

- ✓ With your back to the church go R on Rd & L @ T junction to X gate on R by bungalow @ Wp1.
- ① Go uphill keeping to hedge on L. Through 2 X gates then follow fence on L to X gate on L @ Wp2.
- ② Through gate & follow drop on L to hump of Maes Knoll. Go R in front of Knoll to meet fence. Go L & follow fence on R to X gate on R. Through gate & follow fence on L to Rd @ Wp3.
- ③ Go L on Rd downhill to X gate on L @ Wp4.
- ④ Go through gate, follow hedge on L downhill & through X gate on L. Follow hedge on R to X gate on R soon after. Go through gate, follow hedge on L at first then aim for 2 houses to meet Rd. Go L to T junction @ Wp5.
- ⑤ Go R on Rd to 2 paths on L soon after. Take 2nd path aiming for furthest LH building ahead to X gate in corner of field. Through gate & aim for LH corner of barn ahead. Go through next gate & swing half R around small lake then through 2 X gates in quick succession. Walk down centre of field aiming L of barn to stile @ Wp6.
- ⑥ Go R passing barn on L to join track. Go L on track to meet Rd. Go R on Rd into Chew Magna to meet

- ⑥ North Chew Terrace Rd on R @ Wp7.
- ⑦ Go L on track (Sandy Lane) & L @ Rd to path on R. Go down path, cross river to path junction @ Wp8.
- ⑧ Take RH path. Pass path by small waterfall on R to sharp LH bend @ Wp9.
- ⑨ Pass Valley Farm to meet T junction @ Wp10.
- ⑩ Go L & immediately R. Swing R then straight ahead passing barn on R to meet sewerage farm @ Wp11.
- ⑪ Go through X gate on R, follow hedge on L & through X gate ahead. Follow hedge at first then aim R of house @ Wp13 to meet Rd @ Wp12.
- ⑫ Go L on Rd to path on L opposite house @ Wp13.
- ⑬ Go through gate & follow hedge on L through X gate to meet river. Follow river on L through 3 X gates to house @ Wp14.
- ⑭ Follow river to X gate, then swing L passing under viaduct to narrow bridge. Cross river to Rd @ Wp15.
- ⑮ Go L on Rd to path on L immediately past Rising Sun pub. Pass under viaduct into Culvery Woods ignoring path on R. Follow river on L through 2 X gates to 3rd gate near house on L @ Wp16.
- ⑯ Do not go through gate. Swing hard R to X gate. Through gate & follow hedge on R to Rd @ Wp17.
- ⑰ Go L & immediately R on track up steep hill to gate. Through gate & straight ahead to path between Church & farm. Zig zag through farm to START.

