

Dorchester (South) Circular or to Portesham			Extension Loop and Portesham Endings		
1 st walk check	2 nd walk check	3 rd walk check	1 st walk check	2 nd walk check	3 rd walk check
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Dorchester (South) Circular or to Portesham

Start: Dorchester South station

Finish: Dorchester South station or Portesham Bus Stop

Dorchester (South) station, map reference SY 692 900, is 185 km south west of Charing Cross and 71m above sea level. Portesham (opp. Kings Arms) bus stop, map reference SY 601 856, is 10 km south west of Dorchester and 67m above sea level. Both are in **Dorset**.

Length: 24.3 km (15.1 mi), of which 6.6 km (4.1 mi) on tarmac or concrete.

Cumulative ascent/descent: 423m.

For a longer walk and an Alternative Ending, enabling shorter versions, see *below* **Walk Options**.

Toughness: 6 out of 10

Time: 5 ¾ hours walking time.

For the whole outing, including trains, sights and meals, allow at least 12 hours.

Transport: Dorchester (South) Station is on the London Waterloo to Weymouth Main Line, with two trains per hour Mondays-Saturdays (journey time from 149 mins) and an hourly service on Sundays (journey time 168 mins). Portesham (opp. Kings Arms) is a stop on line X53 (Axminster – Weymouth King's Statue [a 5 mins walk to the station]), with a roughly two-hourly service (last bus around 19.00 Mon-Sat, and 18.03 Sun). Buy a Dorchester South return ticket – or a Weymouth return for the Portesham Ending.

Saturday Walkers' Club: Take a train no later than 8.45 hours.

OS Landranger Map: 194 (Dorchester & Weymouth)

OS Explorer Map: OL15 (Purbeck & South Dorset)

Walk Notes:

Rewarding expedition from the county town of Dorset through the pre-historic landscape of the Dorset Downs with splendid views out to the Jurassic Coast from the South Dorset Ridgeway.

Maumbury Rings, an ancient British henge earthwork converted by the Romans for use as an amphitheatre (the largest of its kind in Britain), is walked through early on. Then Maiden Castle, the largest – and one of the most complex – Iron Age hill fort in Europe, with its up to four banks and three ditches and remains of a Romano-Celtic temple, is explored in detail. Settled from 4000 BC, it was one of the most powerful settlements in pre-Roman Britain, the Durotriges were the last tribe to have lived there.

From there the route follows the narrow South Winterbourne Valley to lunch in Martinstown before a steady ascent up to the heathery Black Down, crowned by the 22m-high Hardy Monument (to Sir Thomas Hardy the Admiral, not the writer), with some stunning views to the Jurassic Coast and the Isle of Portland.

Continue with views out to sea atop Bronkham Hill, with an interesting group of barrows and shakeholes on its ridge. On the descent from it you pass more barrows, en route back to Dorchester.

A long extension adds more pre-historic highlights – the Valley of (Sarsen) Stones, one of the finest examples of a boulder 'train' in Britain, several impressive barrows and two stone circles – and leads through the very pretty Bride Valley.

Walk Options:

You can omit parts - or all - of the loop through **Maiden Castle**: cut up to 2.3 km and 75m ascent.

You can omit the final ascent to the **Hardy Monument**: cut 1.1 km and 50m ascent.

You can add a 'pre-historic' loop from the Hardy Monument via the Valley of Stones, Littlebredy and various Stone Circles and Barrows, adding up to 13.1 km (8.2 mi) and 477m ascent/descent to the walk (**10/10**). This includes 1.0 km of optional out-and-backs to Bridehead Lake & Waterfall and to a couple of Barrows, as well as an option to cut out 1.1 km distance and 78m ascent between the Valley of Stones and Littlebredy.

The resulting very long walk should take about 9 hours net to complete.

An Alternative Ending at Portesham (then bus to **Weymouth**) enables **two more variations**:

- a **very short walk** Dorchester to Hardy Monument to Portesham: 16.0 km (9.9 mi), 435/439m ascent/descent, **rated 4/10**;
- a **long walk** Dorchester to Hardy Monument, extended with most of the 'pre-historic' loop, but ending in Portesham: 25.5 km (15.9 mi), 726/730m ascent/descent, **rated 8/10**.

Lunch (details last updated 28/04/2022)

The Brewer's Arms Martinstown, *Dorchester, Dorset, DT2 9LB (01305 889 361,*

<http://www.thebrewersarms.com/>). The Brewer's Arms is located 8.7 km (5.4 mi) into the walk.

It is a pub with rooms with a large courtyard garden. Open Tue-Sat 12.00-15.00 and 18.00-22.00 and Sun 12.00-16.00. Food served Tue-Sat 12.00-14.00 and 18.00-20.30 and Sun 12.00-15.00.

Tea - Dorchester Ending (details last updated 10/05/2022)

Yalbury Café Brewery Square, *Dorchester, Dorset, DT1 1GA (01305 260 185, <https://www.ycscafe.com/>).*

The café is open 09.00-16.30 Tue-Sat and also 17.00-20.00 Sat for Mexican food.

Costa Coffee Open 06.00-19.30 Mon-Fri, 07.00-19.30 Sat and 08.00-18.00 Sun.

The Brewhouse and Kitchen 27 Weymouth Avenue, *Dorchester, Dorset, DT1 1QY (01305 265 551,*

<http://www.brewhouseandkitchen.com/dorchester>). Housed in the fully renovated original station master's house, on the footprint of the former Eldridge Pope Brewery. Open all day every day. Food served all day.

Vivo Lounge, Luciano's, Pizza Express, Nando's, Zizzi, Wagamama, Côte Brasserie, Morrish &

Banham Wine Merchant Tasting Room All on Brewery Square.

Tea - Portesham/Bus to Weymouth Ending (details last updated 28/04/2022)

The King's Arms 2 Front Street, *Portesham, Weymouth, Dorset, DT3 4ET (01305 871 342,*

<http://www.kingsarmsportesham.co.uk/>). The King's Arms is an award-winning historic pub with rooms located at the end of the Alternative Ending. Portesham was first mentioned in a charter dating back to 1024 when King Canute granted Porteshamme land to one of his ministers. Admiral Hardy, as in "Kiss Me, Hardy", of HMS Victory fame, lived in Portesham House, opposite the pub. The Kings Arms has recently been refurbished, and has three open fires and a large garden, complete with large Cypress tree, Pétanque terrain, and a stream running through the garden. Open all day every day. Food served 12.00-21.00 daily.

