



Much of this walk is over rolling hills. Although there is a certain amount of road walking included in it, most of the roads are very quiet and pleasant to walk. Strong footwear essential.

Distance: approx 6 miles      Time: 2.5 - 3 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.

Turn right and follow the road up a steady climb for over 0.5 mile. After passing Lower and Upper Dodyard, the road bears right while a wide hedged track continues straight ahead. Take this track to the gate at the end. Go through the gate and continue in almost the same direction, but slightly to the left across the field. (The field may be cropped but there is a right of way across it. Please ensure children and dogs keep to the track). As you go over the ridge, two farm complexes can be seen on the hills ahead. Aim for the one on the left and proceed down into the valley where there are trees and streams. If you

have been accurate in your direction you will see a track leading through the trees and across the streams. If you have missed them, a short walk along the edge of the field should find them again. Beyond the streams are two gates. Go through the left one and turning left, go up the path alongside a field until it reaches a farm track. Turn left and follow the track past a house with a small vineyard opposite it.

Continue along the track to its end and then, passing through a gate into a field continue in approximately the same direction but slightly more to the left, going diagonally across the field dropping down into the valley. You will know you are going in the right direction when you pass an old bath being used as a cattle water trough near the bottom of the valley and as you approach a gate. Go through the gate and over the stream into the field beyond. Continue in the same direction as before, climbing the hill at an angle. Soon you will see a gate ahead in a fence. Go through it and continue in the same direction aiming for a point about 50 yards right of the obvious gap in the line of trees on the horizon. As you get nearer you will see you are approaching a gate in the corner of the field. Go through it and turn left on to the road beyond (signposted to Chulmleigh). This road leads to the next junction, Chulmleigh Beacon. On a clear day it is possible to see both Dartmoor and Exmoor from this site.

Take the road to the left (signposted Chulmleigh) until you reach the next junction, Parsonage Cross, and here turn left. After only a few yards turn right at a footpath sign and keep the hedge to your left until you reach a stile. You now go across five fields, each time aiming for the stile in front of you. You are now in the Chulmleigh playing fields. Turn right alongside the hedge and climbing over yet another stile you enter a road. Turn left, and this road will bring you back to East Street, where you turn right to get back to the centre of the town.