 75 yards the track turns **LEFT** through gorse bushes, heading downhill following waymarked posts. Follow the track over a stile.

The track passes over boulders and under trees, running parallel with the road on the left. Shortly you reach a gate with a signpost to Yennadon Down. Go over the ladder stile into a forest plantation. Continue ahead for ¼ mile following waymarked poles, until you reach a gate on the left. Ignore this and continue through trees to reach a track crossing in front of you. Turn **LEFT** and over a stile, turn **RIGHT** and immediately **LEFT** to join the cycle path (old rail track) (F). Go straight on along a disused rail track which runs along a raised embankment and over a wooden bridge. Continue **AHEAD** along the wide track for ½ mile. After passing a water filtering unit pass through a metal gate and 200 yards beyond this you will see two large concrete drain boxes on the left. Turn **LEFT** here and proceed down the steep incline to reach the road at Burrator reservoir western dam. Turn **RIGHT** (G) along the road and just past the public toilets (currently closed) take the signposted gravel track on the **LEFT**. Proceed downhill and where the wide track bends sharp left then right, continue **AHEAD** following the waymarked route (waymarkers on the trees). After 400 yards, pass through three gates (animal compound) to enter a field. Cross over the field and exit through a gate on to a road. Cross the road following the road sign to Yelverton, to arrive back in Meavy village.

WALK 3. Meavy, Sheepstor, Burrator & Leathertor Bridge



Merrivale, King's Tor & Foggintor Quarry

GRID REF: 561749

GRADE: Easy

DISTANCE: 5 miles

DURATION: 3 hours

TOILETS: Dartmoor Inn
(when open)

REFRESHMENTS: Dartmoor Inn

START FROM:

Four winds car park on the B3357 on the south side of the road, ¼ mile east of the "Dartmoor Inn" Merrivale

Brief description: This walk offers some great views of the Merrivale Tors. After visiting some well known pre-historic sites the route heads south to follow the trackbed of the old Plymouth to Dartmoor Railway. It traverses King's Tor and then heads east to pass through Foggintor Quarry before returning past Yellowmeade farm to the car park (you can choose to walk through the quarry or just take in the view).

START: Leave the rear of the car park through a gap in the wall and cross a paddock out onto the moor and over a small leat. Turn **RIGHT**, heading South West. This route runs parallel with the B3357 approx. 100 yards in from the road. After 400 yards you reach two stone rows (Merrivale Stone Rows) which run approximately East-West. Follow the line of stones and on reaching the end turn **LEFT** (South-East) along a broad track, heading for a large lone standing stone 300 yards away. This is called the "Longstone" (A). Turn **LEFT** at the stone (East) and continue along a broad, grassy track keeping parallel with the wall on your right.

After 500 yards, bear off **RIGHT** (South) to cross over a stream via random stepping stones and continue ahead uphill, keeping the wall on your right and where it bends sharp right, continue upwards and ahead towards King's Tor. After 300 yards you reach the old track bed of the Plymouth to Dartmoor Railway (a broad flat track going left and right) (B).

Turn **RIGHT** (West) along the trackbed following it around King's Tor. The track passes over a granite bridge and heads South-West. After 200 yards you reach a fork in the track. Take the **LEFT** fork and shortly you pass some old granite corbels (originally made for London Bridge). Continue ahead passing an old ruin on the right and crossing a small stream. Continue on the track, passing a large cleft on the left. At a fork in the track take the **LEFT** fork uphill and where the track goes off to the left continue **AHEAD** going downhill to pass by a quarry causeway with a pool on the right. Continue on the track which bears left. After 400 yards at a "T" junction with another track turn **RIGHT** (East) and after 50 yards at another "T" junction turn **RIGHT**.

Proceed for 200 yards and turn **LEFT** (heading towards North Hessary Tor Mast, in the distance). Continue steadily uphill, (see alternative route below) and after 150 yards turn **RIGHT** to enter Foggintor Quarry on the right (you can see North Hessary Tor Mast at this entrance by a wide gully). Enter the quarry keeping to a narrow track on the right. This track goes uphill for a short distance, then descends to the quarry floor.

On reaching the lake area, keep to the track on the right hand bank around the quarry until you reach the main entrance (C). Turn **RIGHT** (North) to join a broad track opposite some large ruined mine buildings. Pass through the old quarry entrance gateway and continue along the wide stony track. After 400 yards pass Yellowmeade Farm on the left and continue for ½ mile to reach a small car park by the side of the B3357.

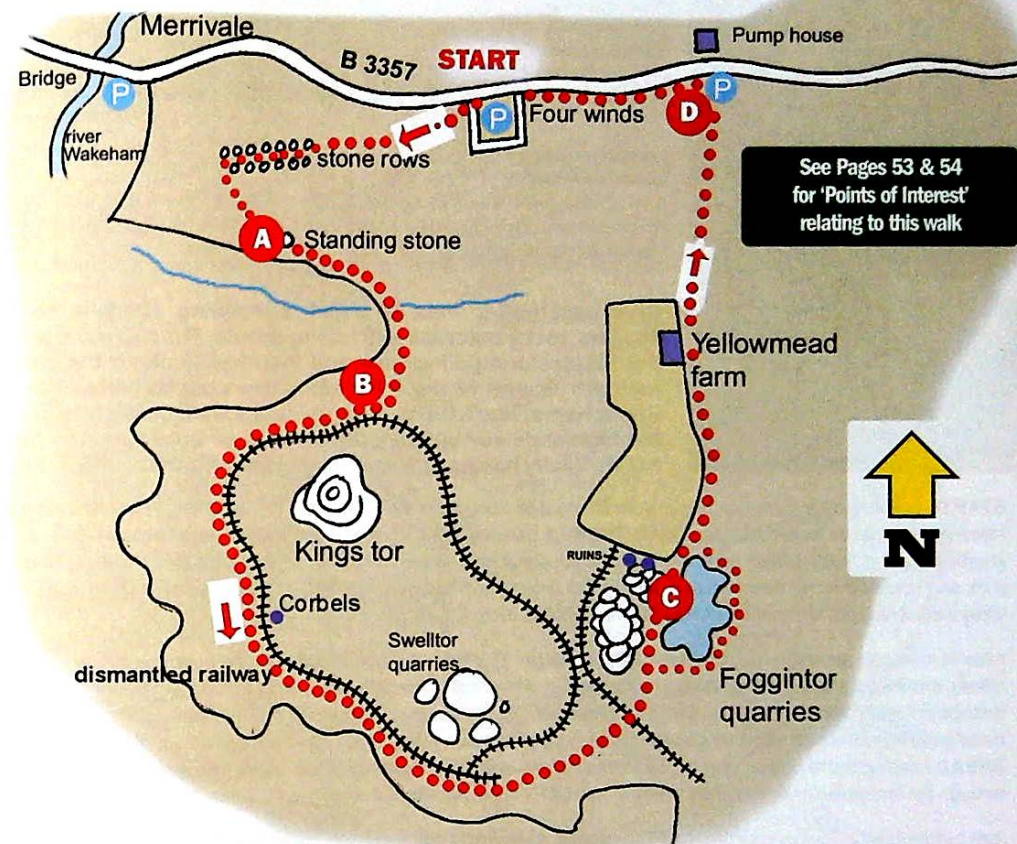
Turn **LEFT** (D) here and proceed alongside the main road for ½ mile to reach Four winds car park. There is no need to walk on the road.

ALTERNATIVE ROUTE

If you prefer to visit the Foggintor Quarry and avoid a scramble through it follow this route. After 300 yards, on reaching some large ruined mine buildings, turn **RIGHT** to enter the quarry and after 50 yards view the quarry lake.

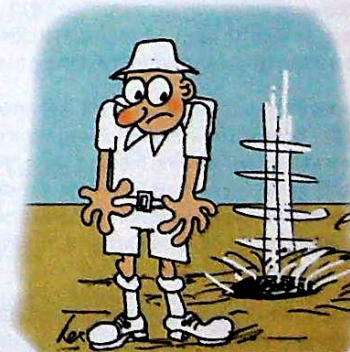
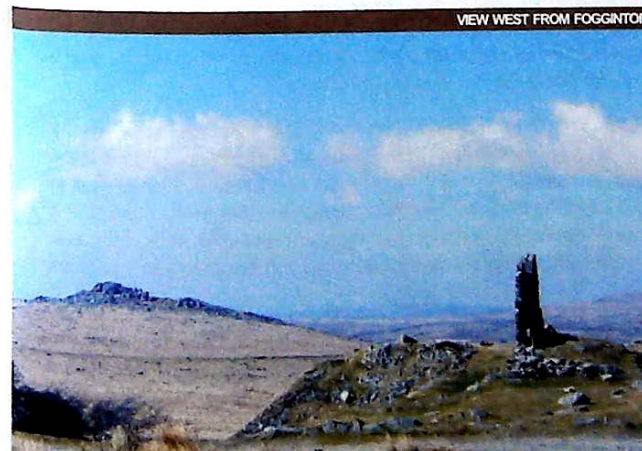
Then retrace your steps back to the entrance (C).

WALK 4. Merrivale, King's Tor & Foggintor Quarry



See Pages 53 & 54
for 'Points of Interest'
relating to this walk

VIEW WEST FROM FOGGINTOR



"This was an old mining area"

Thurlestone, Hope Cove, Galmpton and South Huish

GRID REF: 676420

GRADE: Medium

DISTANCE: 6.5 miles

DURATION: 4 hours

TOILETS: Thurlestone, Hope Cove, South Milton Sands (seasonal)

REFRESHMENTS: Thurlestone, Hope Cove, South Milton Sands (seasonal)

START FROM:

Links Road Car Park by Links Court Flats. To get to the car park pass through Thurlestone village towards the sea. Just beyond the parking area for the golf course turn first right. Beach car park is 100yds ahead.

Brief description: This is a walk containing dramatic coastal scenery, rocky outcrops and rolling downs. The route starts near the Thurlestone golf course and then heads along the coastal footpath to one of the most attractive coastal villages in the South Hams, Hope Cove. From here the walk heads inland over the farmlands surrounding the villages of Galmpton and South Huish, finally heading back to Thurlestone. Route is undulating.

START: Leave the car park heading in a southerly direction, down a tarmac lane, to pass through a waymarked gate following the coastal footpath to Hope cove. The track crosses an elevated wooden bridge over an estuary reed bed and shortly arrives at South Milton Sands (toilets and seasonal refreshment hut here). Pass South Milton National Trust car park and continue along tarmac lane. Where the lane turns sharp left, turn **RIGHT** following the sign to Hope Cove. Where the lane turns left continue **AHEAD** on the coastal footpath.

After ¾ mile you arrive on the outskirts of Outer Hope. Continue through the village (between the pub and the post office), and follow the path uphill towards Inner Hope. At the top of the path turn **LEFT (A)** following the direction sign to Galmpton 1 mile. Proceed uphill passing St. Clements Church to a road, cross over and continue uphill to a waymarked metal gate. Pass through and follow a broad grassy track between two hedges. The track comes out into a field. Continue **AHEAD** keeping the hedge on your right and pass over five fields going through five waymarked metal gates. After going through the last gate signposted Burton Farm, turn **LEFT (B)** down a broad stony track towards the village of Galmpton.

Just before Burton Farmhouse turn **LEFT** through a waymarked metal gate and bear half-left towards the left corner of the field, to reach a "redundant" stile and through a metal gate bearing half right to reach a squeeze stile. Cross over and proceed over a footbridge and another stile and continue up the field to exit between two houses. Pass through Ben Close and out to a "T" junction. Turn **LEFT (C)** and after 20 yards turn **RIGHT** up an enclosed lane. Continue uphill (ignore track on right) to reach a lane. Turn **RIGHT (D)** and then **LEFT** and head for some lock up garages. Turn **RIGHT** over a stile into a field and turn **LEFT** following the public footpath pointer across the field to a stile.

Cross over to a lane. Turn **LEFT** and after 15 yards turn **RIGHT** and proceed down the field keeping the hedge on your right. Soon you reach an enclosed track that descends to a lane at South Huish Cross. At this junction continue in the same direction following the sign "farm only". Pass by "Keeping Place" and Jarvis Farm and follow the signed track to reach some stone steps. Go over the stile and turn **LEFT** heading for the left hand corner of the field. Pass over a waymarked stile and a stone stile and stone footbridge. Keeping the hedge on your right, proceed uphill and cross a stile by a farmhouse (Holwell Farm). Turn **RIGHT** and continue up a tarmac lane for 50 yards and then turn **LEFT** to cross over a waymarked stile.

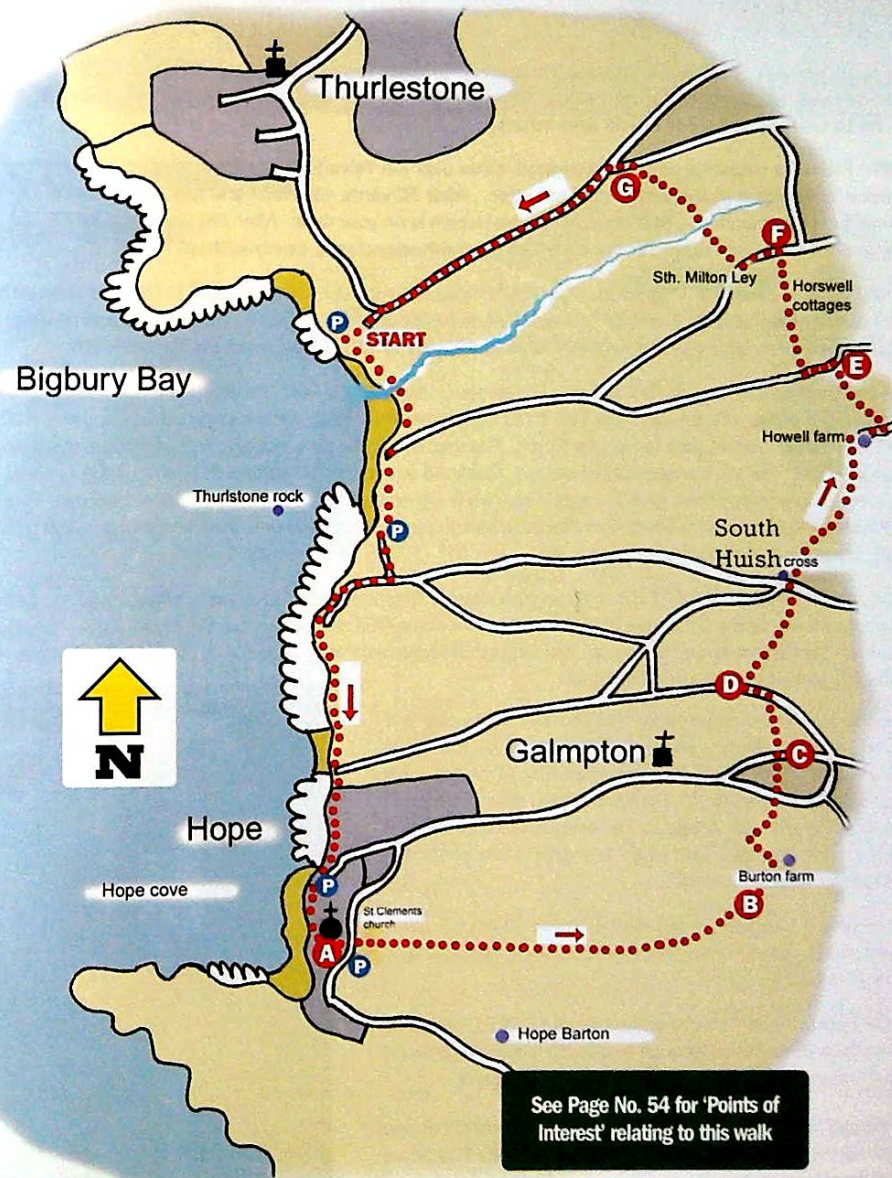
Keep to the hedge on your right and after 50 yards go over a stile by a metal gate. Now climb steeply uphill keeping to the right hand side of the field. Near the top of the hill cross over the stile and continue on up the hill keeping to the hedge on the right. Exit the field by a stile onto a broad enclosed track. Turn **LEFT (E)** and after 200 yards turn **RIGHT** over a stile and follow the public footpath sign down the field, keeping the hedge on your left.



ST. MARTIN'S CHURCH HOPE

Pass through three fields to reach a metal gate and a road by Horswell cottages. Turn **LEFT (F)** along the tarmac road and after 300 yards, just past Horswell House, turn **RIGHT** following the public footpath sign by the side of a wood. Continue over a stile and down a field, over a squeeze stile, to pass through South Milton Ley nature reserve. Continue ahead past a treatment works and along a tarmac road to reach a "T" junction (G). Turn **LEFT** and walk along the road for ¼ mile. Just past the house "Sea horses" turn **LEFT** down a lane, to return to the Links car park.

WALK 5. Thurlestone, Hope Cove, Galmpton



Cornwood / Corntown / Hanger Down

GRID REF: 606598

GRADE: Medium

DISTANCE: 5 miles

DURATION: 2½ hours

TOILETS: Cornwood

REFRESHMENTS: Cornwood Inn

START FROM:

The village of Cornwood (parking in side roads)

Brief description: This walk travels along the quiet lanes around Cornwood and then heads up on to the moors to Hanger Down. After skirting the moor the track descends into the valley and returns to Cornwood over fields and lanes.

START: From the memorial cross in Cornwood, cross over the Yelverton / Lee Moor road and pass to the right of the Cornwood Inn along the signposted road to Luton. After 50 yards, take left hand fork signposted to parish church. Continue past the church (St. Michael & All Angels) which is on your right. After 100 yards turn **LEFT** and after a few yards, where the lane bends left, continue **AHEAD (A)** down an enclosed, tree lined, track.

After 400 yards you reach a "T" junction. Turn **RIGHT** (passing a stile on the left marked 1976). Continue on broad track for 100 yards to reach a lane. Turn **LEFT** passing Slade Mill cottage (note: just beyond the cottage on the right, a sunken well, with steps running down to the water). Continue for another 300 yards to reach the main road (**B**).

Cross over and proceed up the hill passing Coriander Cottage on the left. Shortly, you pass Moor farm on the right. Continue uphill and at a "T" junction turn **LEFT, (C)** signposted Hall cross. Pass Hanger cottage and after 100 yards turn **RIGHT** on to a permissive path to Hanger Down. Proceed through a gate and continue uphill between boulders with a wall on the right. The track eventually levels out. Continue ahead for 200 yards and then the track turns sharp left, to climb steeply up a grassy track for 150 yards to reach a finger post. Go through the gate or over the stile. From this point bear **HALF-RIGHT** and head South-East towards a large group of tall trees on the higher ground ahead (Hanger Down clump). Head for the left edge of the trees.

On reaching the trees turn **LEFT (D)** to cross over Hanger Down, heading North towards another large group of trees. As you move towards the right edge of the trees, look for some blue marker posts in the ground and follow these for 400 yards down the hill to reach a metal gate. Go through the gate and continue **AHEAD**, still following the marker posts for another 400 yards to reach a tree lined lane.

Follow this lane to a road junction (Hall Cross). Cross over and continue **AHEAD** along a wide, enclosed track for ½ mile to reach a gate. Turn **LEFT (E)** and after 200 yards the track changes into a tarmac lane. Continue ahead downhill for 500 yards, bearing left after a sign to Yadsworthy farm, to reach a junction by Torr House. Turn **LEFT** and after a few yards turn **RIGHT** signposted Cornwood.

Pass Wisdome Farm on the left. At the bottom of the hill, cross Vicarage Bridge over the river Yealm and continue along the lane as it bears left uphill.

After 300 yards, near the brow of the hill, turn **LEFT (F)** to climb steps in the wall and pass through a gate signposted Cornwood School ½ mile. Proceed along this track to reach a gate.

Turn **RIGHT** along an enclosed track to reach the school and village hall on the right. At the "T" junction turn **LEFT** to arrive back at the village cross.