The Ducks Farmshop and Café Bramdon Lane, *Portesham, Weymouth, Dorset, DT3 4HG (01305 534 111, <http://www.ducksfarmshop.co.uk/>).* The Ducks is located right by the bus stop in Portesham at the Alternative Ending. Open 08.00-17.00 daily. Café open 08.00-16.00 daily.

The Dorset Burger Company 6 King Street, *Town Centre, Weymouth, Dorset, DT4 7BH (01305 780 888, <https://thedorsetburgercompany.co.uk/>).* An independent award-winning restaurant.

The Somerset House Hotel & Kitchen 21 King Street, *Town Centre, Weymouth, Dorset, DT4 7HZ (01305 459 342).* **Currently closed.**

The Handmade Pie & Ale House 2 Queen Street, *Town Centre, Weymouth, Dorset, DT4 7HZ (01305 459 342).* **Currently closed.**

Pubs en route to the station in Weymouth: The Tides Inn, The Railway Tavern.

Notes:

Dorchester

Dorchester is the county town of Dorset. It is situated between the towns of Poole and Bridport on the A35 trunk route. A historic market town, Dorchester lies on the banks of the River Frome, just south of the Dorset Downs and north of the South Dorset Ridgeway that separates the area from Weymouth. The earliest settlements were about 3 km southwest of the modern town in the vicinity of Maiden Castle, a large Iron Age hill fort that was one of the most powerful settlements in pre-Roman Britain. Different tribes lived there from 4000 BC. The Durotriges were likely to have been there when the Romans arrived in 43 AD. The Romans defeated the local tribes by 70 AD and established a garrison nearby, which was subsequently converted to a town named Durnovaria, a Brythonic name incorporating *durn*, "fist", loosely interpreted as 'place with fist-sized pebbles'. Durnovaria became a market centre for the surrounding countryside, an important road junction and staging post, and subsequently one of the twin capitals of the Durotriges tribe. The remains of the Roman walls that surrounded the town can still be seen today. Near the town centre is Maumbury Rings, an ancient British henge earthwork converted by the Romans for use as an amphitheatre, and to the north west of the town is Poundbury Hill, another pre-Roman fortification.

By 864, the area around Durnovaria was dominated by the Saxons who referred to themselves as *Dorsaetas*, 'People of the Dor'.

Poundbury is the modern western extension of the town, constructed since 1993 according to urban village principles on Duchy of Cornwall land owned by Prince Charles. Being developed over 25 years in four phases, it will eventually have 2,500 dwellings and a population of about 6,000. Prince Charles was involved with the development's design.

Dorchester was the home and inspiration of the author Thomas Hardy, whose novel *The Mayor of Casterbridge* was based on the town.

Maumbury Ring

'The largest prehistoric monument of its kind in Britain', Maumbury Ring is an ancient Neolithic Henge from about 2,500 BC, a large circular earthwork, 85 metres in diameter, with a single bank and internal ditch. The ditch was created by digging some 45 funnel-shaped shafts, each 10 metres deep, which were so closely positioned as to create a continuous trench. Human and deer skull fragments were found in the ditch fill when it was excavated in the early 20th century. It has survived intact because of its proximity to Roman Dorchester, having been turned into an Amphitheatre by the Romans by re-enforcing the existing, probably insubstantial, embankments with rammed chalk excavated from the interior of the ring and raising them to their present height. During the Civil War the Parliamentarians turned it into a gunnery emplacement.

Maiden Castle

Maiden Castle is known primarily for its Iron Age hillfort, which is one of the largest and most complex in Europe, but the site includes other multi-period remains on a chalk hilltop of the South Dorset Downs. The earliest features to be identified include a group of pits associated with Early Neolithic flint working, dating to around 4000 BC. A causewayed enclosure was built soon after, on the eastern plateau, which may have contained a long barrow and is associated with two infant burials. The Iron Age hillfort overlies this enclosure. In around 3400 BC, after the enclosure had fallen out of use, a 545m-bank barrow was constructed, part of which overlies the western end of the enclosure. In the Later Neolithic and Bronze Age periods two barrows and a small enclosure were constructed. As the barrow did not cover any burials, it has been suggested that it was a boundary marker, which would explain the limited human activity on the hilltop for the 500 years after the bank barrow's construction. Around 1,800 BC, during the early Bronze Age, the hill was cleared and used to grow crops, but the soil was quickly exhausted and the site abandoned. This period of abandonment lasted until the Iron Age, when the hill fort was built. The bank barrow survived into the Iron Age as a low mound, and construction over it was avoided.

There are believed to be three main phases for the Iron Age occupation of the site. Initially, in the Early Iron Age, it was a univallate hillfort, defined by a single rampart enclosing only the eastern end of the hill. During the second half of the 3rd century BC the ramparts were extended to the west and during the mid-2nd century BC the ramparts were rebuilt on a larger scale. The ramparts of the later multivallate hillfort consisted of three banks and two ditches around the hilltop, with an extra bank and ditch to the south, and two complex entrances.

The interior of the fort was intensively occupied. Excavation revealed traces of circular and rectangular huts evident from post holes, trenches and floor remains, as well as over 50 human burials, many within a cemetery at the eastern end of the site. Occupation of the hilltop declined following the Roman Conquest, but a Romano-Celtic temple was built at the eastern end of the fort, during the 4th century AD. During the post-Roman period the site was used to graze stock and dewponds were constructed to provide water.

The modern name for the hill fort is first recorded in 1607 as *Mayden Castell*; it is not unique to the site and occurs in several other places in Britain and is taken to mean a fortification that has never been taken in battle. Alternatively, the name may derive from the Brittonic *mai-dun*, meaning a "great hill".

The site is in the care of English Heritage.

Hardy Monument

The Hardy Monument is a 22m (72 ft) high monument erected in 1844 by public subscription in memory of Vice Admiral Sir Thomas Hardy, a commander at the Battle of Trafalgar (not to be confused with the author

Thomas Hardy, who also has local connections). Admiral Hardy lived in Portesham and his family owned the Portesham estate which stretched from the middle of Portesham to Black Down. The site for the monument was chosen because the Hardy family wanted a monument which could be used as a landmark for shipping. The monument has been shown on navigational charts since 1846 and is visible from a distance of 100 km. Adjacent to the monument is a stone seat erected in memory of Lt Col William Digby Oswald who was killed on the Somme in 1916.
Open Wed-Sun in summer, 11.00-16.00 (weather permitting).

