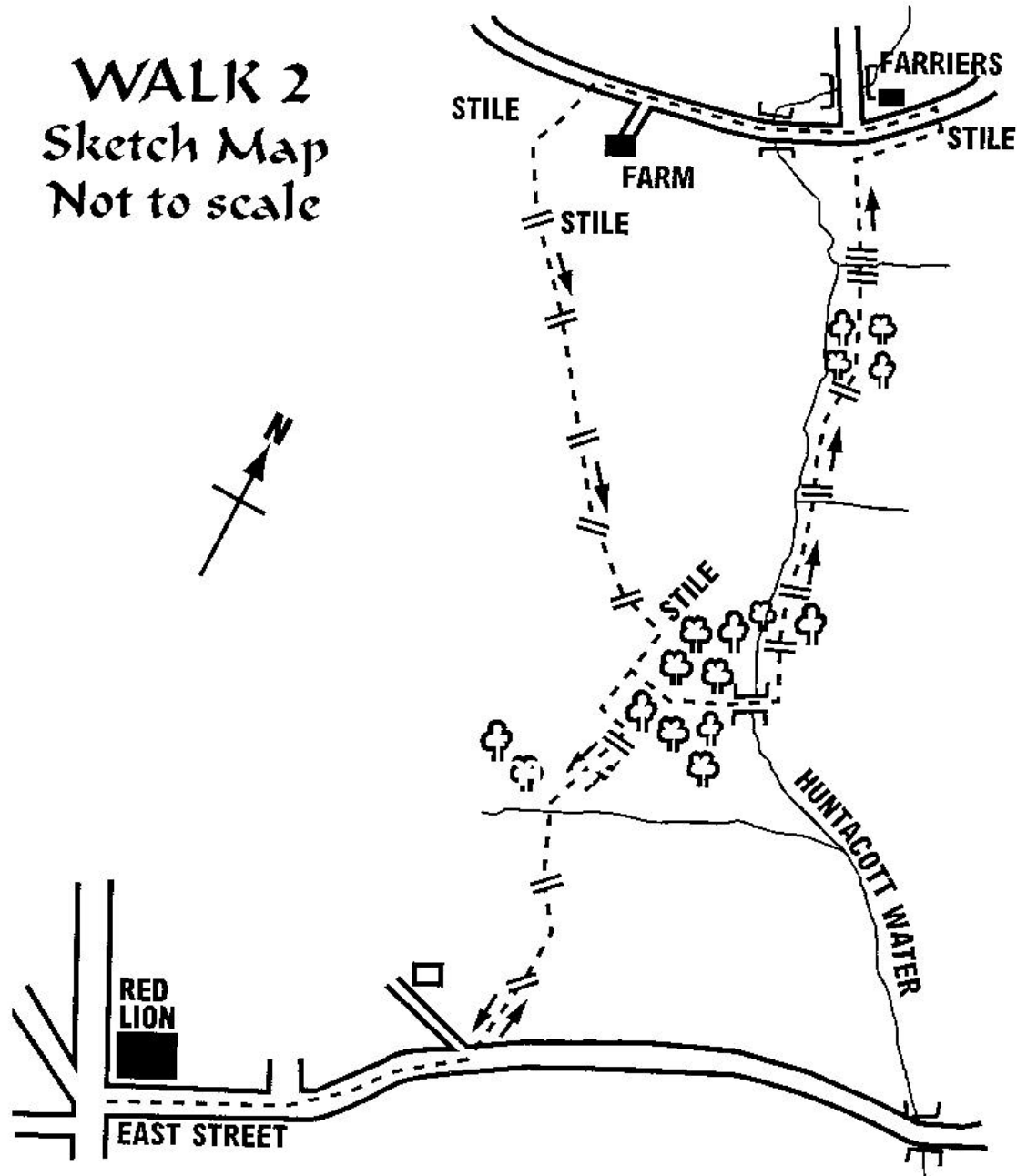


# WALK 2

## Sketch Map

Not to scale



An easy walk which goes through attractive woodland and open hill country. Unfortunately there are many parts of this walk where it can be very muddy even in dry weather. Suitable footwear essential.

Distance: approx 4 miles      Time: 1.5 - 2 hours

Leave Chulmleigh square by East Street and turn into field at the first footpath sign on the left (after approx 0.5 mile). Cross field to the gateway opposite, and then turn right through another gate. Keep the hedge to your left until you reach another gate which you go through, and then keep the hedge to your right as you go across a stream and then through a hunting gate.

Turn left up the steps and then right, along the bottom of a field until you come to a signpost. Turn right here, and across the bridge. Then turn left onto the path which runs alongside the river. (This takes you through a hunting gate into woods, another gate into a meadow, across this to a gap in a hedge which leads over a brook and through a gate, then through gorse before going through another gate into another wood, then through two gates into open ground). Here do NOT get onto the road through the gate in front of you but to your left; instead, use the stile 100 yards further up the hedge to your right.

Once in the road turn left to the junction 150 yards away at Farriers Cottage. Continue straight ahead for about 0.25 mile and turn left through a gate with a public footpath sign just before the brow of the hill. Keep the hedge to your right until you reach a stile, and cross it. Follow the contour line across the field keeping left of the telegraph pole and aiming for a stile immediately to the left of the obvious gap in the hedge. (Although this field may be cropped, it IS a right of way, but please ensure children and dogs keep to the footpath).

Cross the stile and keep the hedge to your right as you cross three fields. In the FOURTH field, go diagonally left to a gate in the hedge near the bottom far corner. Go through the gate and across the corner of the field to a stile which takes you onto a path leading back to the first signpost. Return to Chulmleigh by the same route as you used on the outward journey.