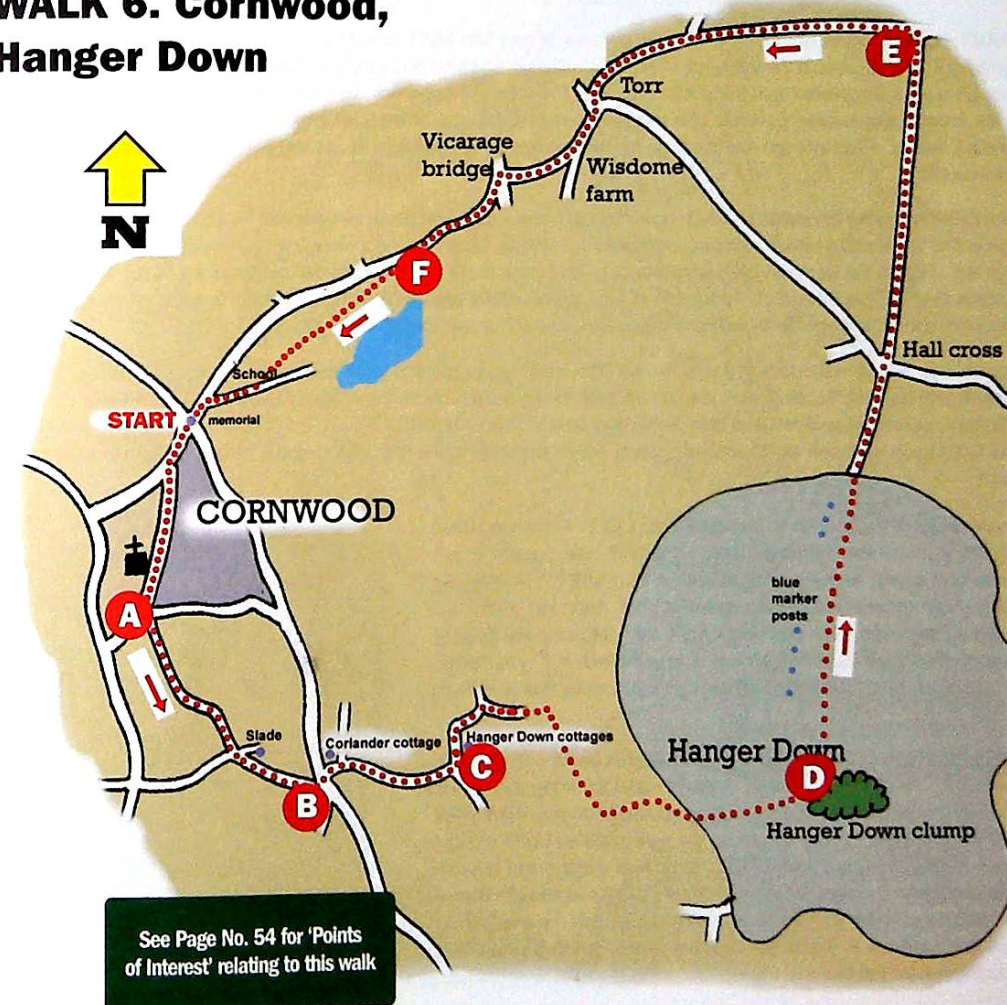


CORNWOOD 1976 STILE



CORNWOOD CHURCH

WALK 6. Cornwood, Hanger Down



Down Thomas, Bovisand, Heybrook Bay

GRID REF: 503501

GRADE: Medium

DISTANCE: 6 miles

DURATION: 3 hours

TOILETS: Bovisand

REFRESHMENTS: Down Thomas, Bovisand

START FROM:

Manor Bourne Road, Down Thomas

Brief description: This walk incorporates great views over Plymouth Sound and the Plymouth Breakwater, as well as a sight of the Mew Stone at Wembury. The route covers country lanes, field paths, a sunken lane and coastal paths. It is a fairly easy walk with one steep bit up concrete steps at Heybrook Bay. This is a varied walk with plenty to enjoy.

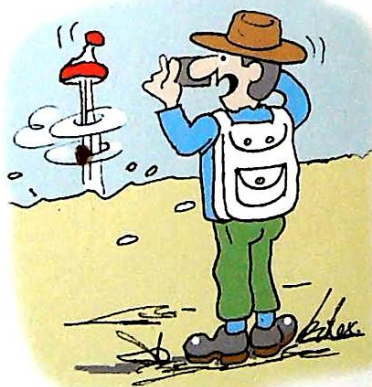
START: Leave Manor Bourne Road by the post office and turn **LEFT** to walk along the main road heading towards Plymstock. Continue past the junction at Paige's Corner and after 300 yards turn **LEFT** to cross over a lay-by and go through a gate signposted Bovisand 1½ miles (A). Proceed along the field keeping the fence on your left. After 200 yards, cross a waymarked concrete stile and continue **AHEAD** on a broad track between two fields, to reach a kissing gate in a hedge. Pass through and continue for 100 yards to go through another kissing gate and drop down some steps to a lane (B).

Turn **LEFT** following the public footpath sign through a metal gate and down an enclosed rough track (Bovisand Lane). Follow this track with a stream running alongside, for ¼ mile. Just beyond a stone wall you reach Bovisand Lodge on your left. Follow the signpost indicating "beach". This track drops down beside the caravan park on the left and soon reaches the beach at Bovisand. Turn **LEFT** (C) to join the coastal path. Follow this path uphill through a kissing gate and then on to a road, through Bovisand Park (a private chalet estate, with toilets and cafe).

Continue on this tarmac road for about ½ mile. The road bears right and where the tarmac ends turn **LEFT** to join the coastal path heading South. Follow the coastal path for one mile to reach the village of Heybrook Bay. Initially you pass sea front houses on your left and then arrive at a tarmac road (Heybrook Drive). Turn **RIGHT** and after 25 yards turn **LEFT** (D) to go up some steep concrete steps, with a handrail, to the left of La Oratava house, signposted Wembury Point.

Continue uphill and at a fence the track turns **LEFT**. Continue ahead for 300 yards where the track bears off **RIGHT** with a green mesh fence on the left. At the end of the fence turn **LEFT**, following the public footpath sign along the edge of a field. After 400 yards you reach an enclosed track that bears right, then left, then right again. Keep to this broad track and after ½ mile you reach a "T" junction by Princes Cottages. Turn **LEFT** (E) and proceed along this lane for ¼ mile.

At Gabber Head turn **LEFT** along a lane (Gabber Lane) and after 300 yards turn **RIGHT** (F) through a metal gate following the public bridleway sign. Cross the field, keeping the hedge on your right. After 200 yards exit the field by a gate on the right and turn **LEFT** along a lane. After 100 yards, turn **LEFT** (G) to go over a stone and wooden stile and follow the sign to Down Thomas. Continue straight across the field heading for a stile 150 yards ahead. Cross the waymarked stile and continue in the same direction (west) passing some farm buildings on the left (Gabber Farm).



"If you step back a bit
I can get you in the frame"

The track drops down to reach a stiled and gated footbridge. Cross over and proceed uphill over a sheep squeeze stile and continue ahead, over another stile and through two kissing gates, to reach the village of Down Thomas (H). Turn **RIGHT** along the main road. Shortly, you pass the Mussel Inn and after 200 yards you arrive back at your starting point, Manor Bourne Road on your left.



GEESSE, BOVISAND

WALK 7. Down Thomas, Bovisand, Heybrook Bay



See Page No. 55 for 'Points of Interest' relating to this walk

Cox Tor, Great Staple Tor, Vixen Tor, Pew Tor and Whitchurch Common

GRID REF: 531751

GRADE: Medium

DISTANCE: 7 miles

DURATION: 4 hours

TOILETS: None

REFRESHMENTS: None

START FROM:

Pork Hill car park. Car park is on the right 3 miles beyond Tavistock on the B3357 Princetown Road

Brief description: This is a panoramic tour of the Tors around the Walkham Valley. The walk begins by tracking around Cox Tor, then drops down to Merrivale Quarry. It then passes the spectacular Vixen Tor before crossing over Pew Tor and on to the aptly named Windy Cross. The route returns over Whitchurch Common. The walk has great views but a compass and an Ordnance Survey map should be carried irrespective of the weather conditions.

START: Leave the car park and cross the B3357 heading North towards the imposing Cox Tor. After only 30 yards, bear diagonally **LEFT** heading North West towards the prominent Brent Tor, in the far distance. The track flanks the west side of Cox Tor. After ¼ mile turn **RIGHT** to join a narrow tarmac road heading North. Follow this road for ¼ mile and where a wall converges from the left, turn **HALF-RIGHT** marked public bridleway / blue sign (South/East) (A) and head towards Roos Tor (flag pole on top). The route follows a grassy track, which proceeds uphill, veering to the South East. After ½ mile you reach a wide pass between Gt. Staple Tor on the left (recognised by two tall pillars) and Middle Staple Tor on the right. Cross over the pass and head downhill in a South Easterly direction, aiming just to the right of the transmitter mast on the horizon. The main road can be seen ahead.

The track is indistinct at this point so head towards the right hand side of Merrivale quarry, located near the road. On reaching the Quarry bear off **RIGHT**, keeping the quarry buildings on your left. Shortly you will reach the main road by the quarry entrance. Cross the road by the waymarked post and proceed **HALF-RIGHT** (South West), keeping a wall and Leat on your left. After 300 yards turn **LEFT** (B) cross over the leat by a granite footbridge and head directly for Vixen Tor, keeping to the wall on the left.

Drop down into the valley, passing Vixen Tor on the left. Go through some boulders, to reach a stream. Cross the stream at a convenient spot and then proceed up the hill on the other side, still keeping the wall on the left and passing an old boundary stone marked WB.

Continue **AHEAD** passing Heckwood Tor on the right (see dressed quarry stone on the right side of track). Just past another boundary stone marked SSP (Sampford Spiney Parish) and where the wall turns left, strike off diagonally **RIGHT** heading for Pew Tor (C). At the top of the Tor continue over in a westerly direction and follow the grassy path downhill. The track bears left and at the bottom of the hill go through some gorse bushes to reach a leat. Cross the leat to a tarmac road (almost opposite Oakley Cottage) and turn **RIGHT** (D).

Continue along the road for ½ mile, passing Furze Cottage on the right, to reach Moortown farm. Where the road bends sharp left, turn **RIGHT** (E), following a path uphill, parallel with the wall on your left. Where the wall turns away to the left continue **AHEAD**,

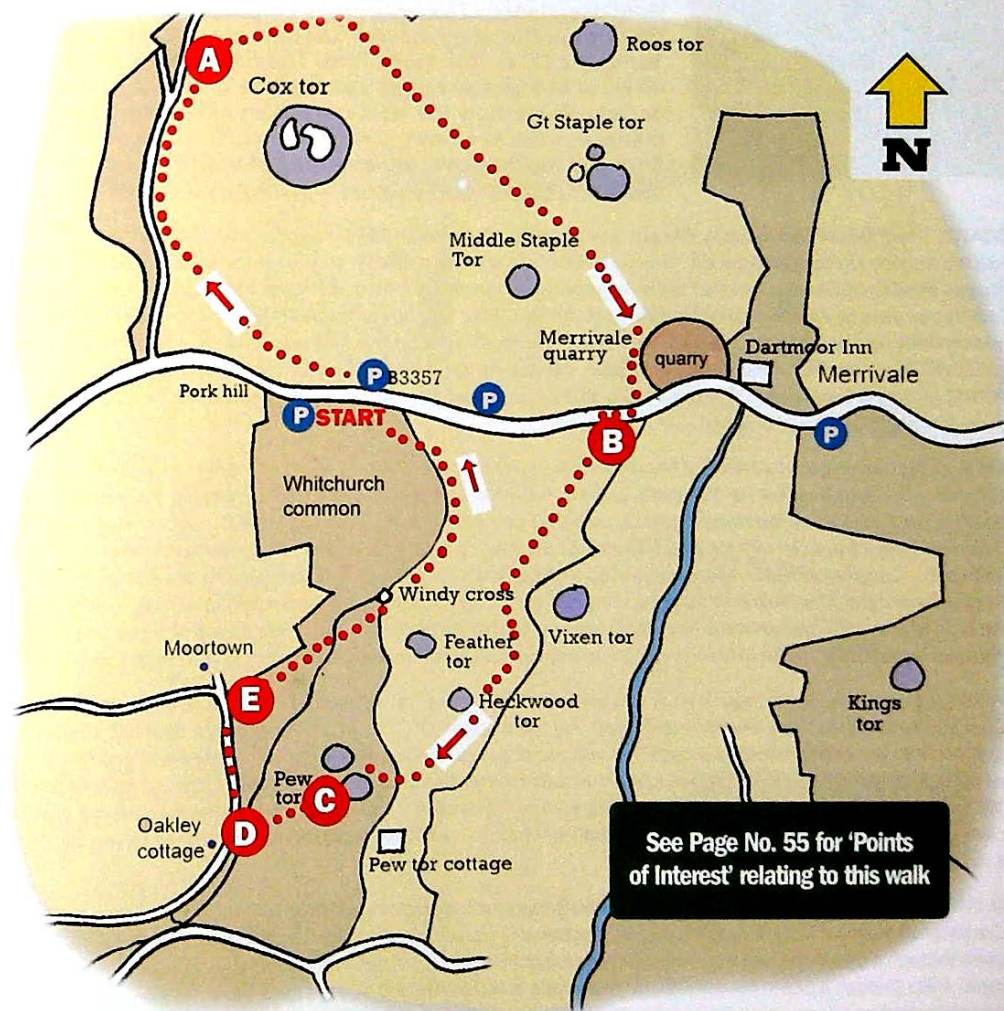


Don't attempt the moor walks in poor conditions, unless you have a map, a compass and suitable clothing and boots.



bearing slightly **RIGHT** in a North Easterly direction. After 300 yards you reach a leat and follow this to reach Windy Post Cross. Proceed along by the leat, keeping it on your right in a NE direction and then North as it tracks around the Eastern edge of Whitchurch Common. Where the leat bears off right through a tunnel, under the road, continue **AHEAD** until the track converges with the B3357 road. After 400 yards you arrive back at the car park.

WALK 8. Cox Tor, Gt. Staple Tor, Vixen Tor



See Page No. 55 for 'Points of Interest' relating to this walk

Burrator, Down Tor, Combshead and the Stone Row

GRID REF: 569690

GRADE: Medium

DISTANCE: 6 miles

DURATION: 3 hours

TOILETS: Burrator Lodge

REFRESHMENTS: None

START FROM:

The Arboretum car park (which can be found by heading south for 500yds beyond Norsworthy Bridge). The car park is on the left. This car park may not be named but is recognised by being divided in half by a grass bank. (Norsworthy Bridge is 1½ miles from the Burrator Dam).

Brief description: This walk passes through some plantations on the edge of Burrator reservoir and then heads East, around Down Tor to the Down Tor Stone Row. The route provides some great views of Burrator as well as a vista of the local tors. On leaving the ancient Stone Row the walk passes an old potato cave and the distinctive Cuckoo Rock, finally passing the ruins of Combshead farm and heading over Sheeps Tor and back to the reservoir. For direction purposes, a compass is necessary on this walk.

START: From the car park leave by the rear gate and after 10 yards turn **LEFT** along the track. Follow this track until you reach a wooden footbridge on the left. Don't cross the bridge but turn **RIGHT**, keeping the brook on your left and proceed along a wooden causeway. Bear left at the next causeway junction and then **LEFT** over a footbridge crossing the brook. Shortly you pass by an observation pond/area on the left. After only 50 yards turn **RIGHT**, to cross over a wooden stile and continue up a rough track. The track meanders through a plantation, waymarked with red bird symbols and after 400 yards you reach another wooden stile by a gate. Cross over and turn **LEFT** along a broad track. After 350 yards turn **RIGHT** (just by a finger board on the left) up a steep, rough track between trees and walls either side, heading toward Snapper Tor about 150 yards ahead.

On reaching the tor, pass to the left of it and head north-west towards the twin peaks of Leather Tor and Sharpitor in the distance. Proceed downhill for 100 yards and just before a wall, take the **RIGHT** fork keeping the wall on your left, heading north (ahead, on the horizon, you can see the transmitter mast). Continue **AHEAD** in a north-east direction for 500 yards keeping parallel with the wall on your left. Shortly you pass through three separate gaps in the walls crossing your path. Continue **AHEAD**, bearing right and skirting Down Tor on your right and passing two prominent hawthorn trees on your right. The track is indistinct at this point, but continues in an easterly direction for ¾ mile, heading towards the brow of the far hill (**please note:** head for the brow of the hill beyond Down Tor). Near the top of the hill, the track forks right (south-east) and you soon reach the stone row known as Down Tor Stone Row (although it's not on Down Tor) (A).

From the stone circle by the Row head South, towards Combshead Tor. After 300 yards pass through a gap in the wall. Continue **AHEAD** following the track that takes you to the top of the Tor. From the top head downhill, in a southerly direction into the valley, following a track that weaves between large boulders. Just by a stone wall you reach a path junction. Turn **RIGHT**, South-West, and follow the clear track that bends right to head West. Continue downhill and after 150 yards pass through a granite gateway shortly followed by another. Just to the right, beyond the gateway, is a potato cave and on the left a track runs down to reach Narrator Brook. Turn **RIGHT**, (B) keeping the stream on you left, passing a stone footbridge.

At this point bear off diagonally **RIGHT** (North-West) away from the stream and pass by a ruined farmstead on the right. Continue on the clear track through two granite gateways, passing Cuckoo Rock on the right. Follow the track slightly uphill through a gap in the wall and turn **LEFT**, keeping the wall on your left to reach a boggy area, still heading North-west. Pass through a gap in the wall by a large tree and continue **AHEAD** through three more gateways, passing by the ruin of Combshead Farm. Immediately after the farm, turn **LEFT** (C) following the sign post to Sheepstor Common.



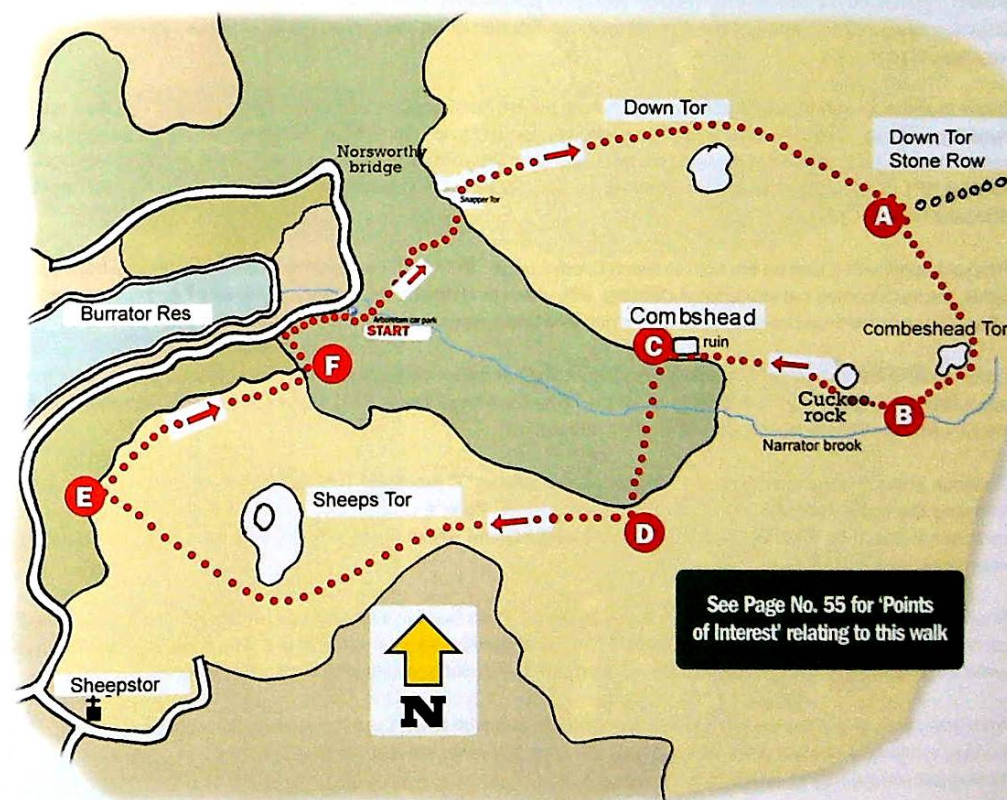
DOWN TOR STONE ROW

Follow the clear track over a stone footbridge. There are several access stiles here but ignore them all and keep to the main track and proceed uphill, with a wire fence on the right. At the top of the hill, just past the end of the fence, turn **RIGHT**, over a stream (West) (D), keeping the wall on your right. Continue ahead for 400 yards passing a granite marker post, then bear diagonally **LEFT**, uphill, towards Sheepstor. Take the track that passes to the left of a granite marker post. Continue **AHEAD** to pass to the left of Sheeps Tor, heading south.