South Dorset Ridgeway

The South Dorset Ridgeway is part of the South West Coast Path National Trail and was the original route to be designated (the longer coastal route around Portland was only added in 2003). It runs from West Bexington to Osmington Mills. Being some distance from the sea, it still offers views of the Jurassic Coast. The route also provides the opportunity to explore one of the UK's most significant ancient ceremonial landscapes. It has been important to local people for millennia as shown by the extraordinary number of historic monuments along the ridge. From long and bank barrows constructed around 6,000 years ago in the Neolithic period, stone circles and 4,000 years old Bronze Age round barrows, to Iron Age hillforts, the area rivals the more well-known sites of Stonehenge and Avebury. The footpath passes close by to some of these monuments, particularly the round barrow groups at Bronkham Hill and Bincombe Down.

Bronkham Hill/Shakeholes

Bronkham Hill, east of Black Down, contains an interesting group of barrows, as well as shakeholes, on top of the ridge. The biggest is a bell barrow with a robbed out middle; the ditch edged with stones is thought to be an Anglo-Saxon boundary.

A shakehole, also known as a cenote, sink-hole, swallow hole, or doline, is a depression or hole in the ground caused by some form of collapse of the surface layer. The formation of sinkholes involves natural processes of erosion or gradual removal of slightly soluble bedrock (such as limestone) by percolating water, the collapse of a cave roof, or a lowering of the water table. Shakeholes vary in size from 1 to 600 m both in diameter and depth, and vary in form from soil-lined bowls to bedrock-edged chasms. Sinkholes may form gradually or suddenly, and are found worldwide.

Clandon Barrow

This is one of the most important barrows in the Ridgeway area. A bowl barrow, it was partially excavated in 1882 by Edward Cunnington. He discovered a cremation burial within an urn, a copper dagger, shale mace head, bronze ring and gold plate, i.e.: finds similar to those at Bush Barrow south of Stonehenge.

Valley of Stones National Nature Reserve

The Valley of Stones is considered to have one of the finest examples of a Sarsen stone boulder train in Great Britain. Freeze/thaw conditions at the end of the last ice age caused sandstone on top of nearby chalk hilltops to fragment and slump downhill. There is evidence that the site was used as an ancient 'quarry' with stones being taken from the area for use at other local megalithic sites.

The stones are set within a wider landscape of dry valleys and slopes of upper chalk that include extensive areas of fine calcareous grassland that is rich in butterflies and wild flowers. Within the reserve, well preserved medieval field patterns can be seen on some of the steep sides.

Bride Valley/Littlebredy/Bridehead/Bridehead Lake/River Bride

Littlebredy (pronounced "briddy") is a small village between Bridport and Dorchester. It lies at the head of the Bride Valley, where the River Bride tumbles down a waterfall from its springs. These feed the lake in the grounds of Bridehead, which is the mansion at the centre of the village estate. Its Walled Gardens are open to the public on selected days. The words 'Bride' and 'Bredy' derive from the Celtic for a torrential, gushing stream and the addition of 'Little' distinguishes the parish from the larger neighbouring parish Long Bredy. The parish contains the Valley of Stones and is in an area rich with evidence of early human occupation, as great as in the area around Stonehenge, including stone circles, strip lynchets, tumuli (long and round barrows) and a probable hill fort (Old Warren). Just outside the parish is a group of 44 Bronze Age round barrows of various sizes, known as Winterbourne Poor Lot Barrows.

Kingston Russell Stone Circle

This large irregular stone circle consists of eighteen fallen sarsen stones. The circle appears to retain its full number of stones, although many of them may not be in their original positions.

Macmillan Way

The Macmillan Way is a 470 km (290 mi) waymarked long-distance footpath that links Boston, Lincolnshire to Abbotsbury, Dorset. It is promoted to raise money for the Macmillan Cancer Relief.

Hampton Stone Circle

A small circle of sarsen stones that appears incomplete and cut across by a hedge. It has been suggested that the original circle, constructed between 1800 and 1200 BC, may have been demolished in the late 17th century. After an excavation in 1965 the circle was restored and the stones were placed into old sockets.

WALK DIRECTIONS

Alight from the train in **Dorchester South** on platform 2 and cross over the overbridge to leave through the station building or to the right of it. With a **Costa Coffee** branch opposite, *turn left* along the pavement of **Copper Street** past a bus stop, then turn right past the station car park and later **Yalbury Café** on the left inside an Auction House building. In 150m *turn left* along **Weymouth Avenue** at a T-junction. In 100m you *turn left* through a metal kissing gate into the fenced area around the **Maumbury Ring Neolithic Henge and Roman Amphitheatre**. You pass a couple of info panels and in 50m *turn right* by another info panel to walk either through the northerly entrance to explore the heart of the impressive remains of the **earthworks** or up some steps onto its rim and follow it around. You will have to leave the area through the same gate you entered it. *Turn left* along the pavement to continue in the previous direction along **Weymouth Avenue**, soon crossing Maumbury Road. In another 220m, by the entrance to **Dorchester Cemetery** on your left, *turn right* across the road and continue along the pavement of **Maiden Castle Road**. Ignore all ways off and in 1.1 km cross the **A35 trunk road-bypass**, which runs in a cutting.

In 40m *turn right* through a metal gate to continue along a fenced chalky path, parallel to the road. On your left you can see **Europe's largest Iron Age hill fort site, Maiden Castle**, built **on the site of a Neolithic henge**; half right ahead in a field you can see **a tumulus (or barrow)**, a Neolithic funeral site; and – in contrast to these pre-historic monuments – on the right you can see **Poundbury**, a fairly recent estate on land belonging to the Duchy of Cornwall, i.e.: Prince Charles. Much derided by many architectural critics, it is nevertheless evidently successful. You walk through a couple of gates along the way and re-join **Maiden Castle Road**, where a bridleway joins from the right (the afternoon return route). In another 330m you enter the fan-shaped chalky car park for Maiden Castle visitors, ignoring a bridleway to its right, through a gap (a missing gate) to the left of a metal field gate.

Study the info panel on the far side of the car park and follow a clear track to the right of the panel, heading half-right up the slope towards the right-hand western entrance of the castle site (ignoring any footpath leading further left and up the steep flank of the castle ramparts). In 230m walk through a wooden kissing gate to the right of a metal field gate and continue in the same direction uphill and in 100m walk through another wooden kissing gate to the right of a metal field gate. Follow a car wide track to an **info panel** about the **Western Entrance** in 70m (where the barbed wire fence on the left turns left). [*If you want to skip Maiden Castle, turn right* up a grass path over the outer ramparts and in 60m walk through a wooden gate to leave the fenced area of **Maiden Castle**. Pick up the directions three paragraphs below: "*Turn left* along a grassy ..."].

From the info panel, turn left from the previous direction along the fence, then to the right and left again **through the castle ramparts**. In 140m walk through a wooden kissing gate to the right of a wooden field gate and the last of the ramparts onto the central plateau. The inner area of the castle is **Access Land**, but the central grassy areas can be tough going, thus a recommended route goes as follows: Walk to an info panel about the site as a **Neolithic Gathering Place** 60m away (currently missing) and *bear left* from there to the inner bank of the castle about 130m away and follow it around to the right – atop the steep bank, high above the deep ditch – *in a clockwise direction*. En route to the easterly end of the castle 700m away, in 350m a stepped path joins on the left through the outer defences, and in 80m you pass the site of a later **Romano-British temple** building, with its own info panel (currently missing), about 40m to the right of the bank. In 165m, in the far castle corner, *turn right* to the **Eastern Entrance** 50m away and *right again* to a couple of panels 40m away (The Eastern Entrance, The 'War' Cemetery).

Re-join the inner bank 100m away and continue clockwise along it. In about 200m, at a right turn of the ramparts, is a great spot to admire the astonishing earthworks of (here) three ditches and four banks, as well getting a first glimpse of the **Hardy Monument up on the heathery Black Down**, passed by in the afternoon. There is another info panel 40m to the right about **Iron Age Life inside the Hill Fort** (currently missing). Continue along the bank and in 400m *turn right* with it, in 140m *turn left* through a wooden kissing gate by a double wooden field gate and leave the hill fort plateau through the ramparts. Curve to the right with the path and in 110m *turn left* at a T-junction (the right-hand path leads to the other gate into the hillfort), in 20m **[!]** *fork right* (due N) along an easy-to-miss faint path and in 65m reach the first info panel for the **Western Entrance** passed earlier. **[!]** Continue in the same direction along a grassy path over the outer ramparts and in 60m walk through a wooden gate to leave the fenced area of **Maiden Castle**.

Turn left along a grassy bridleway between **Maiden Castle** on the left and **Hog Hill** on the right, initially ascending. In 160m walk through a metal field gate and in 50m ignore a stile on the left in the fence line. In 450m *veer right* along **this side** of a metal field gate along a Permissive Path (Natural England, as detailed on the back of the field gate) to a metal gate in a fence line at the bottom of the **South Winterbourne Valley** 40m away. Go through the gate and *turn right* to continue along a car wide fenced track. In 600m, where the farm track turns right uphill, follow the fence on the left to continue to the left of a bramble hedge and follow the hedge around to the right. In 25m you *turn left* with a marker on a fence post, now with trees on your right. In 150m the path turns right then left and in 300m you *turn left* with it to – in 30m – *turn right* through a metal gate to the left of a metal field gate. Cross a pasture towards a metal gate to the right of a metal field gate 100m away, with the **South Winterbourne** a little to your left. Go through the gate, to follow a gravel driveway to a road.

Cross the road and *turn left* along a clear path through the grassy verge, in 40m *turning right* into **Martinstown** (or **Winterbourne St. Martin**). Ignore all ways off for 750m, en route passing a bus stop, an info panel and some benches by a small green outside **St. Martin's Church** (the afternoon return route crosses here), and the **village store** (cream teas in summer) and eventually cross the **Winterbourne** on a road bridge by the lunch stop **The Brewers Arms**.

After lunch turn right from the previous direction (i.e.: *turn left* out of the (roadside) front entrance) and up along a car wide gravel driveway with a bridleway signpost ('**Sheep Wash Pool**'), with the **Winterbourne** on your right. In 50m pass the village's **Sheep Wash** and in 20m *turn up right* with a fence on your right along a car wide track. In 35m, at a three-way signposted bridleway/footpath junction, continue in the same direction up a narrow bridlepath between hedges. In 30m, by the corner of the hedge on your left, **[!]** *turn left* over a stile into an arable field corner and continue along its left-hand boundary. In 80m go through a wide fence gap (a missing field gate) to cross a driveway by a house on the left (**Church Farm**) to continue a little to the left along a narrow path to the left of a shed (**this can be very overgrown**: in this case walk through the metal field gate to its left and follow the right-hand field fence). The **Hardy Monument** can briefly be seen up away on the left.

In 65m you go over a stile into a large pasture and continue in the same direction, in 75m through a gap in a line of trees. Continue up the **Winterbourne Valley** along the upper edge of this field and in 280m leave it over a stile into a wooded strip and in 10m continue along a clear path through a smaller pasture. In 90m *turn right* through a usually open metal gate and then over a stile into an arable field and *turn left* along its left-hand boundary. In 40m you go over a stile hidden in a hedge to leave the field and continue along a path between a fence and a wooded area. In 125m you go over another stile in a fence and in 10m reach a two-way signposted bridleway/byway

junction at **North Rew Lane**, with a main road to the left. *Turn left and left again* along a narrow gravel roadside strip (the **Hardy Monument** can briefly be seen up away on the right) to follow the road (**Lower Rew Lane**) down and right to the bottom of the valley and in 120m – by **Lower Rew Farmhouse** and where the road turns left – you **[!]** continue up a tarmac drive, a signposted bridleway ('To South Rew Farm').

In 40m you *turn right* with the driveway towards **Kit Hill Bottom** (on the OS map) and in 30m ignore a couple of car wide gravel tracks on the left, but in another 100m **[!]** **continue in the same direction** with a low bridleway signpost up a car wide gravel track (220°), where the tarmac lane forks right. Ignore all ways off for 1.5 km (eventually, as you pass some farm buildings, with views on the right into Kit Hill Bottom) to a T-junction with a road by **East Rew Farm House**. *Turn up right* along the road towards the **Hardy Monument**, visible on the hill ahead. In 900m ignore a bridleway crossing the road at a staggered junction, just before a steeper bit. In 70m the gradient levels out and you have views on the left out to sea, the **Jurassic Coast** and the **Isle of Portland**. In 190m you pass Blackdown Car Park on the right-hand side by **Smitten Corner** (on the OS map), where a path turns left (waymarked **Jubilee Trail** on a low wooden fence post).