You soon reach a point where you can see Burrator Reservoir ahead. The track (which is indistinct at times) continues West to traverse the flank of the Tor. After about ½ mile, at the beginning of some woods, there is a gate in the wall on your left (grid ref.

560681). A waymarked post indicates a brideway heading **RIGHT** alongside the wall. Follow this wall (E), keeping it on your left and follow it for 300 yards to pass between two waymarked wooden posts. Continue **AHEAD**, following a clear track with a wall on your left. After ½ mile bear off right at a signpost indicating "public bridlepath Sheepstor". After just 50 yards turn **LEFT** over a stile (F), then after 25 yards **RIGHT** over another stile. Continue along the track and turn **LEFT** at a large rock by the track. Continue on this track through the trees as it bears right to run parallel with the road. After 200 yards, you reach the Arboretum car park.

WALK 9. Burrator, Down Tor & Stone Row



Noss Mayo, Stoke coastal

GRID REF: 557466

GRADE: Medium

DISTANCE: 5 miles

DURATION: 3 hours

TOILETS: Noss Mayo

REFRESHMENTS: Noss Mayo

START FROM:

The National Trust car park. Noss Mayo. To reach the car park, take the road to Noss Mayo. At the church bear left into Stoke Road. Continue past Rowden Court converted barn complex and turn right at Stoke Cross crossroads. The car park is just under ½ mile on the left.

Brief description: This is a combination of lanes, fields and coastal paths with great views of the estuary, coast and Noss Mayo. There are some steep bits on the route but these are short and will present no difficulty. The area on a lane by Great Prideaux Farm can become flooded after prolonged rain.

START: Leave the car park and turn **RIGHT** along the tarmac lane. After about ½ a mile, at Stoke Cross, turn **LEFT (A)**. Continue along this lane and just before you reach the Rowden Court complex turn **RIGHT (B)** to cross over a stile with a waymarked post.

Cross the field diagonally **LEFT** to reach a stile near the left hand corner of the field. Cross it and go over the next field heading downhill. Cross another stile in a hedge, into another field. Continue downhill to reach a stile located by some trees. Descend on the tree lined, enclosed, track and after 300 yards emerge on to a tarmac lane by some houses. Bear **HALF-LEFT** to reach the main road to Noss Mayo. Turn **RIGHT** at the junction and after 50 yards turn **RIGHT** alongside Bridgend House (C).

Proceed uphill with a wall on the right to reach Creek Lodge. Turn **LEFT** up a narrow tree lined track. After 300 yards uphill, the track comes out into a small clearing, with views overlooking the estuary. Bear **LEFT** here up a broad track. After 400 yards the broad track becomes a tarmac lane and passes Great Prideaux Farm on the left.

Continue **AHEAD** to reach a "T" junction (D). Turn **RIGHT** and after 400 yards, at Tea House junction, cross over the stile opposite. Head slightly to the **RIGHT** towards the ruined building (Beacon Hill) on the coast ahead. Go over the stile by the ruin and turn **RIGHT (E)** to join the broad coastal path.

Continue along this track for approx 1 mile to reach a tarmac "T" junction. Turn **LEFT** into Revelstoke Caravan Park, following the public footpath sign to Stoke Beach and St. Peter's Church. Proceed downhill along a lane between caravans to reach St. Peter's Church. Continue **AHEAD** and where the lane forks, take the **LEFT** fork following the waymarked sign.

Shortly the lane becomes a track through a wooded area. Pass through a kissing gate to join the coastal path. After 300 yards, where the track divides, take the **RIGHT** fork uphill past the waymarked post (F). The track rises steeply to join a wider track, which is part of Revelstoke Drive. Turn **LEFT** and continue along this wide, grassy track.

After 300 yards where the track starts to turn to the left, strike off **RIGHT** uphill, following the waymarked post (with the parking symbol). The track goes steeply uphill and after 300 yards it levels out. After a further 300 yards, pass through a kissing gate on the **RIGHT**, to return to the car park.

10

ST. PETER'S CHURCH, STOKES

WALK 10. Stoke Coastal

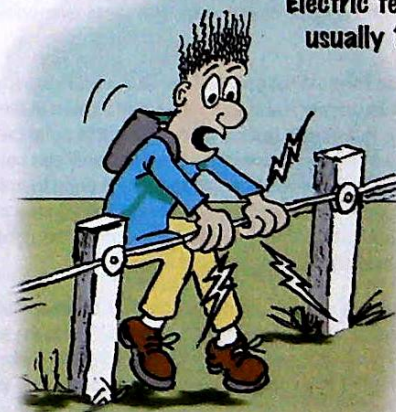


See Page No. 56 for 'Points of Interest' relating to this walk

A ROBIN RESTS NEAR STOKES



Electric fences are usually 12 volt!



Giant's Basin and Eylesbarrow tin mine

GRID REF: 578673

GRADE: Medium

DISTANCE: 6 miles

DURATION: 3-4 hours

TOILETS: None

REFRESHMENTS: None

START FROM:

The start is situated at the end of a narrow lane by a scout building. From Cadover Bridge follow signs for Sheepstor then turn right at the sign "Nattor ¼ mile", on a no-through road. Park in the small car park near the conifer plantation. (3½ miles from Cadover)

Brief description: This is a fascinating walk over open moorland following miner's tracks and visiting ancient archaeological sites. The industrial history of the area is very evident and some old farms also give a glimpse of a thriving past. A map and compass are important over the exposed moorland, particularly in poor conditions.

START: From the small parking area, head East over a shallow stream, towards a large stand of fir trees. On reaching the trees turn **RIGHT** through a gate, passing in front of the scout building. Leave the scout compound by another gate at the far end to cross a small stream and continue straight ahead, following an indistinct grassy track (Edward's Path), (Gutter Tor is on the right) which after 400 yards passes to the right of Eastern Tor on your left. After ¾ mile you reach Ditsworthy Warren House (A). From the back of the house head East along a fairly broad track.

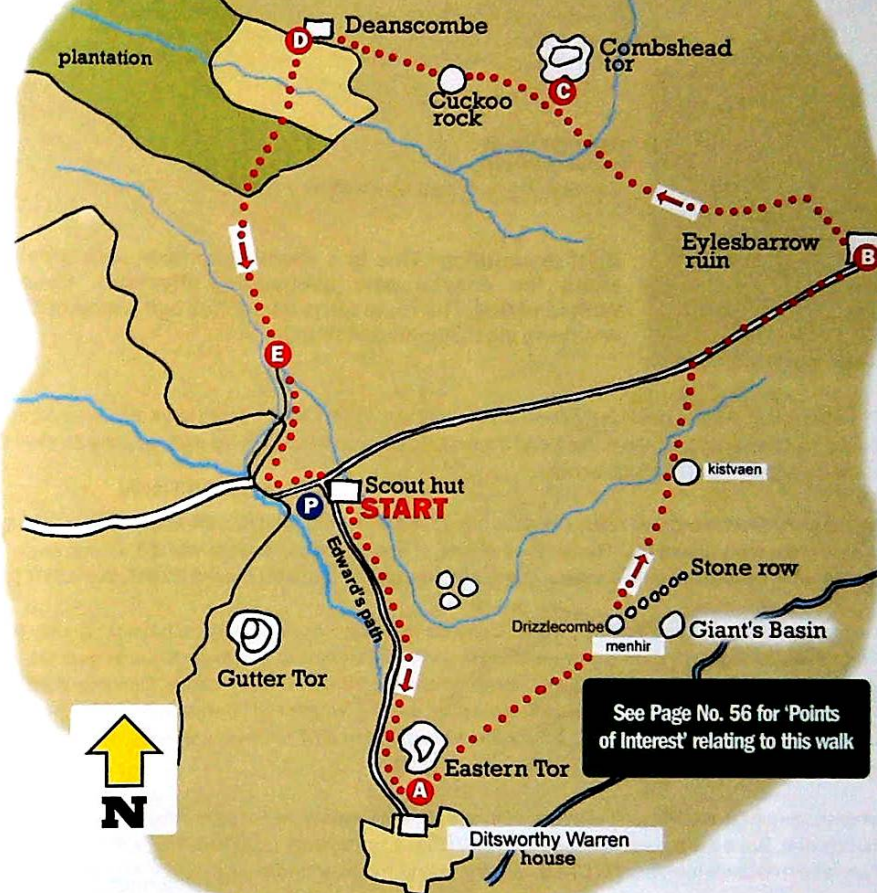
After 500 yards cross a stream and continue **AHEAD**, North-East, looking out for some standing stones and a stone row about ½ mile ahead. On reaching the second tall stone in the stone row (Drizzlecombe), look to the right to see a large mound with a hollow in the top known as the Giant's Basin. From this position bear off **HALF-LEFT** (North) making for a stone "marker" about 250 yards away. The marker is in fact the cap stone of a Kistvaen (burial chamber) and is standing almost upright on one edge. It measures about 5ft by 3ft. From this point continue north for 200 yards to drop down a bank and cross a stream to reach a track on the other side of the bank. Turn **RIGHT** along this track following it in a North Easterly direction for 1 mile to the ruins of Eylesbarrow Mine.

At the mine ruins, identified by two upright gate pillars on your left; (see points of interest on page 56), turn **LEFT (B)** and proceed in a North Westerly direction for 300 yards over open ground, with no track; to reach a boundary stone marked PCWW 1917.

At this point head North-West downhill, for about 600 yards, aiming for Combshead Tor in front of you, passing through bracken and rocks, to reach a marshy area and stream at the bottom of the valley. Cross the stream and head uphill to the top of the tor, following a grassy path. From this point can be seen Burrator and Sheepstor to the West (C). Leave the tor on a track that heads downhill to the West until you see the conical shaped Cuckoo Rock. At the rock pass to the right of it and proceed downhill over steep rocky ground to reach a grass track. When the track levels out bear **RIGHT** to walk round a boggy area, crossing a stone wall alongside a large oak tree, and continue **AHEAD** through two stone gateways to reach the ruins of Combshead Farm on the right. Just past the farm turn **LEFT (D)** to follow a signposted route marked "Public Bridleway Sheepstor Common".

After 200 yards cross a small granite bridge over a stream and continue through a wooded area to a track that weaves steeply uphill (ignore a stile on the right). After 300 yards the track goes through a gap in a broken wall and on to the open moorland (E). Turn **LEFT** and after 50 yards turn **RIGHT** alongside a grass covered wall heading for a large stand of fir trees ¼ mile away. Follow the broad grassy track directly to the trees. On reaching a leat by the trees turn **RIGHT**, crossing the leat and passing the scout building on the left, to arrive back at the car park.

WALK 11. Giant's Basin & Eylesbarrow



"Doesn't look like a Giant's Basin to me!"

"Of course, the beast of Dartmoor is a myth!"



Cawsand, Rame Head, Whitsand Bay Circular

GRID REF: 432502

GRADE: Medium

DISTANCE: 7½ miles

DURATION: 4½ hours

TOILETS: Cawsand & Rame Head car parks

REFRESHMENTS: Cawsand

START FROM:

Cawsand main car park, Cornwall

Brief description: This is a spectacular walk with great views along the coastal path overlooking Plymouth Sound and Whitsand Bay. The route turns inland through pleasant farmland returning via the hamlet of Wiggle.

START: From the car park head down to the town square and turn **RIGHT** by the Cross Keys Inn. After 30 yards turn **LEFT**, following the coastal path signed Rame Head 3 miles. Proceed uphill through the trees passing Bayfield Cottage on the right and continue **AHEAD** through woods.

After ½ mile, the path meets a metalled road. Continue ahead and after a further ½ mile the road emerges from the trees providing a view of the route ahead (**A**). Rame Head with the chapel on top can be seen about 1½ miles away. Aim for Rame Head, following the clearly marked coastal route. At Rame the coastal path bears off **RIGHT**, then **LEFT** (**B**).

Follow the signpost indicating Whitsand Bay 3 miles. Continue following the undulating coastal track. Shortly you reach Polhawn Fort. Pass through two kissing gates and down some steps to reach a wide track. Cross over the track and continue down some more steps, past Polhawn cottage, to emerge by Monk Rock Cottage. Continue **AHEAD** for 20 yards to a kissing gate on the left. Follow this path for ½ mile, passing Wiggle Hut (a white building) on the right. After 400 yards the path bears **RIGHT** up to a road. Just before the road, turn **LEFT** following a signpost direction to Whitsand Bay 1¼ miles.

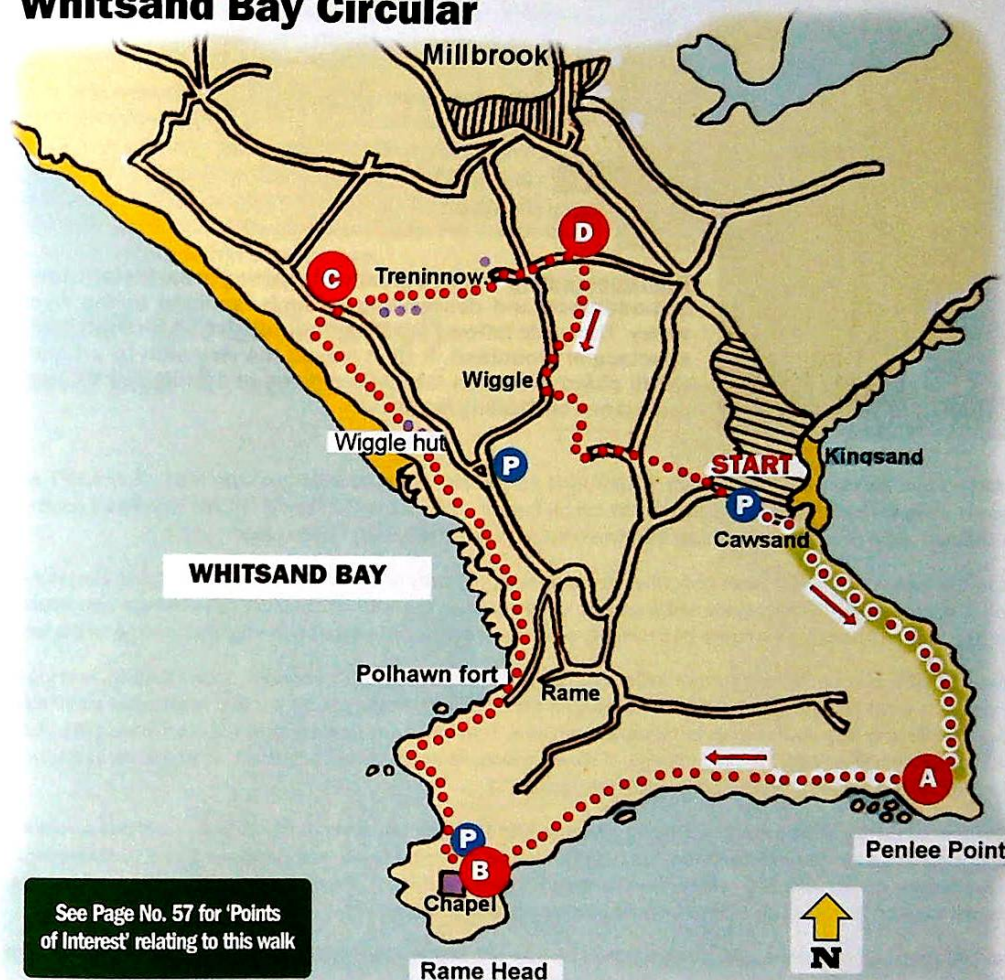
Continue ahead passing Donhill Hut (on the left) and several coastal footpath waymarkers. After ½ mile, at a waymarked sign by a bench seat, leave the coastal path and turn **RIGHT** up a zigzag track uphill to the road. On reaching the road turn **LEFT** and after 100 yards turn **RIGHT** (**C**) following the sign to Treninnow ½ mile.

Proceed along the concrete path passing three old garage structures and on past some farm buildings (Treninnow) until you reach a crossroads. Go straight ahead and after 100 yards turn **RIGHT** (**D**) to follow the public footpath (Gold Pass).

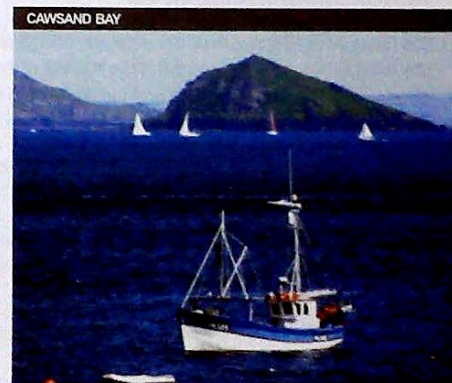
After 50 yards go over a stile and follow the track across a field to a ladder stile into the next field. At a five barred gate pass through and turn **LEFT**. After 200 yards go past New Wiggle House and after a further 20 yards turn **LEFT** at a signpost on the left which takes you past Wiggle Old Farm (AD 1500). The track continues past an old pillbox, across a field and on through a kissing gate to follow an enclosed track downhill (the spire of Rame Church can be seen clearly on the hill ahead). Shortly you join a wide track by Wringford Down Farm.

Continue **AHEAD**, past a pond on the right, and pass through a waymarked kissing gate. Proceed downhill across a field to a waymarked stile. Cross over and take the **RIGHT** arrowed route downhill. On reaching the road turn **RIGHT** and, after 150 yards, the car park is on the left.

WALK 12. Cawsand, Rame Head, Whitsand Bay Circular



See Page No. 57 for 'Points of Interest' relating to this walk



Loddiswell and the Avon Valley

GRID REF: 720487

GRADE: Medium

DISTANCE: 6 miles

DURATION: 3½ hours

TOILETS: Loddiswell car park

REFRESHMENTS: Loddiswell & Avon Garden centre

START FROM:

Public car park in Loddiswell

Brief description: This is a great walk starting in the historic town of Loddiswell and descending through farmland to the Avon valley. The route follows the River Avon upstream through some spectacular woodland. It then leaves the riverside to proceed uphill along a sunken lane and returns to Loddiswell through quiet lanes and rolling farmland.

START: From the car park entrance turn **RIGHT**, and then **RIGHT** again, to reach the main road. Turn **LEFT** and proceed down the road, passing the Loddiswell Inn on the left. Where the road bends left into New Road continue **AHEAD** and, at the next left bend just past the primary school, turn **RIGHT** along "Towns Lane".

Follow this lane uphill for 300 yards and, where it bends right, (A) carry on **AHEAD** over a stile by Higher Greystones Farm. Continue **AHEAD**, keeping the hedge on your left; proceed across fields and over two stiles. After a third 'double' stile, head downhill, keeping the hedge on your right, and go over another stile in the bottom right hand corner of the field.

Turn **LEFT** and continue diagonally down, in the direction of the church tower on the horizon, across the field, keeping to the right of a wired off area in the middle of the field. In the bottom right hand corner, locate a waymarked stone stile. Cross the stile and drop down into an enclosed sunken lane. Turn **LEFT** and descend until you reach a road (B). Turn **LEFT** to cross the River Avon by Hatch Bridge. Follow the lane, keeping the river on the left. After 350 yards and, just before the second turning on the right, turn **LEFT** over a stile (C).

Follow the path, which skirts some boggy ground, bearing **LEFT** to cross over a wooden footbridge. Continue across the field to the river's edge and walk upstream, keeping the river on your left, to reach and cross over a stile. Still keeping to the river's edge, continue for 300 yards to reach a stone bridge (New Bridge). Go up the steps, cross the road and drop down the steps on the other side. Continue to follow the track alongside the river.

After 200 yards, cross a stone stile to reach a road by New Mill Bridge. Bear **RIGHT** to reach the road and then turn **LEFT**, not over the bridge but to follow the road alongside the river for ½ mile, passing Lower Rake Farm on the right and Avon Mill Garden Centre on the left.

Continue **AHEAD** to pass under a railway bridge and after 200 yards you reach the former Loddiswell Railway Station on the left (D). Cross over the stile to the **RIGHT** of the station building and continue along an enclosed track for 200 yards. Cross over a stile on the **LEFT** and turn **RIGHT** to follow the disused rail track that runs alongside the river. Continue on this track for ¾ mile to reach a stone bridge, on the left, crossing the river.

Cross the bridge and immediately turn **LEFT** (E) down some steps. After 20 yards, on reaching a footpath junction, take the **RIGHT** fork to follow a tree lined track uphill. This track becomes a sunken lane and continues uphill over a ridge.

After ½ mile, turn **LEFT** (F), to cross over a wooden ladder stile and enter a field. Proceed uphill, keeping the hedge on your right. At the top of the field pass through a gate and turn **RIGHT** and head towards the right hand side of Ham Farm ahead of you.

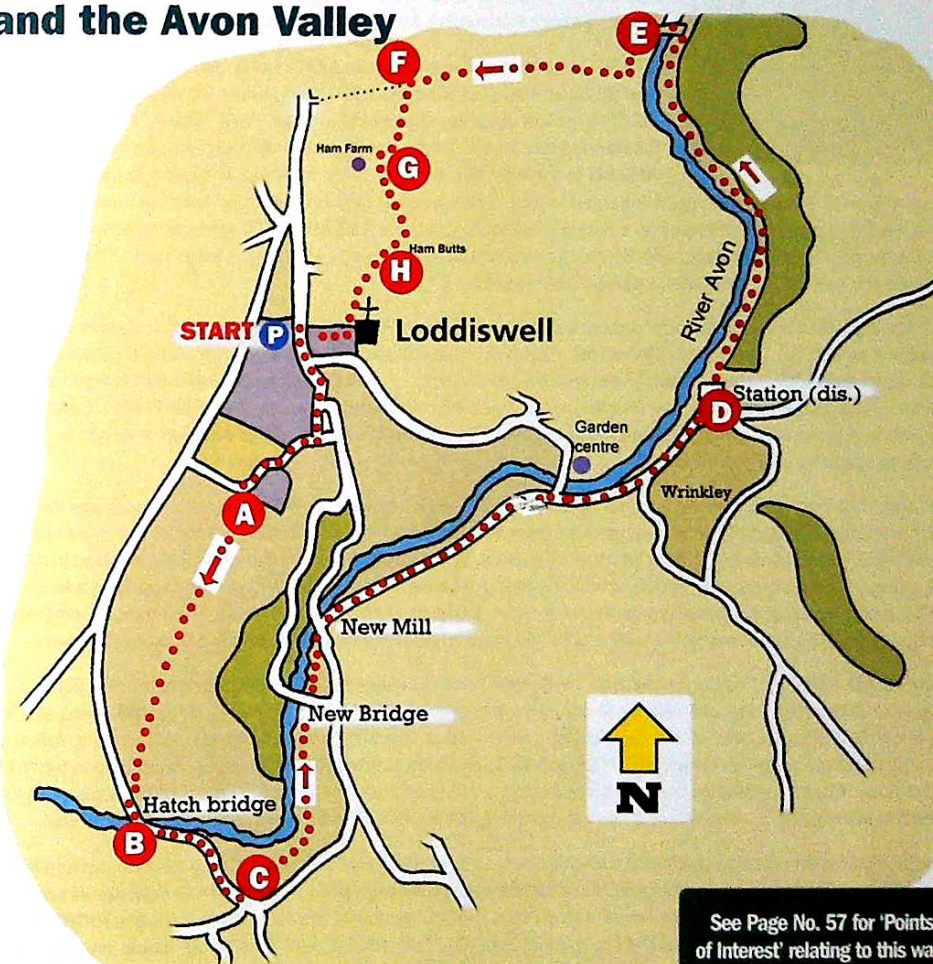
Just before reaching the farm house turn **LEFT** (G) down a rough track and cross over a small stream just beyond the farm buildings. Head for the right hand corner of the field. Pass through a narrow, enclosed track which crosses over a wooden bridge and stile.

Turn **LEFT**, uphill along a grassy track passing some greenhouses on the left. After 50 yards cross over a ladder stile and turn **LEFT** up a wide grassy farm track. After 150 yards pass through a gate and turn **RIGHT** to reach a tarmac lane. Turn **LEFT** and at a "T" junction turn **RIGHT** (Ham Butts Cross) (H). Shortly you will see Loddiswell Church tower ahead. Continue past the Church and post office and turn **RIGHT** to the car park.



NEW MILL BRIDGE, LODDISWELL

WALK 13. Loddiswell and the Avon Valley



See Page No. 57 for 'Points of Interest' relating to this walk

Fernhill, Drakeland and Hemerdon

GRID REF: 549573

GRADE: Medium

DISTANCE: 7½ miles

DURATION: 4 hours

TOILETS: None

REFRESHMENTS: None

START FROM:

Kay Close, Colebrook, Plympton (Park in the road, not in the parking bays)

Brief description: Despite being close to the Plymouth suburbs, this walk offers a variety of undulating lanes and tracks which climb gently to higher vantage points providing excellent views of the moors and Plymouth Sound. Initially the route follows an old miners track and then visits Hemerdon (the old tungsten mine) before returning to Plympton via Hemerdon village

START: Leave Kay Close and turn **LEFT** along the B3417 towards Lee Mill. Just 50 yards along this road turn **LEFT** along a lane (A) and after 300 yards turn **LEFT** (opposite Lougher Mill) into Newnham Park. Cross over the bridge and take the left fork for 100 yards. Continue ahead to take the public bridleway track **AHEAD** to the right of a cottage. This track was a miner's route to the moors.

Follow this tree lined sunken track uphill for about a mile. After passing through a wooded area the track passes by a prominent, engine house mine chimney (in a field on your left). Continue **AHEAD** for 300 yards along an enclosed track where you emerge onto a wider track, with Fernhill Forrest on the right. Shortly you reach a metal gate. Pass through to a tarmac lane and turn **RIGHT** (virtually straight on) along the lane.

After 300 yards, just before reaching a prominent electricity pylon, turn **RIGHT** (B) along a lane. This descends towards the hamlet of Portworthy. Go through the hamlet, over two small bridges and proceed uphill along an enclosed wood lined lane. After 400 yards, cross a cattle grid to reach Fernhill Cross. Turn **LEFT** along the main road following the sign to Lee Moor. After 200 yards cross over a cattle grid and at a left hand bend in the road turn **RIGHT** (C). Take the third public bridleway sign on the right (by the 2nd wooden gate). This takes you on to a gravel track which heads South East towards some power lines on the hill ahead.

Continue along this track which soon becomes wide and grassy and heads uphill. After 400 yards pass under the power lines and continue uphill for 300 yards to join a stony track coming in from the left. Continue along this track as it bears to the right with a wire fence on the left. After a further 300 yards, by a gate on the left, continue **AHEAD**, keeping to the right of a wall, along a broad grassy track (avoid continuing along the stony track). After 300 yards on reaching a facing wall turn **LEFT** through a gate and proceed downhill along an enclosed rough track for 200 yards. Pass through a metal gate to reach Drakeland (D). Cross a wooden bridge opposite and turn **RIGHT** along a lane passing Drakelands House.

Continue **AHEAD**, passing "The Bungalow" and "Lindenfell" houses on your left. After 200 yards turn **LEFT** (E) on a way marked track that doubles back up a hill (this is one of the entrances to the Hemerdon mine). After 150 yards, at a fork, take the left path and cross over a stile, by a metal gate, to reach the ruined mine buildings. Continue to follow the footpath signs past the buildings turning **RIGHT** then **LEFT**, and then bearing **RIGHT** up a concreted road to turn **LEFT** on to a dirt track. Continue to follow the waymarked signs to cross an open area and continue ahead. Cross two more wide tracks to reach a stile. Cross over and head diagonally **LEFT** across a field, towards a communication mast.

Pass over another stile to reach a stile in the corner of the field by some stable buildings. Cross the stile and turn **RIGHT** (F) along a dirt lane (opposite, by a metal gate, stands a granite sign providing information on the height above sea level). Proceed along the lane which becomes a tarmac surface. After 300 yards the lane forks. Take the **RIGHT** fork for another 200 yards to reach a stile on the right by a metal gate (G). Turn **RIGHT** over the stile and follow the way marked direction, keeping to the hedge on the left. Cross over another stile and enter woodland. Continue straight **AHEAD** alongside "paintball" compounds.

The track bears **RIGHT** around the edge of the woods with views of Plympton on the left. Soon you reach a stile on the edge of the wood. Cross over and continue **AHEAD** keeping the hedge on your right and crossing 2 more stiles to reach a metal gate into a stony track. Continue along the broad track, downhill, and after 100 yards turn **LEFT** at a "T" junction (H) and go down a tarmac lane passing "Galva House". After 500 yards, passing Carthew House and Sterts Farm, you reach Hemerdon Village. Turn **RIGHT** by Elm Cottage and then immediately **LEFT** following the public footpath sign, downhill, on a concrete road. Pass an old farm house on the right (Hemerdon Farm, distinctive with its in-built dove holes).

Continue ahead to cross a wooden causeway and skirting to the right side of a field, cross over a way marked stile. Keep **AHEAD**, with the hedge on your right, go over the next stile and follow the way marked route diagonally **LEFT** up the field. After 200 yards cross a stile, to reach the Plympton/Sparkwell road (I). Turn **RIGHT** and proceed downhill for 500 yards to arrive back at the start.

WALK 14. Fernhill, Drakeland and Hemerdon



Buckland Beacon, the Five Tors and the Ten Commandments Stone

GRID REF: 742761

GRADE: Medium

DISTANCE: 7 miles

DURATION: 4 hours

TOILETS: Haytor car park

REFRESHMENTS: None

START FROM:

From Bovey Tracey take the B3387 to Haytor. Pass Haytor car park on the left then continue for two miles, passing three car parks, until you cross a cattle grid at a road junction (Hemsworthy Gate.) Park in the small car park on the left, 20 yds past this junction.

Brief description: This walk encompasses five Tors and some spectacular scenery as well as visiting the famous carved commandments stone at Buckland Beacon. Despite this description, it is a fairly easy walk but it should not be tackled in misty conditions unless you are competent with a compass/map. Some of the directions in this walk contain compass bearings so please take a compass.

START: With the road behind you leave the car park following a track on the right which heads west up to Top Tor. On reaching the tor bear **LEFT (A)** and follow a broad track for 300 yards to Pill Tor. Bear **RIGHT** here between the two rocky outcrops and continue on the track for 300 yards to Tunhill Rocks. Just before reaching the rocks turn **LEFT** and head for a prominent wall corner, approximately 400 yards down the hill.

On reaching the corner of the wall continue **AHEAD** for 100 yards to reach a metal gate and a ladder stile. Go over the stile and continue ahead, keeping the wall on your right. After 250 yards, pass a wooden gate on your right then bear **HALF-LEFT** to cross another ladder stile over the wall ahead. Turn **RIGHT** to reach a metalled road and turn **LEFT**. After 100 yards, where the road bears off to the left, leave the road and continue ahead following the public bridleway over Pudsham Down. Keep the walled hedge on your right for 200 yards and, where the wall turns off to the right, continue for 300 yards on the track ahead, passing through gorse bushes, to a lane.

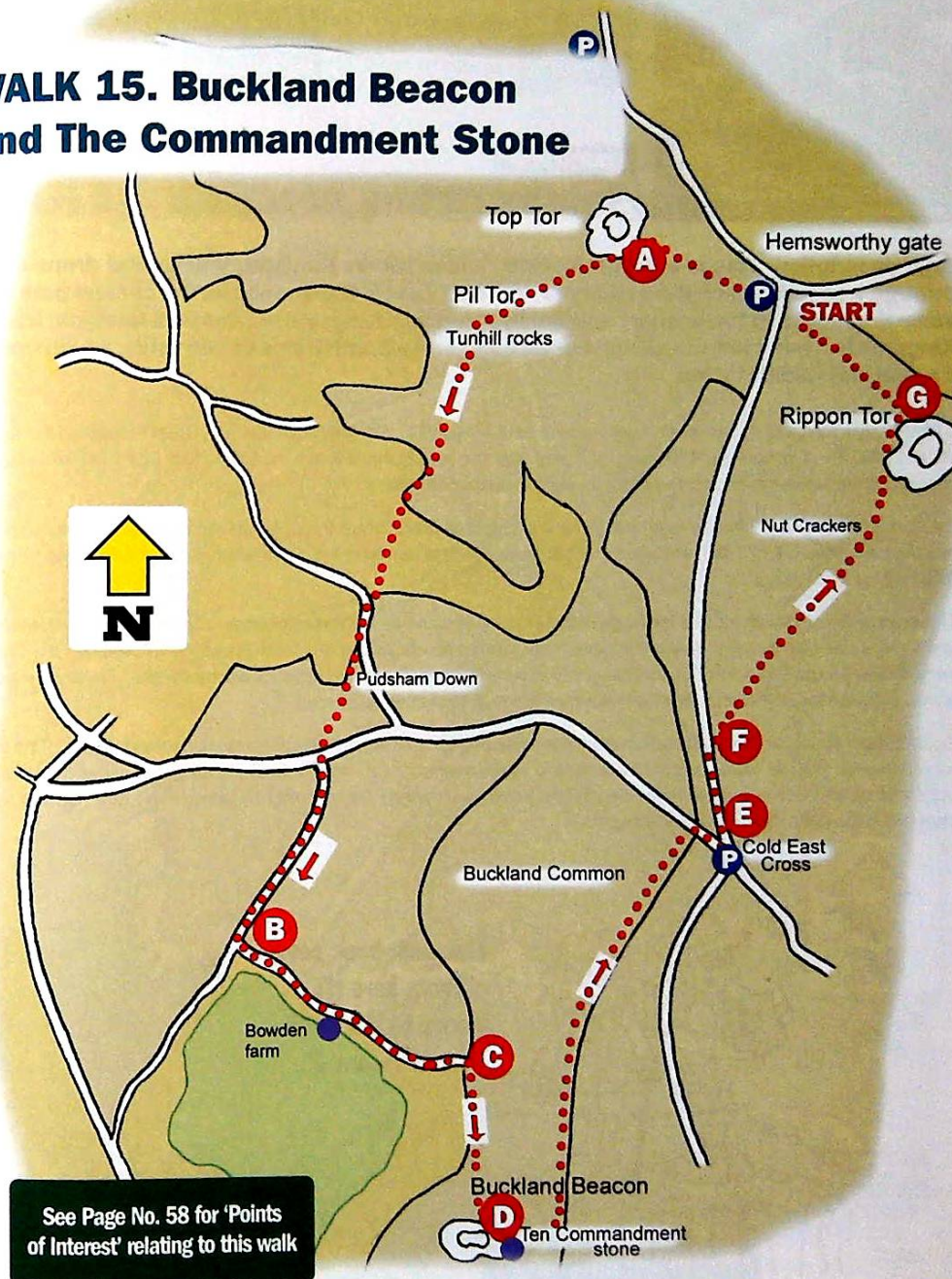
Cross over the lane and pass through a wooden gate signposted 'public bridleway and Ruddycleave Farm. After 30 yards, where the lane turns left, continue ahead along a track passing two wooden sheds on the left. Shortly you pass through a wooden gate and on to a tarmac lane. Follow this lane to a road junction on the left (**B**). Turn **LEFT** to reach Bowden Farm. Opposite the farm turn **LEFT** through a metal gate following the bridlepath uphill on an enclosed track.

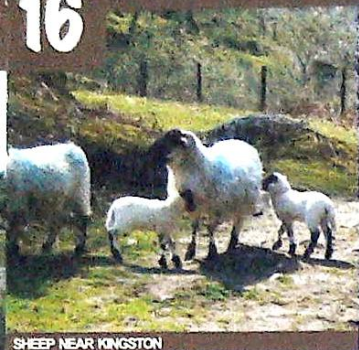
Where the track narrows (by three gates), continue ahead, to reach a gate on to the moorland. Turn **RIGHT (C)** keeping the wall on your right. After 50 yards look for a track on your left. This is not a clear path so head directly uphill towards the rocky outcrop of Buckland Beacon which is approximately 400 yards to the south. On reaching the Beacon you will find the Ten Commandments Stone on the far side. With your back to the stone, head for the stile straight ahead (**D**). Don't cross the stile but turn **LEFT** and walk alongside the wall keeping it on your right and heading in a northerly direction.

After 400 yards, by a marker stone with ERB 1837 engraved upon it, the wall bears off to the right. Go **AHEAD** following several similar boundary stones. After 400 yards you reach a road. Turn **RIGHT** and after 50 yards you reach Cold East Cross. Turn **LEFT (E)**, along the road heading in a North Westerly direction. On the hillside ahead of you can be seen Nutcrackers Rocks and Rippon Tor. After 300 yards along the road, where the wall bends to the right, turn **RIGHT** and pass through a wooden gate (**F**). Turn **LEFT** and proceed up the hill along a clear track which leads to Nutcrackers Rocks.

After 400 yards you reach a wall and wire fence coming from the right, follow alongside it to reach the Nutcrackers. Continue on through a gate, bearing left up to Rippon Tor (**G**). From the top of the Tor head North West by a narrow track down towards the road junction at Hemsworthy Gate, to arrive back at the car park where you started.

WALK 15. Buckland Beacon and The Commandment Stone





Kingston and Beacon Point Coastal

GRID REF: 636478

GRADE: Medium

DISTANCE: 5 miles

DURATION: 3 hours

TOILETS: None

REFRESHMENTS: Kingston Dolphin Inn

START FROM:

Kingston Village Church

Brief description: This is a delightful walk, which leaves Kingston Village and drops down through woods to reach the estuary at Wonwell Beach. It then follows the coastal path with some dramatic cliff top scenery and finally returns to Kingston via unspoilt farmland tracks. Kingston is a fairly remote village buried deep in the South Hams countryside, which makes it a peaceful wildlife haven.

START: With the Church on the left, take the lane **AHEAD** uphill to Wonwell Gate and turn **RIGHT** following the sign to Wonwell Beach. Continue for 200 yards and, just after the lane bends left and then right, turn **LEFT (A)** following the public footpath sign to cross over two fields to reach Furzdown Woods.

Cross over a stile into Wrinkle Wood and follow the path that drops down through the woods towards the estuary. On reaching a lane turn **LEFT (B)**, and after 200 yards, just before reaching the Erme estuary, turn **LEFT** up some steps following the sign to Bigbury

This narrow wooded path follows the edge of the estuary and arrives at Wonwell Beach. Continue past the beach, up some steps and over a stile to reach Redcove Point. Although undulating this route is easy to follow along the coastal footpath and you soon reach a stile that takes you into the National Trust land at Scobbiscombe Farm. Continue over the grassy cliff top to reach Beacon Point with the view of Burgh Island ahead of you.

Go **AHEAD** through a gate and drop down a valley heading for a viewpoint bench overlooking Hoist Beach. The track now descends into the valley and then ascends to reach another gate. At this point the route cuts away from the cliff edge and zigzags down to Westcombe Beach (track can be slippery!) On reaching the beach turn **LEFT (C)** over a stile signposted Kingston (this is a permissive path).



The walk book says
"From here it's 2
hours to the finish
or 11 seconds!"

Follow the path, with a stream on your right, for 200 yards to reach a small wooden footbridge. Cross over and continue along a winding path uphill through woodland. Cross over a stile and take the right fork on the track following the fingerboard sign 'bridleway to Kingston 1½ miles'. Shortly you will pass some ponds on the right, Okenbury (D), which are partly obscured by trees. Continue **AHEAD**, passing a treatment works on the right, and emerging on to a lane.

Continue uphill past a white cottage and enter the outskirts of Kingston. Turn **RIGHT** at the "T" junction, then **LEFT** to arrive at the Dolphin Inn and, just beyond, the Church where you started.