This is the continuation of the Main Walk after visiting the Hardy Monument). In 30m, just before a double metal gate to the right of a cattle grid, you *turn right* through a metal gate (with a **South Dorset Ridgeway** (SDR) marker and signposts) and follow a narrow path uphill through the heathery slope of **Black Down** (bluebells in season). In 300m cross the road walked on earlier by a two-way South Dorset Ridgeway signpost and in 30m *turn left* into the car park of the **Hardy Monument**. It is accessible Wed-Sun and Bank Holidays in summer (11.00-16.00 hours) and – on a clear day – provides fantastic views from the top (120 steps, £2.00 fee). There are some info panels on the side of the plateau facing the **Isle of Portland** on the other side of the car park, by some benches with views. Re-trace your steps towards the road, but 20m **[!]** *before reaching it*, where a gravel path (the outbound route) crosses, by an SDR 'Inland Route' marker stone and with a SDR marker post on the left, **you have [!] three choices:**

For the Alternative Ending direct from here to Portesham, *turn left* along the gravel path through bracken past marker stone and post and pick up the directions at the end of this text under **Portesham Ending from the Hardy Monument**.

For the Extension Loop, continue to the road, *turn left* along it and pick up the directions at the end of this text under **Extension Loop from the Hardy Monument**.

For the Main Walk, *turn right* along the gravel path, in 30m cross the road and continue with a two-way signpost down back to the road by the cattle grid in 300m. The Extension joins from the right down the road. *Turn left* along the road.

*) In 30m at **Smitten Corner** *turn right* with a SDR signpost ('Bincombe 6') and a **Jubilee Trail** marker on a low wooden fence post along a gravel path. In 60m ignore a right turning bridleway (**Corton Hill 2**) and start descending between hedges. You will see bluebells in season along the downward slope on the right for the next 2 kilometres. In 180m ignore a left turning bridleway through a metal gate and in 270m ignore the right turning **Jubilee Trail** bridleway, also to **Corton Hill**. In 260m walk through a metal field gate into **Bronkham Hill's Access Land**, full of **Shakeholes**, a feature common to limestones environs, **and Tumuli** (or Barrows). The map-marked bridleway follows the right-hand boundary car wide track, but *it really pays to veer left*, up onto the first of many tumuli, from where you can better appreciate the bizarre landscape.

Follow a route to the left of the car wide track for 800m, en route going over more tumuli, then going through a metal field gate in a right corner and later ignoring a left

turning bridleway towards **Martinstown** (signposted on the right). Eventually, just after passing the remnants of some stone demarcations (on the OS map, thought to be an **Anglo-Saxon boundary**), *veer right* to the far-right corner of this fenced area to leave it through a metal field gate, ignoring a signposted right turning footpath to **Hell Bottom**, and continue in the same direction along a narrow gravel path through bracken. In 200m pass another shake hole, at a corner of the stone wall remnants on your right-hand side. In another 110m pass another shake hole and *veer left* and in 100m you go through a metal field gate and pass some rusty agricultural storage units in a shake hole. You have left the **Access Land**. Continue along a car wide gravel track downhill, with more shake holes on your left and a barbed wire fence on your right.

[Note: the next section is currently going through changes, as the HV lines are being undergrounded. Upon completion of those works, the pylons will be taken down.]

In 200m ignore a bridleway turning right (**Corton Hill ¾**), just as you walk across a farm track while walking under the first of **three large HV pylon lines**. In 120m pass the second pylon line and in 40m walk through a metal gate to the right of a metal field gate. In 125m you walk under the third pylon line. **[!]** In 20m you *turn left* (30°) through a pasture by a three-way bridleway signpost (**Martinstown 1 ¾**), in 100m passing to the left of a tumulus. In 130m you walk through a metal gate to the right of a metal field gate and head down **Great Hill** (on the OS map) towards another tumulus 75m away. In a further 220m, just before passing a third tumulus, *veer left* along a faint path in the grass (10°) and continue downhill along the flank of **Great Hill**, into **Ridge Bottom** (the dry valley below you), aiming for the valley end by a small copse. At the valley end, *turn left* through a metal gate to the left of a metal field gate and continue along a car wide bridleway in **Grove Hill Bottom**, another dry valley.

In 380m you walk through a metal field gate and in 50m ignore a bridleway joining from the left, just before the track veers right. In 50m **[!]** *fork right* off the car wide track (which starts rising up the slope on the left, in 30m through a rusty metal field gate with a large 'Private – No Right of Way' sign) *to stay at the valley bottom*, along a narrow grass path. In 30m you pass a blue marker on a fence post. Dead ahead, on the other side of the South Winterbourne Valley, notice the prominent **Clandon Barrow** on **Clandon Hill**, nicely framed by trees this side of the Winterbourne. In 200m pass a **hanging copse** on the left-hand side of the valley, and in 120m enter a wood and start to ascend gently. In 140m the path levels out and in another 140m you walk through a wooden gate and out of the trees into a large pasture. You continue in the same direction, staying away from the right-hand boundary (due N), and in 140m walk through a wooden gate by a two-way bridleway signpost to continue in the same direction along a tarmac lane at a bend, ignoring a right turning footpath.

Follow the lane down **Grove Hill** into **Martinstown** and in 270m cross the main road through the village, opposite the church passed in the morning. Cross the small green in front of the church and enter the churchyard over a stepped wall gap to walk to the left of the church, then *veer right* and in 40m leave the churchyard on the opposite side over another stepped wall gap onto a grassy footpath, where you *turn right* at a T-junction. You follow the right-hand boundaries of various grassy areas and fields (pasture and arable) for 600m, across a tarmac lane (cross it a little to the right), through a few gates and over a stile, until you emerge through a wooden gate on a road at a T-junction, with a more major road just to the right of it. You *turn right* to *veer to the left* of a small triangular green, cross the main road and continue along a car wide gravel track up a signposted bridleway. In 50m there is a **National Cycle Network 2-**marker on an electricity pole on the right. You have **Clandon Hill and Barrow** (seen earlier from across the valley) on your right and slowly ascend with the track. The track continues as a concrete farm track as you near **Clandon Farm**, and you follow it through the farmyard with occasional NCN 2-markers.