WALK 16. Kingston and Beacon Point





Ugborough circular

GRID REF: 678558

DISTANCE: 5 miles

TOILETS: Ugborough
(off square)

GRADE: Medium

DURATION: 3 hours

REFRESHMENTS: Ugborough

START FROM:

Ugborough Village Square

Brief description: This is an interesting walk, following country lanes and field paths, on a route that covers the area to the east of the village. The route takes you along a Devon Green Lane at Spriddlescombe, parts of which can be flooded in very wet weather. Another challenge is that the walk includes over 20 stiles! However, this doesn't detract from some great views of the moors and the countryside around Ugborough.

START: With your back to the Church turn **LEFT** out of Ugborough Square and proceed down Donkey Lane. Pass by the reading rooms and the children's playground and continue **AHEAD**, down an enclosed tarmac track to reach a "T" junction opposite Ugborough Burial Ground (A). Turn **LEFT** and continue downhill past Ugborough House on the left. After 200yds you reach a "T" junction, turn **RIGHT** then next **LEFT** up a concreted lane signposted Waterman Farm.

After 50 yards cross over a stile on the **RIGHT** and turn **LEFT** up the field, keeping the hedge on your left. Follow the waymarked sign through a gate and over a stile then head diagonally **RIGHT** uphill for 50 yards to reach a metal gate. Pass through and bear off **HALF-LEFT** following the waymarked arrows across the field to reach another stile.

Cross over and turn **RIGHT** following the edge of the field with the hedge on your right. The track bears left around the field to reach a metal gate on the right. Go through the gate to join a track and turn **RIGHT** to cross over a stile and proceed up an enclosed track with a small stream running on the left.

After 100 yards, cross over a stile into a field and turn **RIGHT**, going uphill keeping the hedge on your right. This track bears left around the field and then crosses over a stone stile on the **RIGHT** to reach a lane. Turn **LEFT** (B) along the lane and after 100 yards, where the lane bears left, continue **AHEAD** signposted Spriddlescombe Lane. Continue along this lane (which can be muddy) for about ¾ mile where you pass an Ordnance Survey trig point (a square concrete block on top of a wall on the right).

Continue **AHEAD** and after 300 yards turn **RIGHT** (C) to cross over a stile into a field. Turn half **LEFT** across the field towards a gate in the hedge. Go through the gate and bear half **RIGHT** across the next field to another waymarked stile. Cross over and follow a track downhill, with a fence on the right and a plantation (Slade Wood) on the left. After 300 yards, cross a stile to a road.

Turn **RIGHT** (D) and cross over the road by Fowlescombe Cross then turn **LEFT** following the sign to North Huish. Ignore the lane a few yards on the right and carry straight on. After 400 yards you reach Whetcombe Cross. Continue **AHEAD** and after 300 yards turn **LEFT** (E) through a metal kissing gate into a field.

Proceed down the field keeping the hedge on your right. At the next field cross over a rope assisted wall stile and wooden stile. Continue uphill keeping to the fence on the right to reach a gate. Proceed through to the next field and continue **AHEAD** to cross two stiles to reach a lane.

Turn **RIGHT** and then immediately **LEFT** over another stile into a field. Turn **RIGHT** and follow the edge of the field, keeping the hedge on the right. Continue around the field and cross over a stile in the right hand corner.

Turn **LEFT** to cross the next field heading directly towards Ugborough Church in the distance. After 200 yards cross a stile (under some power lines) and continue **AHEAD**. In the right-hand corner of the field cross over a stile and a little wooden plank bridge to reach the main road (A3121) by a petrol station (F). Cross the main road to a lane opposite.

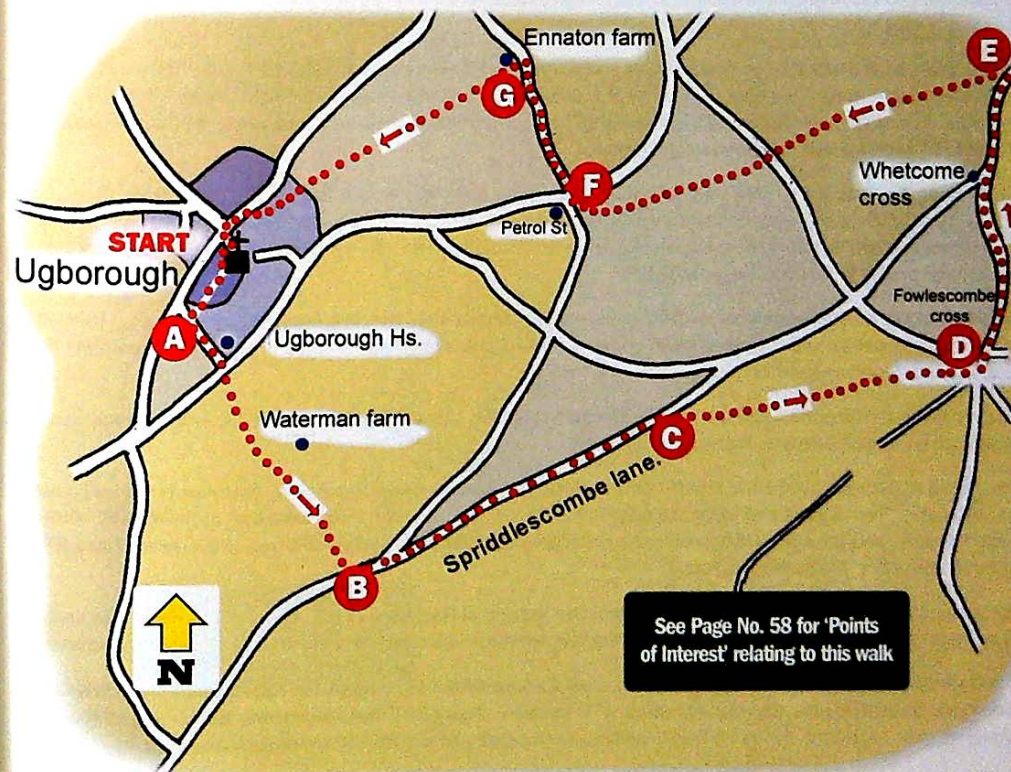
Continue along the lane for 400 yards and turn **LEFT** (G) through a farm gate following the footpath sign. Pass through the farm by metal gates following the waymark signs and, where the track forks, take the **RIGHT** fork uphill through a field keeping to the hedge on the right.

On reaching the brow of the hill, Ugborough Church can be seen ahead. At the top right-hand corner of the field, cross over a stone stile and continue across the next field heading, again, towards the right-hand corner of the field. Pass through the waymarked gate and continue down the next field heading towards the church.

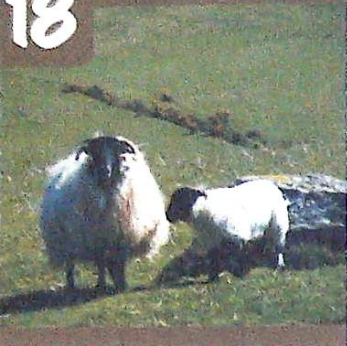
At the lower end of the field bear off **RIGHT** over a small waymarked plank bridge and then turn diagonally left, across the field, to reach a stile that drops down into a sunken lane. Turn **LEFT** and continue into Ugborough village. After 200 yards you arrive back in the village square.



WALK 17. Ugborough Circular



See Page No. 58 for 'Points of Interest' relating to this walk



Staddiscombe circular

GRID REF: 519517

GRADE: Easy

DISTANCE: 5 miles

DURATION: 3 hours

TOILETS: None on route

REFRESHMENTS: None

START FROM:

The STADDY public house car park (ask to park)

Brief description: This walk follows paths, fields and lanes around the Staddiscombe area. It passes by the historic house of Langdon Court and provides some great views of the southern moors and towards Wembury and the sea.

START: From the car park at the Staddy public house turn **LEFT** and head in a Southerly direction along Staddiscombe Road towards the village of Staddiscombe. After 400 yards, just beyond Leyford Lane on the left, turn **LEFT (A)** following the public footpath (No 23 to Traine Road).

After 25 yards you enter an enclosed, grassy track. Continue **AHEAD** for a quarter of a mile to cross over a squeeze belly stile. Continue **AHEAD**, proceeding downhill, alongside a wire fence on the right. After 200 yards cross over a waymarked stile on the **RIGHT**. Proceed downhill, heading diagonally left following the waymark sign, to the bottom of the valley.

Cross a double stile and a footbridge over a stream and proceed uphill heading diagonally **LEFT**. After 300 yards cross a waymarked stile in a hedge and continue up the next field, keeping to the hedge on the right. After 200 yards cross another stile. Follow the waymark arrow diagonally **LEFT** across the field. Cross over a stile to a lane (Traine Road) and turn **RIGHT (B)**, (signposted Wembury Beach 1½ miles).

Continue along this lane for ½ mile until you reach a squeeze belly stile on the **RIGHT (C)**, (signposted Ford and Langdon). Cross over and follow the track uphill diagonally **RIGHT**. At the top right-hand corner of the field pass through a gap and continue **AHEAD** along a broad grassy track to reach another field. Turn **RIGHT**, following the waymark sign, over a stile and cross the next field diagonally **LEFT**.

On reaching the top left-hand corner of the field, cross the stile and proceed downhill, keeping to the hedge on your left. On the hill opposite can be seen Langdon Court. Continue downhill and over a stile to a path "T" junction, turn **RIGHT (D)** along a broad track with a stream on your left.

Cross over a stile and proceed uphill keeping the stream on your left. After 200 yards turn **LEFT** over the stream (under track) and continue uphill following the hedge on your left.

Where the broad track bears off left to a farm continue **AHEAD** following the waymark sign. At the top of the field cross over a stone stile. Turn **RIGHT** and follow the edge of the field to reach a waymarked stone stile on the **RIGHT**. Cross over and follow the path straight **AHEAD** to reach a finger post at a lane (**E**) (Raneleigh Farm is on the right). Turn **LEFT** along the lane and at a "T" junction turn **RIGHT**.

Continue along this lane for 300 yards until you reach the junction at Rack Corner (**F**). Cross over a stone stile on the **LEFT** and turn **LEFT** following the left-hand side of the field heading in the direction of the distant communication masts.

After 300 yards, at a path junction, turn **RIGHT** and proceed downhill to pass through two kissing gates to reach a lane. Continue straight **AHEAD** along the lane to reach a "T" junction. Turn **LEFT** then immediately **RIGHT** to go through a metal kissing gate into a field. Cross the field to another kissing gate and turn **RIGHT** and down a farm track.

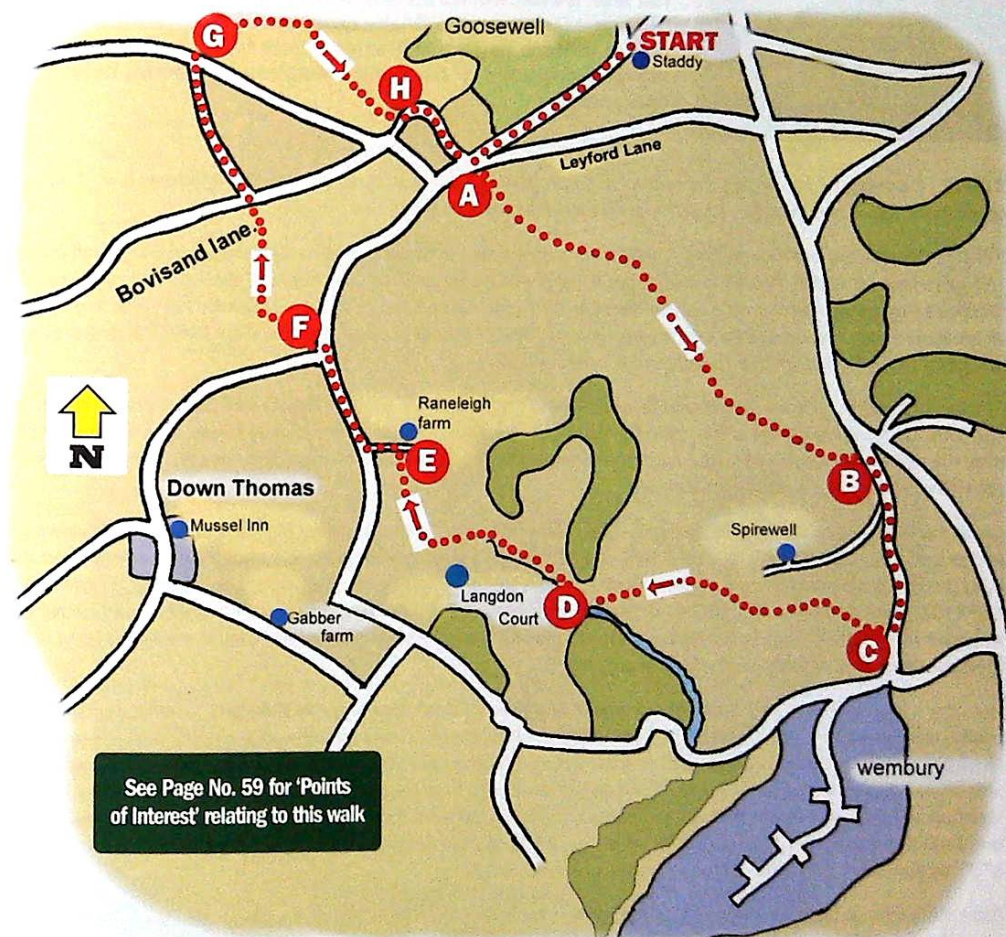
After 300 yards, at a track "T" junction, turn **RIGHT (G)** and follow the footpath sign along the edge of some fields through two kissing gates.

At a "T" junction of tracks, cross opposite to pass over a stone stile, and follow the path along the left side of a field. Pass through a metal kissing gate to drop down some steps on to a lane (**H**). Turn **LEFT** (past "The Fox") along Staddiscombe Road. Follow this lane as it bends around to the right to reach a "T" junction at Bovisand Road. Turn **LEFT** here and continue down this road to reach the car park you started from.



FORGET ME NOTS

WALK 18. Staddiscombe Circular





Bere Ferrers circular

GRID REF: 459635

GRADE: Easy

DISTANCE: 6 miles

DURATION: 3 hours

TOILETS: Bere Ferrers village
(behind 'Old Plough Inn')

REFRESHMENTS: Old Plough Inn

START FROM:

The Old Plough Inn, Bere Ferrers Village or Bere Ferrers railway station

Brief description: This walk starts in the quaint estuary village of Bere Ferrers and heads north along the banks of the River Tavy. The route then follows paths and tracks through woodland and over farmland and lanes to cross the Calstock rail line. It then wends its way across fields with great views of the Tamar bridges and finally crosses the rail line again on the return to Bere Ferrers. An extra bonus in April and May is the sight of daffodils or bluebells flowering in woods, fields and hedgerows.

START: If arriving by train leave the station and turn **RIGHT**. The road bears to the left. Follow this to a "T" junction, opposite the social club, and turn **RIGHT** to walk downhill to the Old Plough Inn.

START: Outside the Old Plough Inn proceed downhill towards the estuary. Follow the road around to the left and after 100 yards bear off slightly **RIGHT** along the shore, opposite the Bible Christian Chapel. Follow the track and just past a children's playground, cross over a waymarked stile on the left. Continue on a tree lined track for 300 yards and then bear off left away from the estuary, following the apple sign. After 150 yards you reach a lane. Turn **RIGHT** and after 50 yards turn **LEFT (A)** by Spring Cottage, following the footpath sign.

Proceed uphill through trees and after 200 yards, where the track forks, take the **RIGHT** fork (with a stream on the right) and continue along the bottom of the valley following the waymark signs for approximately $\frac{3}{4}$ mile, ignoring several paths off to the left. Eventually, shortly after having crossed a shallow stream and at a footpath sign, the path turns sharp left uphill (**B**), to cross over a stile by a metal gate.

Cross the field, straight ahead, following the waymarker direction to the waymark sign and turn **RIGHT**, following the hedge to the top left-hand corner of the field. Pass through a waymarked gate and bear right up a hedge lined track. Pass through a waymarked gate by Well Farm and turn **LEFT**. Pass by the farm, up a lane and at a "T" junction turn **LEFT (C)**. After 150 yards turn **RIGHT** to Down Farm. Where the lane bears sharp left continue ahead following the waymark sign. After 50 yards pass through a metal gate on the left into an orchard and keep to the hedge on your right. Pass over a waymarked stile and bear off slightly left.

Head for a waymarked gap in the hedge opposite and pass through, heading **HALF-RIGHT** towards a group of large conifer trees (there is a good view of the Tamar Bridges from here). Cross over the stile to reach a concrete track and turn **LEFT** to Higher Watons Farm, following the waymark sign to pass the farm buildings and cross over a waymarked stile ahead (ignore the stile on the right). Continue down the field keeping the hedge on your right. Pass through a waymarked metal gate and continue down to the right-hand corner of the field. Pass through another waymarked gate and through another gate, to cross over a rail bridge. Passing Little Birch Cottage continue ahead and after 100 yards, at a "T" junction, turn **LEFT (D)** along a lane to pass Higher Birch Farm.

After 300 yards, at a crossroad, turn **LEFT (E)** towards Lower Birch Farm. Continue along this Devon Green Lane for one mile. At a "T" junction (**F**) turn **LEFT** down the road. At a bridge over a stream, where the road bends to the right, turn

RIGHT over a ladder stile (**G**). Follow the waymark arrows by the side of the stream. Keep ahead crossing over three stiles to reach the edge of the estuary. Continue **AHEAD** and go through a gate on to a broad track (Tamar Valley Discovery Trail). Turn **LEFT**, then **RIGHT** over a ladder stile into a field. After a short uphill stretch cross over a waymarked stile and turn **RIGHT**.

The route goes downhill and bears **LEFT** at the bottom of the field. Pass through a metal gate and continue along the edge of the estuary. Continue **AHEAD** through a gate, over two boardwalks and over a squeeze belly stile. Turn **RIGHT** and continue alongside the field. At the end of the field the track continues on to Thorne Point (**H**). Our route turns **LEFT** here following the waymark arrows uphill, alongside a wire fence on your right. At the top of the field pass through a waymarked metal gate and continue **AHEAD**.

Go through another metal gate, under some power lines and, shortly, through another gate by a stile. Take the **RIGHT** fork in the track and proceed down under the railway bridge. Follow the road around to the left and take the next **LEFT** to return to the station if you travelled by train. Otherwise keep ahead to a "T" junction, opposite the social club, turn **RIGHT** and proceed downhill to reach the village and the starting place.

WALK 19. Bere Ferrers circular



Cotehele and Calstock

GRID REF: 424682

GRADE: Medium

DISTANCE: 4 or 8 miles

DURATION: 4 hours

TOILETS: Cotehele car park
& Calstock Quay

REFRESHMENTS: Calstock

START FROM:

Cotehele Quay car park

Brief description: This walk is a figure of eight walk and can be done as a complete route, or in two separate parts. It starts from the picturesque Cotehele Quay and follows the route of the River Tamar as it winds its way to the riverside village of Calstock. From the outskirts of Calstock the route heads inland in a broad circular sweep before returning to Calstock. The walk then heads north, visiting some ruined and renovated mine buildings in the Danescombe Valley, before climbing to Danescombe Hamlet and on to Metherell. The route then heads past Cotehele Mill and then back to the Quayside. The whole walk provides great views of Cotehele, Calstock and the River Tamar. All of these locations are worth spending time exploring.

START: From the car park at Cotehele Quay take the path that starts at the "doggy bag" dispenser and turn **RIGHT**, heading north along a broad track towards Calstock. This tree-lined track follows the line of the River Tamar on the right as it climbs steadily uphill. After 400 yards you pass a chapel on your right. Continue **AHEAD**, uphill to a track junction, where you bear **RIGHT** following a sign to Calstock. The track descends to a "T" junction where you turn **RIGHT (A)** passing Wood Cottage and Danescombe Pottery on the left.

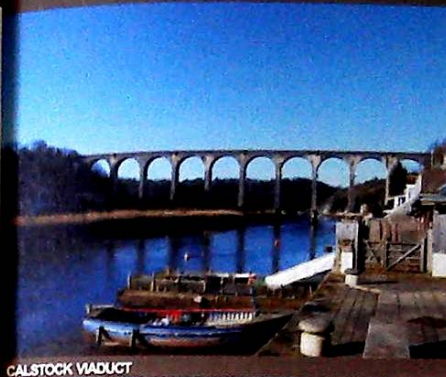
Continue **AHEAD** and after ¼ mile you pass under the Calstock railway viaduct and shortly turn **RIGHT** into the riverside village of Calstock. Go down to the slipway and turn **LEFT (B)** to take the path which follows the river (part of the Tamar Valley Discovery Trail). Continue along the riverside for ¼ mile to pass by a sewage works and through a kissing gate to reach a lane. Turn **RIGHT (C)** to follow a public bridleway uphill into Okeltor Wildlife Reserve. After 100 yards, where the track divides, take the **LEFT** fork and keep left at the next fork.

At a "T" junction turn **LEFT** along a tarmac lane. After 200 yards uphill you reach a railway line. Turn **RIGHT** to cross the line and proceed uphill along a lane for ½ mile, to reach St. Andrews church. At a "T" junction by the church turn **RIGHT** and follow the road directions to Albaston & Gunnislake. After ½ mile, at a "T" junction, turn **LEFT (D)** on to a main road.

After 100 yards turn **RIGHT (E)** to follow a public footpath downhill, along an enclosed track. At a "T" junction turn **RIGHT** and cross over a wooden footbridge. Immediately turn **LEFT** down steps to join what was an inclined railway track. Proceed down the track, cross over two wooden footbridges and, at a track junction, turn immediately **LEFT** to pass under the bridge you've just passed over. Turn **LEFT** at the next track junction and pass some cottages on the left (Jasmine). Continue downhill and at a "T" junction turn **RIGHT (F)** to pass by the pottery seen on the outward route (this is the cut off point - Either continue on the longer route or return to Cotehele Quay).

Continue **AHEAD** (passing an old, ruined paper mill on the left) and up a wide track alongside a stream on the right. Shortly you reach Danescombe & Engine House Cottages on the left. Cross over the stream and continue along the wood-lined track, uphill. After about 300 yards you reach a "T" junction at a lane on the edge of Danescombe (G). Turn **LEFT** past Danescombe Farm and continue along the lane as it bears left, steeply uphill. After 100 yards, turn **RIGHT** up a wide, rough track. At the end of the track turn **RIGHT** on to a lane and after 150 yards turn **2nd LEFT** following the road sign to Harrowbarrow and Metherell.

Just after the entry sign to Metherell, turn **LEFT (H)** down Nicholas Meadows, then next **RIGHT** to follow a footpath sign to Lower Metherell. Go through two kissing gates into a field and then exit the field by a metal gate and stile. Continue straight **AHEAD** along a wide track and after 25 yards pass "Brooklands" and continue ahead, along a narrow track with a wall on the left, to reach the village of Metherell.



CALSTOCK VIADUCT

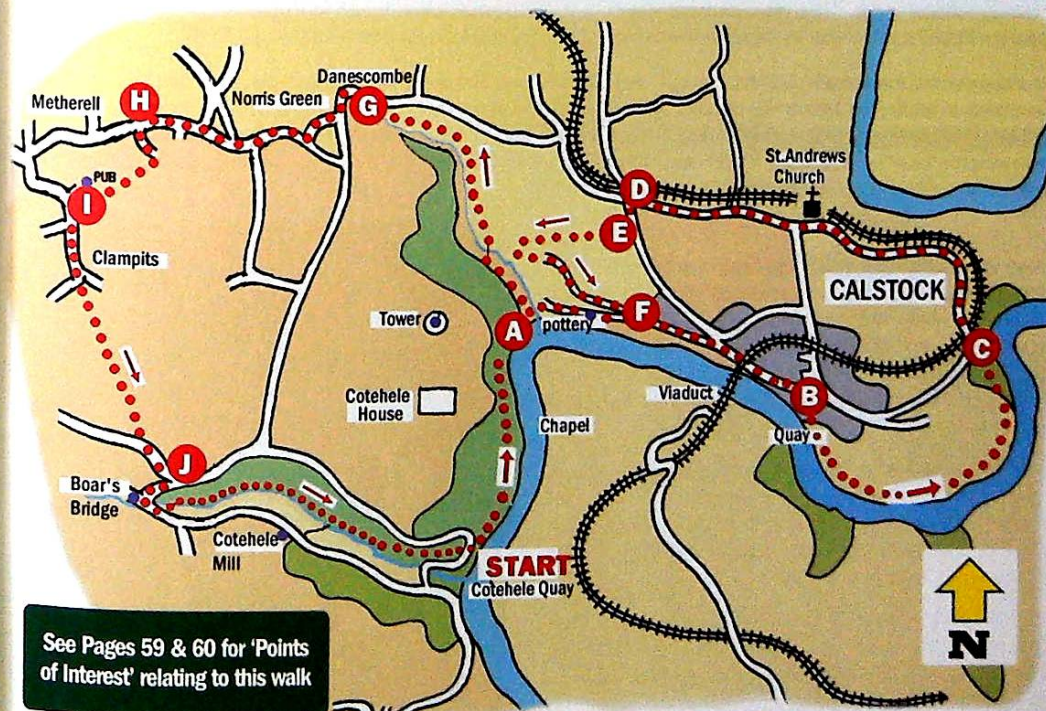
Turn **RIGHT** and follow the river downstream keeping it on the right. Follow this riverside track until you see Cotehele Mill buildings on the right (you can re-cross the river here to visit the Mill). Continue **AHEAD** to pass through a white gate on to a tarmac road which leads back to Cotehele Quay.

Continue up through the village passing (or maybe entering) the Carpenter's Arms and on to the "T" junction. Turn **LEFT (I)** past the "Willows and Rose Cottage". Where the road bears right continue **AHEAD** through a metal gate and into a field. Continue **AHEAD** with the hedge on your left and cross over a stile.

Proceed downhill along a sunken track. After 200 yards, you reach a lane. Turn **LEFT** and after 100 yards at a "T" junction turn **RIGHT (J)** down to Boar's Bridge. Cross the bridge and turn **LEFT** following the road sign to Cotehele. After 100 yards, where the road forks, take the left fork and after 200 yards turn **LEFT** down some rough steps to the river and cross a wooden footbridge.



WALK 20. Cotehele and Calstock



See Pages 59 & 60 for 'Points of Interest' relating to this walk



VIADUCT, PLYMBERIDGE

Plymbridge & Boringdon Camp

GRID REF: 525586

GRADE: Easy

DISTANCE: 4½ miles

DURATION: 2½ hours

TOILETS: None on route

REFRESHMENTS: None

START FROM:

Car park on east (Plympton) side of Plym Bridge

Brief description: This is an interesting walk following the River Plym upstream, as it winds its way towards Bickleigh Bridge. This is a popular area for cyclists and it has some great picnic sites. The route passes several areas of past industrial activity as well as visiting an ancient Iron Age fortification. Whatever the weather, this is a pleasant walk with plenty of things to see.

START: Leave the car park and turn **LEFT** to cross over the bridge. Turn **RIGHT** and walk along the road 150 yards then turn **RIGHT** to go over a stile by a wooden gate. Follow this clear track through the woods keeping the river on your right. After about a mile, just before reaching a large viaduct, bear off **LEFT** up a steep track passing the site of Rumble Quarry and Engine House on the left. Turn **RIGHT (A)** here and cross over the viaduct (Peregrine Falcon watch area).

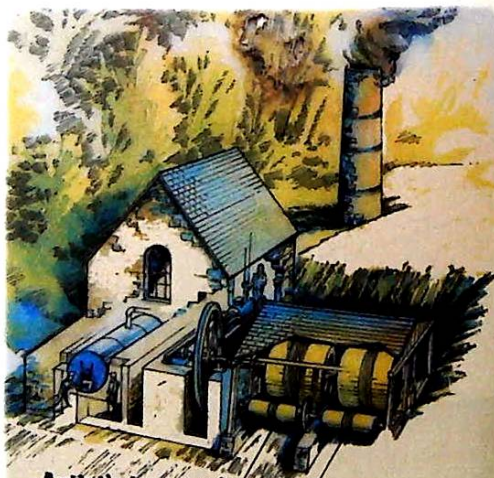
At the end of the viaduct turn **LEFT** then immediately **RIGHT**, following a track running parallel with the road, to reach "railway cottage", a ruin on the left of the track. Continue **AHEAD** passing a bridge on your right. Where the track divides, take the **RIGHT** fork to reach a stile by a wooden gate. Cross the stile to a broad track and turn **LEFT (B)**.

Continue on this forest track uphill for ½ mile. The track levels out and becomes a gravel surface. After a further ½ mile you reach a clearing on the left with wooden picnic tables. Continue **AHEAD** to pass through the bridge supports of the old Lee Moor Tramway and bear left along the broad track. After 100 yards turn **LEFT** at the stone pillar on the left, following the "blue" marked route. Continue on this wide track which bends to the right and, after 500 yards, turn **LEFT** to cross over a stile to enter the Boringdon Camp area (C).

After your visit retrace your steps back over the stile. Turn **RIGHT** and, after 10 yards, turn **LEFT** to take a track downhill. After 150 yards cross over a broad track and continue downhill through trees. After ¼ mile you reach a junction with concrete blocks on either side (D) (this is part of the Lee Moor Tramway). Cross over the track and continue ahead.

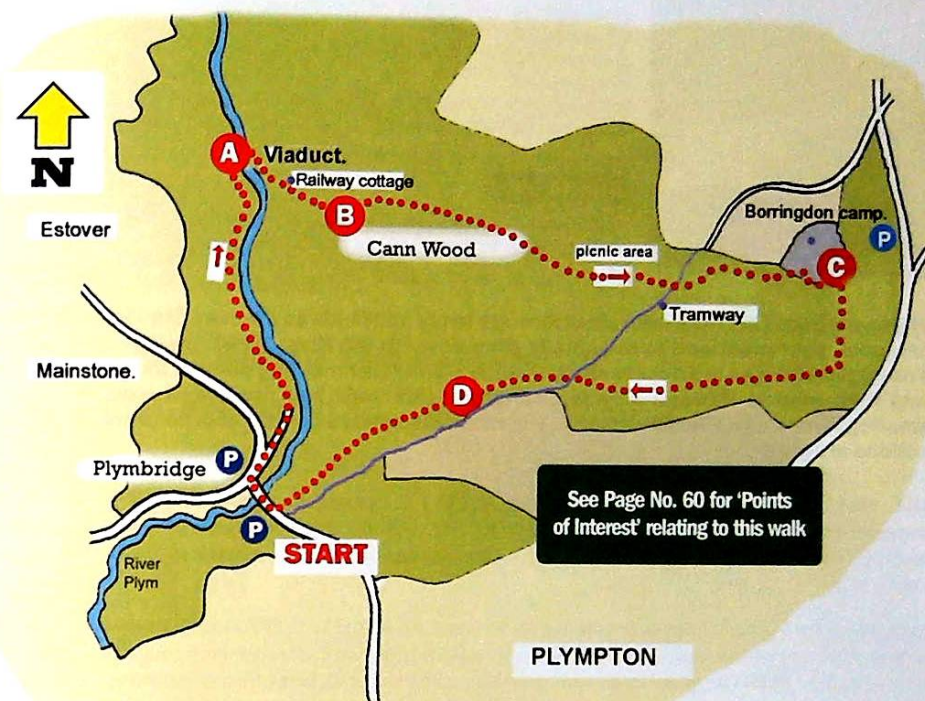
The track bears off left. Continue on this track for ½ mile to reach a "T" junction. Turn **LEFT** and after 100 yards turn **RIGHT**, still going downhill. The track follows a stream as it flows down the valley and soon reaches a kissing gate into Plymbridge Woods.

Go through the gate and turn **LEFT** along a tarmac track (cycle track). After 400 yards you reach a bridge overlooking Plym Bridge. Drop down **LEFT** to reach the car park.



Artist's Impression
of Rumble Quarry Plymbridge

WALK 21. Plymbridge & Boringdon Camp



VIADUCT, PLYMBERIDGE



STONE PILLAR, CANN WOODS



Buckland Monachorum, Grenofen Bridge and Double Waters

GRID REF: 490684

GRADE: Medium

DISTANCE: 6 miles

DURATION: 3 hours

TOILETS: Buckland Monachorum

REFRESHMENTS: Local pub at Buckland Monachorum

START FROM:

Outside St. Andrew's C of E School, Buckland Monachorum. There are some parking areas in the village but no main car park.

Brief description: This walk meanders through lanes and fields as it leaves Buckland Monachorum. It then goes over moorland to eventually drop down to the River Walkham and Grenofen Bridge. The route then follows the river to reach Double Waters (the meeting point of the Walkham and Tavy rivers) then returns through woods and lanes. This walk has fine views over the moors and interesting river trails. Please note that a compass is needed on this walk because some compass directions are given.

START: With St. Andrew's C of E school behind you, turn **LEFT** along the main village street and after 50 yards, at a bus turning point, turn **RIGHT** then immediately **LEFT** in to Netherton Estate. Pass a few houses then proceed uphill along a narrow, high, hedge-lined lane. After 400 yards, where the lane bears sharp right, continue **AHEAD (A)** and cross over a stile into a field.

Keeping the hedge on your right pass through the field to reach a gate and turn **LEFT** alongside the edge of the field to go through another waymarked gate. Turn **RIGHT** to pass a stone obelisk and, a few yards beyond, turn **LEFT** and go over a ladder stile. Turn **RIGHT** up an enclosed track, passing waymarked posts through a small plantation. Cross over a stile on the right and into a field. Keep the tree-lined hedge on your left and proceed up the field to go through a metal gate and onto a tarmac lane. Turn **RIGHT** and cross over a cattle grid (opposite Long Ash Garden Centre). Turn **LEFT** through a car park and on to open moorland (**B**). The route now heads north.

Keep the wall on your left and after 200 yards bear off **HALF-LEFT** following a wide grassy track through gorse bushes (waymarked). Keep heading in this direction following the track in a north westerly direction (310°). As a direction marker keep a transmission mast on the hill opposite in front of you. Also you can see the pimple of Brent Tor in the far distance.

After 800 yards, at a wooded area, you reach a broad track. Turn **RIGHT** (north) and head downhill through trees. The track becomes sunken and rough underfoot and meanders down for 300 yards to reach Grenofen Bridge over the river Walkham. Cross over the bridge and turn **LEFT (C)** following the brideway sign alongside the river. With the river on your left proceed uphill through woods taking the **LEFT** fork at a "Y" junction. The route through the woods is easy to follow, passing the chimney of Westdown copper mine.

After ¾ mile the track bears off **HALF-RIGHT** uphill to pass by Buckator House (with an old red telephone kiosk in the garden). Continue on this wide track for 400 yards to a junction. Turn **LEFT** heading downhill for Watersmeet Cottage. Pass the cottage on your left and continue down to the riverside. Keeping the river on your left, pass between a gap in some rocks to reach the area called Double Waters, where the rivers Walkham and Tavy meet. Turn **LEFT (D)** to cross over a wooden footbridge and bear off to the right to find a track and turn **RIGHT** following the wide track uphill.

After 300 yards at a left hand bend, you pass Tavy Cottage on your right (**E**). Continue uphill where you soon reach a higher path providing views of the valley and the cottages you passed earlier. After 300 yards go through a metal gate and continue on a broad brideway which soon becomes a hedge lined tarmac lane. Continue past a farm and turn first **LEFT** past the house "Coppice Park" (**F**). After 50 yards, where the lane goes sharp left, turn **RIGHT (G)** down a green



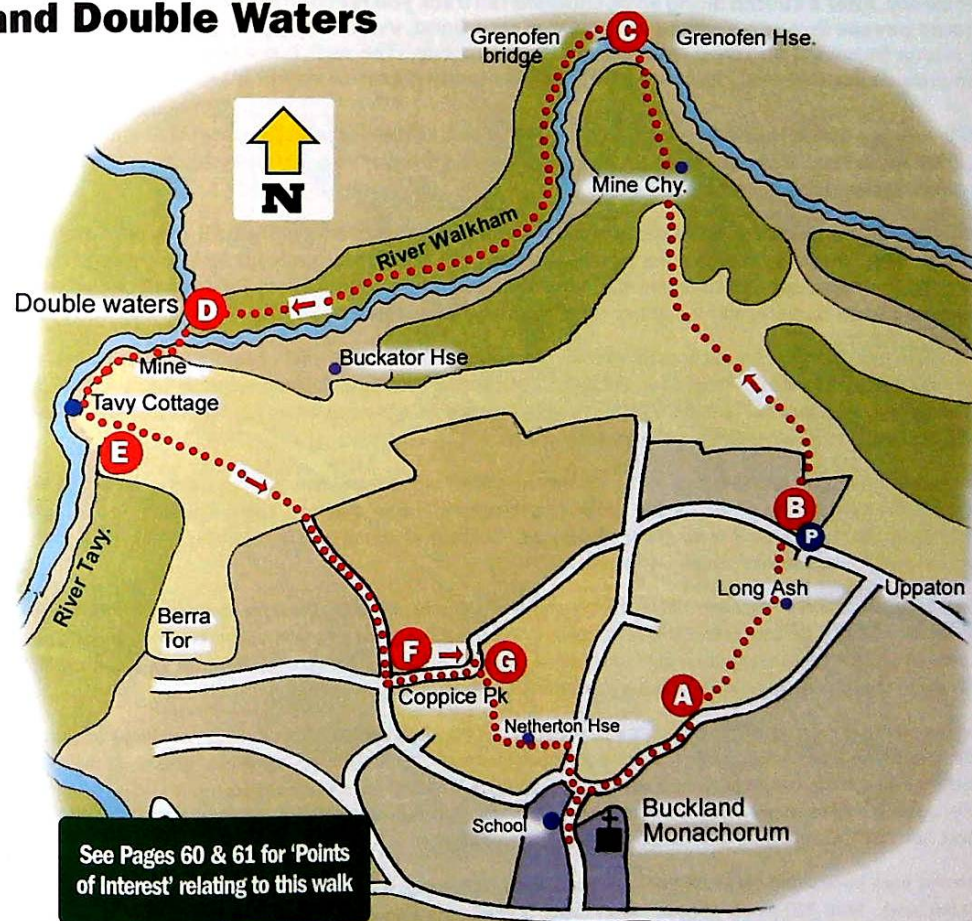
The farmer allows walkers to cross the field but the bull charges!

Walk 22 continued...

lane and over a stream to reach Netherton Manor. Turn **LEFT** at the house, follow the road round and at the next junction turn **LEFT** signposted Crapstone 1¼ miles. Follow the road through the village to where you started.

* Image of Grenofen Bridge kindly provided by Brian from Geograph

WALK 22. Buckland Monachorum and Double Waters



See Pages 60 & 61 for 'Points of Interest' relating to this walk

Bovey Tracey Circular

GRID REF: 814782

GRADE: Medium

DISTANCE: 6 miles

DURATION: 3½ hours

TOILETS: Bovey Tracey
Station Rd Car ParkREFRESHMENTS: Various venues in
the town

START FROM:

Station Road Car Park Bovey Tracey

DRAKEFORD BRIDGE

Brief description: Bovey Tracey is an attractive small town nestling beside the River Bovey. It has some spectacular countryside, particularly along the riverside and to the northwest. This route goes in that direction, initially through Mill Marsh Park and then along the attractive banks of the River Bovey. After a stretch along an abandoned rail track you reach Drakeford Bridge. From there the route passes through a nature reserve and woodland, eventually joining up with the Templar Way (stone tramway) and then returning to Bovey Tracey. The walk has a few uphill sections but these provide good views. There are plenty of interesting places to visit in Bovey town centre.

START: From the Station Road car park entrance turn **RIGHT** and, just before the bridge, cross the road and turn **LEFT (A)** into Mill Marsh Park. Proceed through the park passing a children's play area. This path runs close to the river and after 400 yards emerges on to the bypass (A382).

Cross the bypass and go through a gate opposite and turn **RIGHT** into Parke (National Trust) (**B**) and continue along the river bank. After 100 yards cross the river by a bridge, turn **LEFT** down some steps and through a gate to continue following the river upstream. Keep on the right bank of the river. After 300 yards cross a stile and cross a wooden footbridge. At a path junction ignore the path on the left over a bridge and continue **AHEAD** keeping the river on your left.