In 125m continue ahead at a junction, where a tarmac lane joins from the left and in 60m *turn right* with the concrete track with a bridleway sticker on a corner of a shed. In 30m you *turn left*, just before **Clandon Farm Cottage** and in 60m leave the farm behind to *veer left* with the track (just to the right of another red brick building: The Paddocks), passing a **Tour de Manche** marker on a fence post on the right (a cross-border cycling route). Follow a car wide track, now with **Hog Hill** on your right and in about 170m the distinct flanks of **Maiden Castle** slowly become visible behind Hog Hill. In 150m you walk through a metal gate to the right of a metal field gate and cross a footpath leading up to Maiden Castle to continue in the same direction between fences. You pass the barrow in a field spotted at the start of the walk and in 670m walk through a metal gate to the right of a metal field gate and *turn left* along **Maiden Castle Road**.

Retrace your steps **towards Dorchester South station** by turning left in 1.8 km along **Weymouth Avenue** and in 430m reach the right turning **Copper Street**, leading directly to Dorchester South station. For all **tea options other than Yalbury Café** and the **Costa Coffee** (both passed in the morning), continue in the same direction along **Weymouth Avenue**, cross over to the right-hand pavement at some lights and in 20m pass the (chain) microbrewery **Brewhouse and Kitchen**. In 50m reach a bronze statue of a horse by the entrance to **Brewery Square**. **Vivo Lounge** is on the left-hand side of the building in front of you, **Luciano's** in front of you, **Pizza Express** on your right-hand side. *Turn right* through Brewery Square, en route passing some more restaurant chain branches, currently these are: **Nando's**, **Zizzi**, **Wagamama** and **Côte Brasserie**. From the fountain on **Brewery Square** it is another 100m to the station, en route passing the **Morrish & Banham Wine Merchant Tasting Room** (open to 20.00 Fri-Sat), with a **small shop** away to the right.

London bound trains depart from the near platform.

Portesham Ending from the Hardy Monument (cut 8.2 km, 130/126m ascent/descent and 1.8 km tarmac)

You follow the **South Dorset Ridgeway** down the heathery slope of **Black Down** for 830m, ignoring all ways off. **In more detail:** in 130m you continue in the same direction at a crosspaths with a SDR marker post; in 260m walk through a wooden gate by a three-way signpost and *turn left* along a bridleway at a T-junction (signposted '**South Dorset Ridgeway - West Bexington 5 ¾'**); in 50m the track enters trees; in 220m you ignore a metal gate to the right of a wooden field gate on your left to continue in the same direction along a grassy track; in 110m emerge from the wood through a gap onto a farm track at a T-junction, with a three-way signpost away on the left. *Turn left* with the bridleway along the farm track and in 60m *turn right* with the track, where a narrow bridlepath bears left up the hill and through a wooden gate with a signpost in 15m (the finish of the **Extension Loop from the Hardy Monument**), then pass some ruined farm buildings (Black Down Barn) and continue uphill.

In 190m (from the bridleway turnoff), **[!]** *turn right* and in 10m go through a metal field gate into an arable field, ignoring the continuation of the track further uphill. Follow a bridleway marker along a car wide track along its left-hand drystone wall uphill and in 140m go through a metal field gate into the next field to continue in the same direction along its left-hand boundary. You get full views again of the coast ahead of you (**Chesil Beach and Isle of Portland**) and of the **Hardy Monument** behind you. In 150m you *veer left* with the wall and in 20m go through another metal field gate, now with **Portesham village** visible below, and continue along a car wide grassy track between a wall on your left and a wire fence on your right. In 40m you go into a downward sloping field and **[!]** *turn right* along its upper boundary wall. In 200m *turn left* with the boundary (and with some fine views on the right up a narrow curving valley) and in 220m leave the field in its bottom right corner through a metal field gate to continue along a tarmac lane.

In 60m ignore a left fork and in 100m *turn left* along a road into Portesham village. In 70m follow the road (**Front Street**) around to the left (now with a gushing spring-fed stream on its right-hand side) and descend towards **The King's Arms**, which you reach in 300m. The **bus stop for services to Weymouth** is located immediately to the left of the bottom-left corner of the pub car park, on the other side of the pub garden and **The Ducks Farmshop and Café** 30m beyond the bus stop.

In Weymouth the bus terminates at **The King's Statue (Stand K6)**. *Turn north easterly along the seafront* (i.e.: facing the sea, *turn left*), cross the road at a convenient spot and in 250m *turn left* along **King Street**. You pass **The Tides Inn** and in 75m, by a large roundabout and with **The Dorset Burger Company** on the left and **The Somerset House Hotel & Kitchen** and **The Handmade Pie & Ale House** as well as **The Railway Tavern** on your right, you find **Weymouth Station** 50m away.

Extension Loop from the Hardy Monument (add up to 13.1 km, 477m ascent, and 1.9 km tarmac)

In 1.1 km cross a busy road and in 50m *turn right* through a wooden kissing gate into the **Valley of Stones National Nature Reserve** by an info panel (this is largely **Open Access** land). Most of the stones used for the stone circles and barrows in the area were dragged from this valley. Follow a clear path through bracken and grass (355° initially), starting out level, but in 90m, as you cross a car wide grass track, beginning a long descent, now with far views down the valley. In 50m you cross a grassy path. [There are some **Sarsen stones** left at the bottom of the valley which you will walk

past, the largest agglomeration of them (a 'train') though lies about 400-500m away to the left, partly **visible from here**]. Bluebells cover this grassy slope in season. In 210m you walk through a wooden kissing gate (briefly leaving Access Land) and in 280m through a wooden field gate (back into Access Land) to continue in the same direction through the narrow grassy valley bottom, with a selection of Sarsen stones on your left.

In 170m from the gate, just before walking under an electricity line and with a wooden field gate off to the left, and 30m away from a couple of more Sarsen stones, **you have a choice:**

To cut out 1.1 km distance and 78m ascent (but also a scenic tight valley and stunning views from the following ridge while adding 850m tarmac), continue in the same direction and leave the **Valley of Stones** in 200m, make your way past **Littlebredy Farm** and *turn left* along a road at a bend towards **Littlebredy** village. In 850m a footpath joins from the left through a metal gate along the side of a cricket pitch. This is the main route. Continue in the same direction along the road and pick up the directions three paragraphs below ('In 25m you pass...').