After 400 yards the path veers away from the river and converges with an old rail track on the right. On reaching the rail track turn **LEFT** along the track. Proceed ahead and, 300 yards after passing under a stone bridge, you reach a National Trust sign for Parke on the left. Turn **RIGHT** here, passing over two stiles to reach a road (**C**). Turn **LEFT** downhill and at a road junction turn **LEFT** signposted Lustleigh and Manaton.

You now pass through the supports for a rail bridge and turn **RIGHT**, signed Lustleigh. Continue along the road that runs parallel with the river passing under a bridge and then uphill passing "Hayle" and then "Lower Knowle". At a "T" junction turn **LEFT** and shortly pass under a double arched bridge. Continue along the road to pass over a bridge and then 100 yards further on, cross a second bridge (Drakeford Bridge) (**D**).

Turn **RIGHT** into Pullabrook car park. Leave the car park by a rear gate and follow the signed permissive path "bridleway to old Manaton Road". Continue along this track uphill until you reach another gate and just beyond this, at a "T" junction of tracks, turn **LEFT**, proceeding uphill until you reach a road (**E**). Turn **LEFT** and, after 25 yards, by a cattle grid, turn **RIGHT** along an unsigned path and after a few yards turn **LEFT** through a gate on the left.

Proceed downhill along a wide track that runs parallel with the road on the left. Continue downhill passing a house on the left with a wind generator in the garden. The track rejoins the road. Continue in the same direction along the road. At Reddaford Water cross the small stream via the bridge and turn **RIGHT** by a pumping station (**F**). The track climbs steadily passing a three seater log on the right (good for a rest). Continue **AHEAD** and near the brow of the hill, at a path junction, turn **LEFT** along the signed "Templar Way Permissive Path".

Follow this easy track along the stone tramway, passing by orchards to reach the Main road (B3387) (**G**). Turn **LEFT** down the road. After 300 yards, at Lowerdown Cross opposite the Edgemoor Hotel, turn **RIGHT (H)** down Chapple Road. Just past the road on the right which leads to Whisselwell Farm, turn **RIGHT** along the Templar Way.

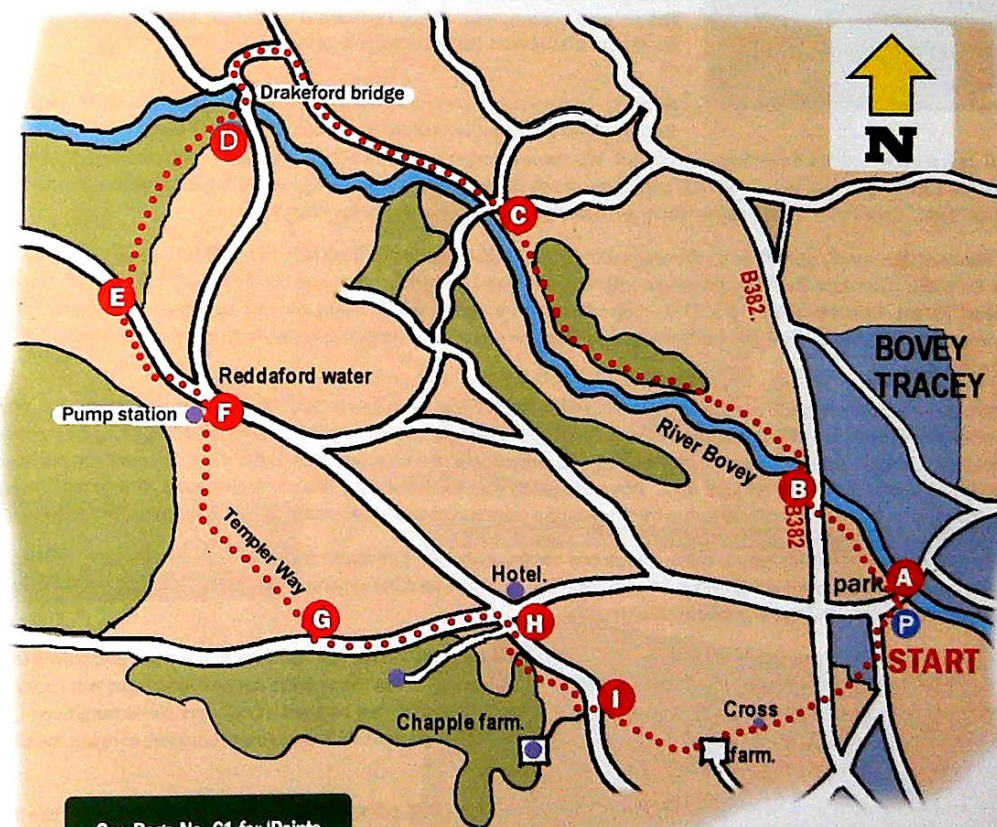


3 SEATER NR REDDAFORD

After 300 yards you reach a road and turn **RIGHT**. Just past Chapple Farm entrance on the right, turn **LEFT (I)** through a metal gate and proceed along a wide drive.

Pass through another metal gate into a farm yard (Challabrook Farm) and follow the public footpath signs through the farm and out through another metal gate. Keep following the track to pass through another gate and past a stone cross (Civil War plaque - see points of interest). Continue **AHEAD** to reach the Bovey Tracey bypass. Cross over the road to join a footpath leading into a small housing estate. Continue **AHEAD** to a "T" junction and turn **LEFT**. At the next "T" junction turn **RIGHT**, which then leads you back to the car park where you started.

WALK 23. Bovey Tracey Circular



See Page No. 61 for 'Points of Interest' relating to this walk

Cadover / Trowlesworthy & Lee Moor Quarry

GRID REF: 555646

GRADE: Medium

DISTANCE: 5½ miles

DURATION: 3 hours

TOILETS: None

REFRESHMENTS: None

START FROM:

Main car park at Cadover Bridge. (First large parking area located on the left as you approach Cadover from the direction of Plympton)

Brief description: This walk follows the River Plym up to the Blacka Brook then heads over the moor to Great Trowlesworthy Tor. Passing stone circles and a stone row, the route returns along the fringes of the Lee Moor china clay works. As with all moorland walks, you need to have a map and compass with you as some compass directions are given.

START: Leave the car park entrance and turn **LEFT** heading towards Cadover Bridge. After 50 yards, just before the bridge turn **RIGHT** along a metalled road

that runs parallel with the River Plym on the left. Continue along this road for ¼ mile and as the road bears right up a hill take the **LEFT** hand fork (A). After 400 yards you reach Blackabrook bridge (this is where the Blackabrook meets the River Plym). Cross over and pass the National Trust sign marked Trowlesworthy Warren.

Continue on this track uphill towards Trowlesworthy Farm. When you reach the Farm, bear **RIGHT** passing to the left of the farm (B). Continue **AHEAD**, passing some walled enclosures on the right and head for the prominent tor ½ mile ahead (Great Trowlesworthy Tor). The track takes you towards the Tor and as you approach it, passing Little Trowlesworthy Tor on the left, you will find a granite flagpole base (large granite cylinder, originally made for a location in Devonport).

When you reach the Great Trowlesworthy Tor, (C) bear **RIGHT** and head south (220° degrees) down from the tor. The track is little more than a sheep track as it moves down the valley heading in the general direction of the China clay works (middle workings). After 400 yards a stone circle and a stone row can be seen close to the river. On reaching the river turn **LEFT**, keeping the river on your right. After 200 yards you reach the edge of a china clay track. A wooden fenced enclosure is on your left. Continue up the track towards a communication tower on the high ground, over the clay works.

After 200 yards turn **RIGHT** over a sluice bridge and continue ahead. The track now goes in a south westerly direction passing a large lake on the left (Big Pond Reservoir) (D). 30 yards past the reservoir the track bears **HALF-RIGHT** in a westerly direction following the public bridleway sign.

After 400 yards Blackaton Cross appears approximately 100 yards on the left (E). Go over to the cross and walk a few yards **RIGHT** along the metalled road to a small car park on the left. Pass through the car park and head west across open moorland following the public bridleway sign. Ahead, on the right, can be seen a boundary stone (engraved LM and SM) which marks the edge of the Quarry workings. After 300 yards pass through a row of boulders to reach the clay works roadway (to the left is an entrance sign to Lee Moor Quarry).

Now cross the road and head diagonally **RIGHT** (280°) aiming for a *trig. point, 500 yards away on the horizon. Take the indistinct path uphill through grassland until you reach the trig point (F).

(An alternative route from the row of boulders is to turn **RIGHT** along the clay works road heading uphill. After 400 yards where the road bends right, take the left fork and continue ahead through a clearing and head for the trig. point)



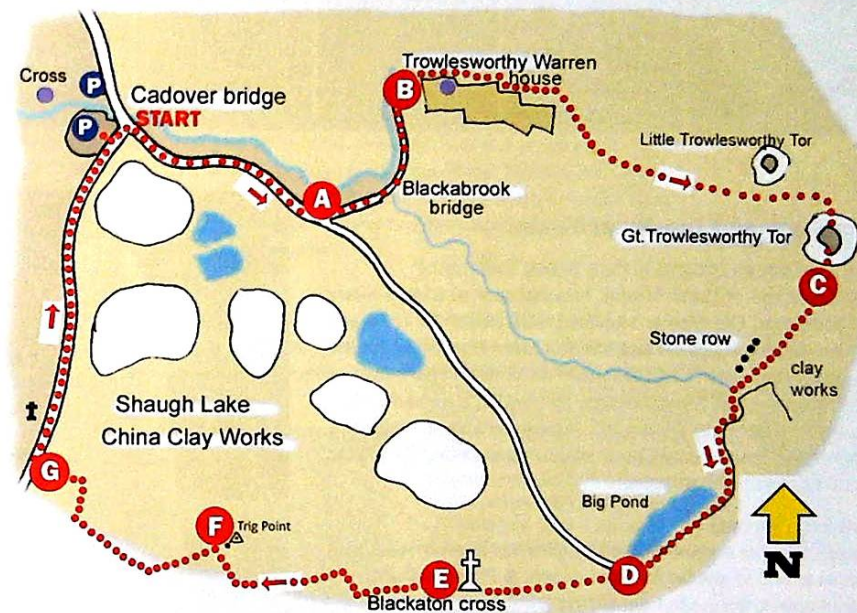
BLACKATON CROSS

From here, follow the track downhill in a south west direction (220°) for 300 yards and just before reaching a white sign on the left (stating "water contains mud") turn **RIGHT**, 270° west along another track (in the distance you can see the tower of the Shaugh Prior church). Head for the church tower, following an indistinct path downhill. After ¼ mile you emerge on to a moorland road, almost opposite an old stone cross (G). Turn **RIGHT** and follow the road for ¼ mile back to the car park (avoid the road by walking on the banks on either side).

* trig. point. This is a concrete square based pyramid usually located on the high point in the area. Has a fixing plate on the top for securing a theodolite.

Please Note: Take care in the quarry area, keep out of restricted areas and watch for quarry traffic.

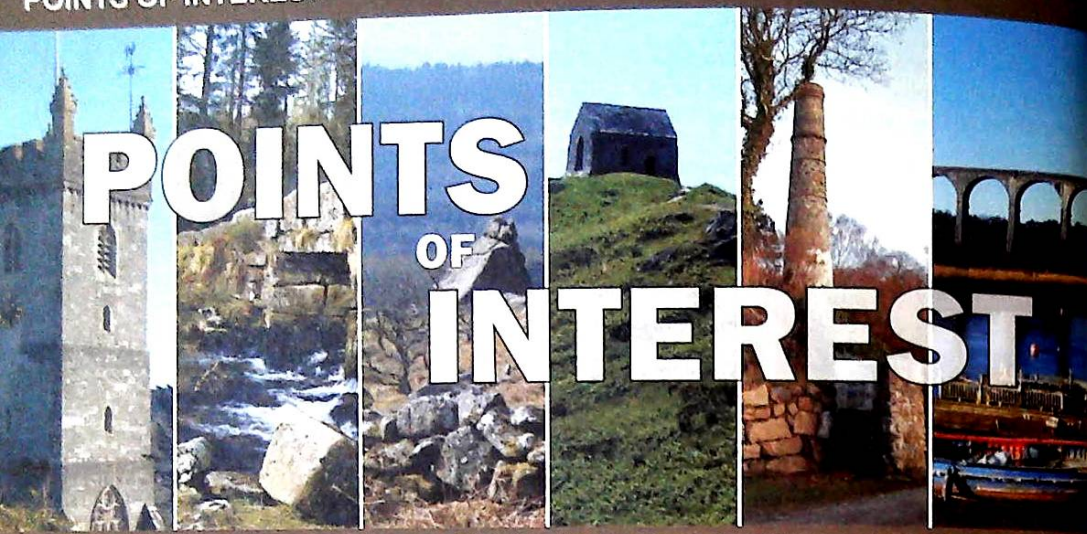
WALK 24. Cadover, Trowlesworthy



See Page No. 61 for 'Points of Interest' relating to this walk

CADOVER BRIDGE IN WINTER





POINTS OF INTEREST

WALK 1

Yealmpton/Lyneham and the River Yealm

Old Mother Hubbard's Cottage (located in Fore Street, Yealmpton)

This was the retirement home of Sarah Martin, housekeeper at nearby Kitley House. The rhyme about her, Old Mother Hubbard, was written in 1804 and published in 1805. One source suggests that Mrs Pollexfen Bastard wrote the well-known rhyme about her sister's housekeeper as entertainment for her guests. Another source claims that Sarah became involved in a romantic affair with Prince William Henry (later King William IV), but was unable to marry him because of the difference in their status. She is said to have written the rhyme herself in an attempt to express her frustration.

Kitley Caves (located on riverside)

Green marble was quarried here and the British Museum has an arch made from the marble. The caves provided shelter for local people & Plymouthians during WWII. The caves were open to the public from 1970 to 2000.

Toreus Stone (located in parish church grounds)

There is much speculation about the age & origin of this stone. One source suggests that it is likely to have been erected by the Roman Vatalius in memory of his son Isniocus Vitalis & may be at least 1400 years old.

WALK 2

Modbury Battlefield

Civil War

Two battles took place in Modbury. In 1643 more than 8,000 Parliamentarians advanced from nearby Kingsbridge & attacked the 2,000 defending Royalist troops. The outnumbered Royalists eventually withdrew down the sunken lane now known as Runaway Lane.

Water Supply (located in Galpin Street)

This conduit was one of several built in 1708 by Nicholas Trist, the Lord of the Manor, to bring water to the town from a reservoir at the top of Brownston Street.



ROMAN OBELISK, YEALMPTON



Walk 2 points of interest continued overleaf...

WALK 2 cont...

The Exeter Inn

This is the oldest Inn in Modbury, dating from the 1400s. It was used by the Royalists as a meeting place.

WALK 3

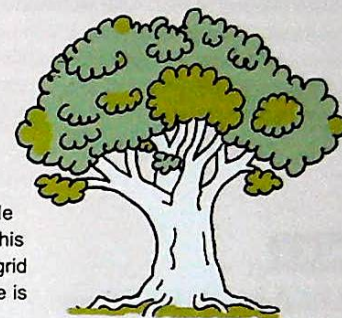
Meavy, Sheepstor, Burrator and Leathertor Bridge

The Meavy Oak (located in the centre of Meavy village)

This is reputed to be the oldest oak tree on Dartmoor. Its age is estimated to be about 960 years. The trunk is hollow and was used as a peat store in the 19th century. A dinner party for 9 people was once supposed to have been held inside the trunk.

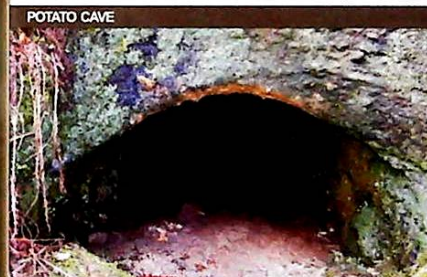
Rajah Brooke of Sarawak

In 1838 James Brooke, an officer in the East India Company, resigned his commission after being wounded and sailed for Kuching in Sarawak. He brought peace to the area and in 1841 was proclaimed Rajah of Sarawak. On his return to England in 1847 he was knighted & came to live at Burrator Lodge (grid ref. 552685). He died in 1868 and was buried in Sheepstor Churchyard. He is buried beneath a very imposing tombstone.



Potato Cave

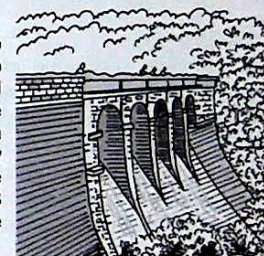
This cave has a granite lintel & stone entrance. It may have been used to store potatoes or, more likely, mining equipment.



POTATO CAVE

Burrator Reservoir

The dam was constructed in 1893 to create a reservoir to supply water to Plymouth. It was built using dressed granite with a concrete interior. The nearby Sheepstor dam is an earth embankment with concrete below ground and puddled clay above. The height of the dam was raised in 1923 to increase the capacity of the reservoir to 1026million gallons.



Leather Tor Bridge

The bridge is said to have been built by 2 men at a cost of £27 and 10 shillings.

WALK 4

Merrivale, Kings Tor & Foggintor Quarry

Foggintor Quarry

Stone extraction was started here in about 1820 to provide granite for the building of Dartmoor Prison & Princetown. Later the granite was used in Plymouth buildings & was carried there on a horse drawn railway built by Thomas Tyrwhitt. Foggintor provided the stone for Nelson's Column & also parts of London Bridge. The quarry closed in the early 20th century.



FOGGINTOR RUINS

Walk 4 points of interest continued overleaf...

WALK 4 cont...

Merrivale Quarry

The quarry was started about 1765, when the two main roads across Dartmoor were built. The crushed stone was used as a foundation layer for the roads. From 1875 onwards stone was extracted for buildings and granite setts and the quarry continued in operation until 1997. Some of the granite extracted here was used to build the old London Bridge, which was eventually rebuilt in Arizona, USA. Granite kerb stones, paving stones and setts or cobbles were all made here. The men making the setts earned about 1 pre-decimal penny for each one.

Great Western Railway, Princetown Branch

The GWR line was built over the track bed of the former Plymouth & Dartmoor Railway which had reached Princetown in 1825. It was originally intended for the transport of granite to Plymouth and to bring in supplies for the prison at Princetown. The GWR passenger line was very popular with walkers & picnickers in the first half of the 20th century, but not so popular with prisoners being conveyed to the prison. The station at Princetown was the highest in England. The line was closed in 1956.



WALK 5

Thurlestone & Hope CoveThurlestone Rock

This was the subject of a painting by J.M.W. Turner

Hope Cove

This has been designated an 'area of outstanding natural beauty' and comprises two small villages, Inner and Outer Hope. The inhabitants used to depend on fishing and it is reported that, on one occasion in the 1750s, over 20,000 mackerel were caught by one boat. Spaniards shipwrecked from the Armada came ashore here and some of the wreckage from their ship found its way into local buildings.

Thurlestone Church

A signal fire or beacon was lit in the church tower to warn of the sighting of the Spanish Armada.

St. Clement's Church

The church is dedicated to Pope St. Clement, c AD92. He was a prisoner of the Roman Emperor Trajan & became a martyr when he was tied to an anchor and thrown into the Black Sea to drown.



WALK 6

Cornwood, Corntown & Hanger DownChurch of St. Michael & All Angels

The church is well worth a visit, parts of it dating from the 14th century. The stained glass windows were installed in the late 19th century, the originals having been smashed during the time of the Commonwealth that followed the Civil War. Many local families of note have memorials in the church or churchyard.

Slade Mill Cottage

The mill was part of the Slade Estate. Many notable families, including Walter de la Slade in the reign of Edward 1st, owned the estate.

Wisdom Farm

This is the oldest farm in Cornwood. In 1690 Mr. John Rogers purchased the farm from John Hele and in 1699 he was elected as the MP for Plymouth. The 1861 census records that Robert Sercombe employed 6 servants on the farm.

WALK 7

Down Thomas, Bovisand, Heybrook BayThe Mussel Inn

This pub is well worth a visit. In the mid 19th century the Inn was used by smugglers for the storage & distribution of contraband. A notorious smuggler called Jack Rattenbury dealt in contraband silk, tea, wine, tobacco, ivory and brandy using a lady known as 'Black Joan' as a lookout on the Mewstone. Customs officers would sometimes meet in a front room of the hostelry whilst the smugglers met in the back room. This led to the Inn being known as 'The Union' before the brewery changed it to 'The Mussel'.