For the recommended full route [!] *turn left* and in 100m walk through the wooden field gate to walk uphill along the bottom of this winding, narrow valley. In 110m you walk through remnants of the earthworks of an ancient enclosure made from Sarsens and then further up **Crow Hill** (*turning left* with the valley bottom path, then *veering right* near the top) to in 550m – a little to the right of the top corner of the fenced area – go through a metal kissing gate to the left of a wooden field gate and follow a Permissive Path through a small wood. In 60m emerge from the wood and *turn right* at a T-junction with a car wide gravel driveway, leading to **Top Parts** (a house with B&B, on the OS map). You have far views on the left along the **Bride Valley**. In 150m *fork left* off the driveway with a bridleway marker through a metal field gate and in 60m continue with a wooded area on your right. In 75m you walk through a set of (currently missing) metal field gates 10m apart to meet **Farm Wood** at a corner.

Follow the wood's boundary and in 210m walk through a wooden gate just before the far corner of the wood (currently redundant due to a missing field gate). You now follow a fence on the left, then a clear path, downhill for 750m, always keeping the drop on your right (initially you can see the top of the **Hardy Monument** away on the right on the ridgeline). **In more detail:** in 120m pass a picturesque narrow side valley, leading to **Littlebredy Farm** and the westerly corner of the **Valley of Stones**; then you have views ahead to the right to **Heart Clump** on a hill top on the other side of the valley and eventually of **Bridehead** (house) and **Bridehead Lake** down on the left; the track descends ever more steeply into the valley and at the bottom you go through a metal kissing gate into a grassy field to continue in the same direction along its left-hand side. This is in fact the cricket field of **Littlebredy** village, and in 125m leave the cricket field in its left corner to the left of the clubhouse and through a metal gate to the right of a metal field gate, and *turn left* along a tarmac lane.

In 25m you pass the driveway to **Bridehead** (House) on the left and in 200m continue in the same direction into **Littlebredy** where a road joins from down the hill on the right. In 110m, by a small green on your left, *turn left* off the road through an often-open wooden gate to follow a tarmac path towards a churchyard. In 70m *turn right* around **St. Michael and All Angels, Littlebredy** and leave the churchyard through the lychgate to continue along the gravel **Church Walk**. [The grassy Permissive Path *turning hard left and down* leads to the **fairly picturesque Bridehead Lake and Waterfall** (the lake outflow) 130m away, a crime scene in 'Broadchurch'. If going that way, a donation to the church fund is requested; a box is located in the church porch.].

In 60m go through a wooden gate, cross a tarmac lane and in 50m go over a stile by a footpath signpost and *bear up right* through a pasture (but further right than the signpost indicates: 320°). Head for a stile in a hedge only visible once well over the brow and in 190m go over the stile into a large sloping pasture to *turn left* down the field (260°), first through grass, then tussock (this area can be deep and muddy). In 170m you enter a wooded strip of low trees (no obvious path here) and soon emerge from the trees at the **River Bride**, usually too deep and wide to cross. Find a gated railed wooden footbridge and cross it into the opposite pasture to continue a little to the right (275°) over the brow of this field and then towards – and through – a metal field gate about 30m to the right of the upper left field corner. Continue in the same direction through the next sloping pasture, in about 200m *veering ever so slightly to the left* and then heading down towards a metal gate 75m away in the opposite boundary.

Go through the gate, across a stream, through another gate and across a plank bridge and through an electric fence (with a handle bar) belatedly into an adjacent field and cross it heading for a gap in the opposite boundary hedge (265°). In 190m, at the opposite field boundary, *turn left inside the field* towards a metal field gate in the middle of the top of the field and in 120m go through it into a large field and cross it *half left* towards a distinct tree on a bearing of 150°. You leave the field in 200m (some 80m before that tree) through an electric fence (with a handle bar) and a bridgeway marker and *turn left* along a car wide farm track. In 120m *turn right* with the track (now with **Foxholes Coppice** on your left) and immediately **[!]** *veer right away from the track* to go through an electric fence (with a handle bar and a bridgeway marker) and start your ascent up **Tenants Hill (Access Land)**. There are no clear paths but plenty of animal tracks; try to ascend *up the ridge close to the fence on the right*, on a bearing of 210°, rather than the even steeper slope to the left of it, as the OS map suggests.

In more detail: in 220m walk between some solitary trees (from here you get the best views across the **Bride Valley** behind on the left to **Old Warren**, some large earthworks, thought to be the remains of an **Iron Age hill fort**); in 110m, as the gradient eases – just by a low tree in a deep bowl and with **fine views** on the right along the Bride Valley **to the sea** and of the top of the **Hardy Monument** away to the left – *veer a little to the left* with the ridge (170°); in another 100m you walk through clear earth bank & ditch remnants of an old enclosure (marked on the OS maps) and *veer a little to the left* (160°) to a metal gate in a fence line (i.e.: *not* to the more obvious metal field gate 50m or so to the right of it).

Leave the field in 140m through the gate into a large pasture. You now *veer right* from your previous direction and head for a spot about 50m to the right of its top-left corner (185°) and eventually walk right through the remnants of the **Kingston Russell Stone Circle** (you are briefly joined here from the right by the unmarked **Macmillan Way**, a Long-Distance Footpath). Leave the field in its corner in 75m through an electric fence (with a handle bar) by a five-way signpost and *turn left* along a car wide farm track, with a large field on your left (with an info panel on the stone circle). In 600m, by a field boundary on the left, the car wide farm track continues as a bumpy grassy path. In another 350m, **[!]** you have a four-way signpost and a wooden gate on the right.

For a (190m each-way) **recommended out-and-back to The Grey Mare & Her Colts** (an impressive long barrow, 20 metres of the mound have survived behind the single burial chamber made of Sarsens), *turn right* through the gate ('Permissive Path, Grey Mare and Her Colts ¼') and follow the left-hand field edge. In 150m *turn left* through a wooden gate to the left of a wooden field gate and the barrow is on the left.

Continue in the previous direction with the bridgeway along the grassy path with a hedge on the right (bluebells in season). Once over a brow, you get fine views of the **Isle of Portland and of parts of Chesil Beach**. In 400m go through a metal field gate or a

metal gate next to it and continue in the same direction along a car wide gravel track at a bend. In 30m a tarmac driveway joins from the right by a large boulder on the trackside as you get sudden views of the sea and in 140m you *turn right* by a triangular green along a road (**Bishop's Road** on the OS map) at a T-junction. In 150m *turn left* through a metal gate by a two-way signpost and follow the **South Dorset Ridgeway** along a clear path along the upper rim of a curving valley (**South Dorset Ridgeway – Hardy Monument 2**). In 370m you reach a metal gate leading to a fenced engineered path with a drop on its right, **by a marker stone** (footpath **South Dorset Ridgeway – Hardy Monument 1** $\frac{3}{4}$ ' to the left; bridleway **Portesham 1** $\frac{1}{4}$ ' to the right).

Here you have a choice:

For the Alternative Ending in Portesham, *turn right before the metal gate* to follow a barbed wire fence on the left (165° initially) and pick up the directions at the end of this text under **Portesham Ending from the Extension Loop**.

For the Main Walk, ending back in Dorchester (13.8 km away, with 296m ascent, so approx. 3 $\frac{1}{4}$ hours of walking), go through the metal gate along the fenced path and in 70m through another metal gate to follow the left-hand upper field boundary of a – initially narrow – pasture (due E), with splendid views down to the **Jurassic Coast**. In 340m, in the field corner, you reach the remnants of the **Hampton Stone Circle** (with a small explanatory sign). Continue in the same direction along a farm track with a hedge on the left and a barbed wire fence on the right, with fine views of **Black Down and Hardy Monument**, later passing a large copse on the left and going through the occasional metal field gate along the way.

In 640m you reach a road on **Portesham Hill** at a T-junction by a South Dorset Ridgeway signpost (Hardy Monument 1). Cross the road and continue in the same direction through a metal gate to the right of a metal field gate into a large field. *Veer left* to reach the left-hand field boundary fence and follow it to leave the field in 330m in its far-left corner over a wooden stile, followed by a stone slab stile into the adjacent field to follow a fenced path along its right-hand boundary drystone wall. In 130m, by a field boundary in the right-hand upper field, there is an unmarked stone slab stile in the drystone wall. **For a** (180m each-way) **recommended out-and-back detour to the Hell Stone** (a chambered long barrow, moved and restored in the 19th century), *turn right* over the stone slab stile and up the hill along the right-hand field boundary.

Continue along the fenced path in the previous direction, and in 150m go through a set of metal gates and in another 100m go through another metal gate to in 30m leave the field in its far corner over a stone slab stile with a South Dorset Ridgeway marker and continue in the same direction through an often-overgrown area, from which you emerge in 30m by a footpath marker post (signed **'Hardy Mon'**) and *turn right* along a car wide gravel track. In 15m a footpath joins from the left through a gap in trees, with a three-way signpost a little further along. This is the route of the **Portesham Ending from the Hardy Monument**. Continue along the track and in 60m, where the track turns right just before some ruined farm buildings **[!]** *bear left* up the hill towards a metal gate with a two-way bridleway signpost (**Smitten Corner** $\frac{3}{4}$). Go through the gate in 15m and continue along a narrow but clear path, initially along the right-hand fence, all the way up the **Black Down** for 1.0 km, until you emerge on a road.

But in more detail: In 130m continue in the same direction at a crosspaths; in 180m the path levels out for a while (the top of the Hardy Monument is visible on the left); in 50m a car wide path joins from the left; in 70m **[!]** continue in the same direction along a narrow path where the car wide path veers left (no harm if you miss this, as the two paths meet again); in 120m cross the car wide track to continue in the same direction along a narrow path; in 35m **[!]** continue in the same direction through bracken,

ignoring a gravel track up to the left; in 50m the car wide track runs to the right below (but veers off to the right soon after); in 160m the path starts rising again (the top of the Hardy Monument is visible on the left); in 130m the path starts descending again and in 100m you reach a road at a T-junction by a bridleway signpost (**Portesham 1 ½**, with a small **Coast Path East** sign attached to it).

Turn right down the road, in 50m cross a cattle grid by a double wooden field gate to its left. A footpath joins from the left through a wooden gate. This is the Main Walk. Continue along the road and pick up the directions in the main text at the asterisk *).

Portesham Ending from the Extension Loop (cut 11.7 km, 220m/216m ascent/descent and 2.1 km tarmac)

The path winds its way through a few areas of rough bramble bushes and in 240m emerges in open grassland, still with the barbed wire fence on the left and the curving scenic valley on the right (which has clear signs of mediaeval farming techniques on the steep slopes: 'strip lynchets'). *Curve to the right* with the rim of the valley, away from the fence, ignoring a stile in that fence. In 100m you have the fence on your left again (there is a bridleway marker on the fence post) and in 220m, by a metal field gate on your left, you *turn right* down the valley wall by a two-way bridleway signpost (**Portesham 1**): **either** scramble down the very steep flank in a direct line, **or** use the ledges to zigzag down with a gentler gradient.

In either case *your target is a metal field gate on the left* at the bottom of the valley, on the corner of a wooded area. Walk through the gate and follow a clear car wide track along the wooded area on your right, in 300m ignore a metal field gate on your right but in another 15m walk through a metal field gate into a large pasture and follow its right-hand boundary curving to the left. In 340m you walk through a metal field gate to leave the field and in 20m walk through another metal field gate to continue along a car wide farm track in the same direction. In 100m *turn right* through a metal gate with a bridleway marker, *just before* another metal field gate leading into another large field. You walk along a narrow path with trees on the left and a field on the right below.

[!] In 240m *turn right* over a stile into a narrow path between garden fences and in 50m emerge on a tarmac lane between houses at a T-junction. *Turn left* along **Cemetery Road** (cul-de-sac) and in 70m *continue in the same direction* at a four-way junction (with **Back Street** on the left and **New Road** on the right). Along **Church Lane** you first pass the **Manor House** on the right and **Manor Cottage** on the left, then **St. Peter, Portesham** church in a bend and eventually reach **Front Street** at a T-junction (with a gushing spring-fed stream on its side), opposite **The King's Arms**. The **bus stop for services to Weymouth** is located down to the right on the main road, immediately to the left of the bottom-left corner of the pub car park, on the other side of the pub garden and **The Ducks Farmshop and Café** 30m beyond the bus stop.

In Weymouth the bus terminates at **The King's Statue (Stand K6)**. *Turn north easterly along the seafront* (i.e.: facing the sea, *turn left*), cross the road at a convenient spot and in 250m *turn left* along **King Street**. You pass **The Tides Inn** and in 75m, by a large roundabout and with **The Dorset Burger Company** on the left and **The Somerset House Hotel & Kitchen** and **The Handmade Pie & Ale House** as well as **The Railway Tavern** on your right, you find **Weymouth Station** 50m away.