The Great Mewstone

This uninhabited island has, in the past, housed a prison, a private house &, of course, a hiding place for local smugglers. One man called Sam Wakeman was able to avoid transportation to Australia by opting to be 'imprisoned' on the Mewstone for 7 years. After his sentence was over he chose to stay on the island, supplying rabbits to the Lord of the Manor. The island is now a bird sanctuary under the protection of the National Trust and is not usually open to visitors.



Smugglers off Heybrook Bay

WALK 8

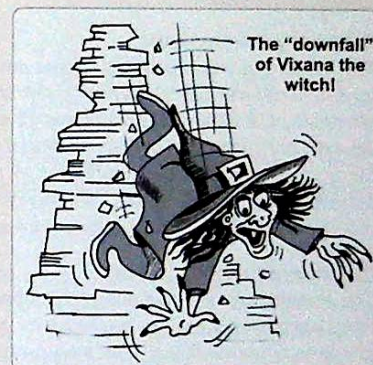
Cox Tor & Walkham ValleyMerrivale Quarry

See Walk 4.

Vixen Tor

At the time of writing (2010) Vixen Tor is 'closed' to the public so you will not be able to climb to the top of the tallest (not the highest) tor on the moor. The name, Vixen Tor, is said to derive from an evil witch called Vixana. She liked to lure travellers into the bog at the foot of the Tor by causing a mist to descend. Once the unfortunate traveller was struggling she lifted the mist so she could enjoy watching him breathe his last. One traveller, however, had been given special powers by the pixies so he was able to keep to the path in the mist. This so annoyed the witch that she leaned over to try and see him.

He crept up on her and pushed her over the edge where she met her death on the rocks below. In the past Vixen Tor was a popular site for local people and visitors to the moor. It was used for picnicking and other outdoor activities.



The "downfall" of Vixana the witch!

WALK 9

Burrator & Down TorBurrator Reservoir

See Walk 3.

Down Tor

The stone row at Down Tor, G.R. 587694, also includes a stone circle. The row consists of approx. 150 stones stretching over 1000 feet in length. Not all the stones are in their original position. During the 19th century many of them were repositioned after many years of being vandalised. There are signs that there was a cairn in the middle of the circle.

Cuckoo Rock

This rock, at G.R.584687, has been a popular spot for many years and according to local legend, the pixies used to meet here to enjoy dancing and frolicking in the moonlight! The origin of the name is obscure. Some say the topmost rock resembles a bird, others say that it is where a local farmer always heard the first cuckoo of spring. The rock is now a popular spot for climbing and the second oldest letterbox on the moor is hidden here.

WALK 10

Noss Mayo, Stoke coastal

The Church of St. Peter the Poor Fisherman

Parts of the church are said to be Anglo-Saxon though the first written evidence dates from 1225 in a charter. Later, in the 15th century, permission was granted to include a graveyard as, up until then, the dead were carried to Yealmpton for burial. During the 1840s an outbreak of cholera resulted in many deaths which decimated the village and many of the victims' headstones can still be seen. In 1869 the church was certified as unsafe and so, in 1882, Edward Baring who was Lord Revelstoke, funded the building of a new church in Noss Mayo which was to be called St Peters. The old church is still consecrated and is occasionally used. The Baring family became well known as bankers.

Beacon Hill

The ruined building on Beacon Hill is believed to be a tea house, dating from the late 1800s, which was used by the Baring family. A nearby crossroads is named "Tea House junction".

WALK 11

Giant's Basin

Ditsworthy Warren House

The house was the site of the largest commercial rabbit warren on Dartmoor. The original house was built in the 16th C, with some of its remains still visible. Dog kennels were built into the thick walls surrounding the garden and there was also a ferret cage. In the early part of the 20th century the house was occupied by Granny Ware, who had a fierce reputation, and her son Percy. In 1933 Percy and his wife built Burcombe Bungalow (now the Scout hut), far enough away to be out of hailing distance of his mother! During the 1950s rabbit farming was banned so the house was no longer used.

Drizzlecombe & Giant's Basin

The standing stone at the end of the stone row is the tallest on Dartmoor. The stones have been in place for many thousands of years, though the reason for their existence is not really understood and there is no obvious alignment of the stones to any other object. This area contains many prehistoric remains, including a Kistvaen (burial chamber). Giant's Basin is a very large cairn about 250 yards east of the stone row (Grid Ref. 592669).

Cuckoo Rock

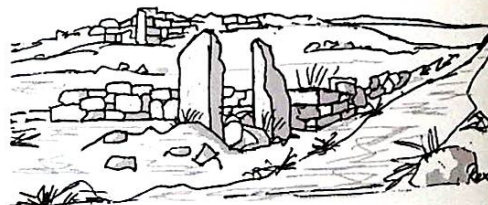
See Walk 9.

Eylesbarrow Tin Mine

There is evidence of mining activity as early as the 1790s, but the mine was officially opened and shares traded in 1804. Tin prices fluctuated and so did the mine. Later, crushing stamps and a pump to drain the lower levels of the mine were installed. A system of flat rods supported on rollers was used to transfer power to the pump. At one end the rods were connected to a water wheel, via a crank arm, thus causing the rods to reciprocate. The final rod at the other end was connected to the pump shaft. The rods were supported on pairs of short granite posts about 10 inches apart, with a semi circular groove on the top, inner edges. These supported the roller axes. *These posts can be seen about 120 yards further uphill on the left, after you've passed the 2 gate pillars, marked point B on the map.*

The mine finally closed in 1852.

These monoliths have
stood for centuries!



Remains of Eylesbarrow mine

WALK 12

Cawsand, Rame Head & Whitsand Bay

Rame Head

Flint tools have been found in this area providing evidence of human occupation for many thousands of years. A chapel was built on the headland in mediaeval times and was dedicated to St. Michael the Archangel. In 1425 a licence was granted for mass to be said here on Mondays and at Michaelmas. The Earl of Mount Edcombe paid for the chapel to be restored in 1882 but it is now a ruin.

In the 15th C. a watchman was paid to maintain a beacon on Rame Head and to keep a look out for vessels sailing along the coast. During the first World War an anti-submarine gun was mounted on a platform here and hydrophones used to detect any passing submarines. In the second World War a concrete gun platform was built and also a mobile radar installation was sited here.

Polhawn Fort

The fort was built in the 1860s and was one of a chain of forts, designed by Lord Palmerston, built to defend the Port of Plymouth during the Napoleonic wars. It is now used as a venue for weddings.

WALK 13

Loddiswell & the Avon Valley

Loddiswell Station

The station was on the GWR branch line from South Brent to Kingsbridge and was in use during the period from 1893 to 1963. Loddiswell was among one of the first sites to have camping coaches, which provided holiday accommodation in sidings at attractive locations.

Loddiswell

There is evidence that the area was occupied as far back as Roman Times. The village is named after a Saxon landowner called Lod and the settlement was mentioned in the Domesday Book. At that time the manor house was owned by Jubel of Totnes a Breton nobleman but, before the Norman Conquest it was the property of Heca, an Anglo-Saxon. The Loddeswell Inn was formerly called The Turks Head, which explains the pub sign. The parish church, dedicated to St. Michael and All Angels, was built during the 14th C. During that time income for the local area was mainly generated by the trade in wool. Later, in 1825, a copper mine began operation and provided employment.

WALK 14

Fernhill, Drakeland & Hemerdon

Newnham Park

The manor is recorded from the Domesday Book onwards and was owned by the Strode family during the 16th & 17th centuries. The park is privately owned and is used for shooting, carriage driving, BMX cycling and other events.

Hemerdon Mine (grid ref. 572587)

Tungsten deposits were discovered here in 1867. Open cast mining was begun during WW1 and 16 000 tons of ore was processed by the end of the war. The fortunes of the mine rose and fell in line with the price of tungsten and output peaked at 200,000 tons during WWII. The mine closed in 1944 but there have been recent attempts to revive it due to increases in the price of the ore.

Hemerdon Consols (grid ref. 562580)

There were several mines producing tin in this group. Walking through Fernhill Wood you pass close to the site of Wheal Sidney, owned by Sidney Strode of Plympton, which produced 412 tons of black tin between 1854 and 1864.

RAM HEAD CHAPEL

RAM HEAD CHAPEL

A HEMERDON MINE



WALK 15

Buckland Beacon & Five Tors

The 10 Commandments Stone & link with Buckland Church
The commandments were inscribed by a sculptor called W. Clement in 1928 and took 6 months to complete. Due to weathering the lettering was renewed in 1995. The Lord of Buckland Manor, William Whitely, paid for the original inscription. He did this to celebrate the rejection by parliament of a proposed new Book of Common Prayer. He was also responsible for the clock on St. Peter's Church at Buckland in the Moor. This has the letters of the words 'my dear mother' around the clock face instead of the numerals 1-12.

The Nutcracker (grid ref. 743752)

The Nutcracker is a logan stone which once rocked on a pivot point. It is unlikely that it was ever used to crack nuts!



Working on the Commandments stone. Buckland Beacon

WALK 16

Kingston and Beacon Point Coastal

Kingston

In 2001 the population of Kingston was 399. It has a village hall and one of Devon's two volunteer fire stations. The crew attend about 30 calls a year. The Church of St. James the Less is 14th century and built of local slate.

Burgh Island

Once known as St. Michaels Island, there are rumours of a ruined monastery beneath the present hotel. There is a small ruin at the highest point of the island which was once a chapel. This was later used by an observer as a 'huers' hut, from where a look out could be kept for shoals of pilchards.

WALK 17

Ugborough Circular

Ugborough Parish

The name Ugborough derives from 'Ugga's fortified place'. The Domesday book records five Manors plus two smaller ones. The present parish boundary extends out across Dartmoor as far as Redlake.

St. Peter's Church

The earliest written mention of the church is 1121 and it is possible that there was an earlier church on the site. There are two unusual 14th century bosses on the roof beams of the North Aisle, one depicting a smith and his anvil, the emblems of St. Eloy patron saint of farriers, and the other represents the legend of St. Brannock, a Welsh abbot of about 550AD.

The Square & the Conduit

An annual fair has been held in the village square since 1752, and sheep and cattle markets were held monthly. The conduit, which supplied water to the village, was renovated to celebrate Queen Victoria's Golden Jubilee in 1887. It was in use until 1942.



CONDUIT, UGBOROUGH

WALK 18

Staddiscombe Circular

Langdon Court

This former manor house was noted in the Domesday Book as having been given to the Norman Baron Judhael, Lord of Totnes, after the Battle of Hastings. The Courtney family held the estate for nearly 200 years, ending in 1538 when the last Courtney was beheaded, by King Henry VIII, for treason. The house later passed to Henry's widow Catherine Parr and in 1564 Queen Elizabeth 1 granted Langdon Court to Vincent Calmady for services to the Royal Navy. The house is currently used as an hotel and restaurant and is well worth a visit.

WALK 19

Bere Ferrers Circular

Mining in Bere Ferrers

Silver bearing ores have been worked on the Bere Ferrers peninsular for nearly six centuries. There were about a dozen mines by the middle of the 19th century, the majority of which worked the silver/lead deposits.

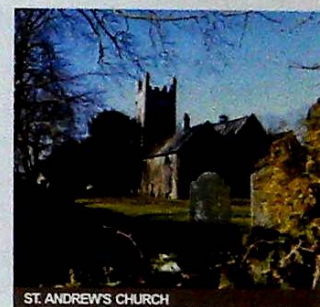
Bere Ferrers Station

The railway station first opened on 2nd June in 1890 as part of the Plymouth, Devonport and South Western Junction Railway. On September 24th 1917 the station was the site of a fatal accident. Soldiers from New Zealand were on their way to Salisbury from Plymouth. The train stopped for a short food break at Bere Ferrers. Unfortunately, 13 soldiers climbed down on to the track to collect food and were killed by an express train from Waterloo. In 2001 a plaque in their memory was unveiled in the village centre.

The Church of St. Andrew

The church contains the oldest stained glass windows in Devon, apart from Exeter Cathedral. Building started about 1290 and continued to circa 1340, with later additions.

It contains an early medieval monument to a knight and lady, possibly members of the de Ferrariss family. This is an interesting and attractive church.



ST. ANDREW'S CHURCH

WALK 20

Cotehele & Calstock

Cotehele

The house has been the home of the Edgecumbe family from as far back as the 15th century. The small chapel you pass, dedicated to Saint George and Thomas Becket, was built by Sir Richard Edgecumbe as a way of saying thank you for his successful escape from a failed rebellion against King Richard III. He threw his hat into the river Tamar, which fooled his pursuers into thinking he had been drowned.

Incline Railway

Built in 1860, it was used to ease the delivery of mine produce. Road quality in the area was poor and the heavy wagons caused a lot of damage. The incline connected the quayside and the East Cornwall mineral railway at the top and used a cable to lower the trucks.

Calstock Viaduct

The viaduct was finished in 1908. It is 120ft high with twelve 60ft arches and is built out of non-reinforced concrete. During the mixing, granite chippings were added then poured in to block sized moulds, on site, which gives the effect of a solid granite construction.

CALSTOCK VIADUCT



WALK 20 cont...

Danescombe Mines

These mine buildings (G.R. 422692) are now used as holiday accommodation by the National Trust. They produced mainly arsenic during the early 20th century. Further up the track you reach Cotehele Consuls engine house, a tall building on your left. It was built towards the end of the 19th century. The machinery was driven by a 40 inch Cornish beam engine enabling the mine, along with nearby Wheal Zion, to produce over 3000 tons of copper during the twelve years from 1847.

Danescombe Paper Mill

The paper mill (G.R. 425691) was, by 1788, producing high quality brown paper. The machinery was driven by an overshot waterwheel. The mill was still producing brown paper in 1851. Around 1857 a larger mill was required which was built above Gunnislake Bridge.

Okeltor Mine

During the 1860s the mine was producing over 1000 tons of copper and in the 1880s thousands of tons of arsenic were produced. The mine employed 192 people in 1882. The twisted chimney nearby belonged to the Gawton mine.

WALK 21

Plymbridge & Boringdon CampLee Moor Tramway

The tramway opened in about 1823 to convey china clay and granite down to Sutton Pool in Plymouth. It joined the Plymouth and Dartmoor Railway at Crabtree, near the present Premier Inn. From the Cann woods incline the trucks were horse drawn to Sutton Pool. Above the incline two steam locomotives were used. The line was finally closed in the mid 1960s when a pipeline was laid to transport the liquid clay. Part of the old route was incorporated into the GWR Princetown branch line.

Boringdon Camp

This is the site of an Iron Age hill fortification that was also used by the Roman Army. There is a commanding view of the countryside from 430 feet above sea level. It is some 500 feet in diameter and enclosed the round, thatched houses of the inhabitants, and their livestock.

Cann Quarry Viaduct

The original viaduct was built of stone and timber spans to carry the South Devon Railway from Tavistock Junction, near Marsh Mills, to Tavistock and was opened in 1859. It was designed by I. K. Brunel. The present viaduct has 6 brick arches and is 63 feet high and over 127 yards long. It now carries the national cycle track number 27 and is a base from which to observe the Peregrine Falcons that nest on the rock face of the old Cann quarry.

WALK 22

Buckland Monachorum, Grenofen Bridge & DoublewatersBuckland Monachorum

The village is close by to Buckland Abbey, home of that well known pirate Sir Francis Drake. The church of St. Andrews is 12th century and contains the tombs of the Drake family. Nearby, the Gift House is a mid 17th century almshouse, paid for by a descendant of Francis Drake, also called Francis. His endowment was £120. The local pub, The Drake Manor Inn, also 17th century, is well worth a visit.

Grenofen Bridge

This bridge was an important crossing over the River Walkham on the route between Tavistock and Buckland Monachorum. As you zig-zag down hill towards the bridge, the remains of Walkham United mine should be visible through the undergrowth at G.R. 490708.



TWISTED CHIMNEY

WALK 22 cont...

Double Waters

The site is the confluence of the rivers Walkham and Tavy, which later flows into the River Tamar.

Virtuous Lady Mine

The Virtuous Lady Mine, popularly believed to have been named after Queen Elizabeth I, is one of the oldest copper mines in West Devon. Work started here in 1558. In 1724 good quality ore was being produced and the miners were well paid - though they did have to provide their own tools. After years of intermittent working the mine closed during the 1870s.

Westdown Copper Mine

Little remains of this mine apart from the very prominent chimney stack alongside the path at G.R. 488705.

WALK 23

Bovey Tracey CircularRoyalist Grave

About one mile before the end of the walk, shortly before crossing the by-pass, don't miss the cross on the left side of the path. It marks the site of a Royalist grave from 1645. A local legend has it that Cromwell's troops were distracted by Royalist troops who were able to escape, having thrown money in the streets, to the delight of the poorly paid Roundheads.

Templer Way

This footpath now covers part of the route, set up in 1820, when George Templer won the contract to supply granite for the building of London Bridge. Hay Tor quarry provided the granite, which was then carried in horse drawn trucks, on granite rails, down to the Stover Canal for a distance of about ten miles. The canal, built in 1790 by James Templer, carried the granite to ships waiting in Teignmouth. Having closed in the 1940s, the canal is now awaiting restoration.

Old Railway Track

The railway was built in 1866 to link up with Newton Abbot. It lasted just over 100 years though it closed to passenger traffic in 1959. Goods traffic continued until 1970.

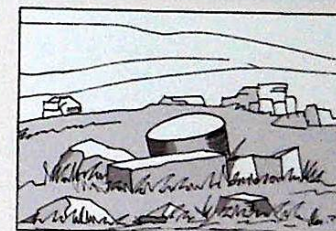
WALK 24

Cadover, Trowlesworthy & BlackabrookTrowlesworthy Tor

The cylinder of granite, that you should find, was carved during the 1820s to make a flag pole base. It was to be used if Devonport was successful in its talks to remain separate from Plymouth. Rumour has it that there was no money available in the end and that's why it's still here!

Trowlesworthy Warren

An early recipe for rabbit in gravy, c 1390, includes sugar and ginger, surely an expensive dish? A bill exists from 1525 that shows that 250 rabbits then cost five guineas (£5-5-0) which nowadays works out at the equivalent of £119 each! Many warrens have been found on Dartmoor, as producing rabbits was a lucrative activity. Man-made warrens, also known as pillow mounds, were built on dry ground. Turves and soil were heaped up to assist easy burrowing for the rabbits. Sometimes a drainage ditch was dug round the edge. Nets were placed over the entrances once the rabbits were out feeding, then dogs chased them back to their burrows and they became entangled in the nets and caught by the warrener.



Flag Pole Base, Trowlesworthy

Bibliography Further information may be obtained from the following books:-

- Industrial Archaeology of Dartmoor by Helen Harris
- Crossing's Guide to Dartmoor by Brian Le Messurier
- Mines of Devon, Volume 1 by A.K. Hamilton Jenkin
- The Princetown Branch by Anthony R. Kingdom
- Dartmoor Stone by Stephen Woods
- The Building of the Plymouth, Devonport and South Western Junction Railway by Stephen Fryer

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- 5 Thurlestone, Hope Cove, Galmpton
- 6 Cornwood, Corn town, Hanger Down
- 7 Down Thomas, Bovisand, Heybrook Bay
- 8 Cox Tor, Gt. Staple Tor, Vixen Tor, Pew Tor
- 9 Burrator, Down Tor & Stone Row
- 10 Noss Mayo, Stoke Coastal
- 11 Giant's Basin & Eylesbarrow Mine
- 12 Cawsand, Rame Head, Whitsand Bay
- 13 Loddiswell & The Avon Valley
- 14 Fernhill, Drakeland & Hemerdon
- 15 Buckland Beacon & The 10 Commandments Stone
- 16 Kingston & Beacon Point Coastal
- 17 Ugborough Circular
- 18 Staddiscombe Circular
- 19 Bere Ferrers Circular
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- 21 Plymbridge & Borringdon Camp
- 22 Buckland Monachorum, Grenofen
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