

Tisbury Circular (via Ludwell and Berwick St. John)			Tisbury Circular (via Ludwell and Berwick St. John) [Short]		
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Tisbury Circular (via Ludwell and Berwick St. John)

Start: Tisbury Station

Finish: Tisbury Station

Tisbury Station, map reference ST 945 290, is 20 km west of Salisbury, 145 km south west of Charing Cross, 94m above sea level and in **Wiltshire**.

Length: 26.4 km (16.4 mi), of which 3.7 km (2.3 mi) on tarmac or concrete.

Cumulative ascent/descent: 571m.

For a shorter walk, see below **Walk Options**.

Toughness: 7 out of 10

Time: 6 hours 30 minutes walking time.

For the whole outing, including trains, sights and meals, allow at least 11 hours.

Transport: Tisbury Station is on the London Waterloo to Exeter St. Davids West of England Main Line. Journey times are 106 minutes Monday to Saturday (hourly) and 111 minutes on Sunday (hourly).

Saturday Walkers' Club: Take the train closest to 9.20 hours.

OS Landranger Map: 184 (Salisbury & The Plain)

OS Explorer Map: 118 (Shaftesbury & Cranborne Chase)

Walk Notes:

This walk explores parts of the Upper Nadder Valley (also known as the Vale of Wardour) in the south westerly parts of the West Wiltshire Downs Area of Outstanding Natural Beauty, which is spectacular walking country with some breathtaking views. Heading west from Tisbury, initially it broadly follows the valley, while never being flat for long, before routing through Wardour Park with its large neoclassical mansion and romantically ruined 14th century Castle to then bypass the Donheads via a hill crossing.

After lunch in Ludwell it is a long and steady ascent to South Wiltshire's highest point: Win Green Hill, providing for 360°-views to the coast and the inland valleys. After a stretch along the Cranborne Chase ridge a steep descent into the Chalke Valley is followed by a re-ascent up Berwick Coombe to White Sheet Hill, followed by a steep and rough descent from the chalk escarpment. A few woods, a boggy brook crossing and some smaller copses are followed by the descent back into Tisbury, a remarkably unspoilt village.

A Shortcut, limiting the effort to 3/10, is described.

Walk Options:

A **Shortcut** around lunch cuts Win Green and ascends White Sheet Hill from the side along an ox drove rather than up grassy slopes. This cuts 9.1 km (5.7 mi) and the ascent/descent by 267m and reduces the effort to **3/10**.

The number 29 bus (Shaftesbury to Salisbury) stops outside the lunch pub on the main walk, as well as in Berwick St. John later in the afternoon (Mon-Sat only, approx. every 90 mins), it gets you to Salisbury Bus Station (a 10 minutes' walk from the train station) in just over an hour.

Lunch (details last updated 31/03/24)

The Forester Inn, Lower Street, Donhead St. Andrew, *Shaftesbury, Wiltshire, SP7 9EE (01747 828 038, <http://www.theforesterdonheadstandrew.co.uk/>)*. The Forester Inn is located 7.3 km (4.5 mi) into the short walk (and 600m off the main walk route) and the only lunch option on the short walk. Open all day every day. Food served 12.00-21.00 Mon-Sat and 12.00-18.30 Sun. Originally called "The New Inn", The Forester has been a public house since the 15th century and is housed in an old thatched building made from greensand stone with a large inglenook fireplace and original beamed ceilings.

The Grove Arms Ludwell, *Shaftesbury, Wiltshire, SP7 9ND (01747 828 811, <http://www.grovearms-ludwell.co.uk/>)*. The Grove Arms is located 10.6 km (6.6 mi) into the walk. Open all day from noon Tue-Sun. Food served 12.00-15.00 Tue-Sun. A 16th century, Grade II-listed thatched building, licensed since the 17th century and having variously traded under its current name and as The Black Dog.

The Talbot Inn The Cross, Berwick St. John, *Shaftesbury, Wiltshire, SP7 0HA (01747 828 222, <http://www.talbotinnberwickstjohn.co.uk/>)*. The Talbot Inn is located 17.6 km (10.9 mi) into the walk. As of 03/2024, it is temporarily closed after a change of ownership.

Tea (details last updated 31/03/2024)

Star Grill Tisbury Sports and Social Club, Jobbers Lane, *Tisbury, Wiltshire, SP3 6JP (07467 248 636)*. A van selling Kebabs, burger, chips for takeaway, but with some outside seating. Open from 16.00 Mon-Sat.

Tisbury Fish & Chips The Square, *Tisbury, Wiltshire, SP3 6JP (01747 870 273)*.

Beatons Tearooms and Bookshop The Square, *Tisbury, Wiltshire, SP3 6JP (01747 871 819, <http://beatonstearooms.co.uk/>)*. Open 9.00-16.30 daily.

Coffee Angels London House, High Street, *Tisbury, Wiltshire, SP3 6LD (07851 701 020)*.

Tisbury Delicatessen High Street, *Tisbury, Wiltshire, SP3 6DP (01747 871 771, <http://www.tisburydeli.co.uk/>)*. Open 09.00-17.00 Mon-Sat.

Gardner & Beedle High Street, *Tisbury, Wiltshire, SP3 6LD (01747 870 947,*

<https://www.gardnerandbeedle.com/>). Open 10.00-18.00 Tue-Thu and 10.00-19.00 Fri-Sat.

The Benett Arms High Street, *Tisbury, Wiltshire, SP3 6HD (01747 870 428)*. Open 12.00-late daily. Run by the local Keystone Brewery. Selected bar food is available upon request.

The Boot Inn High Street, *Tisbury, Wiltshire, SP3 6PS (01747 870 363)*. Open 17.30-21.00 Mon, 17.30-22.00 Tue, 12.00-15.00 and 17.30-22.00 Wed-Sat and 12.00-15.00 Sun. Food served. Atmospheric pub with authentic meals freshly prepared.

Notes:

Tisbury

A village on the River Nadder, where it is joined by three other streams, Tisbury parish was the largest in south-west Wiltshire until the 19th century. References to the abbot of Tisbury suggest that there was an abbey on what is now the site of the village in the 8th century and the origin of Tisbury parish may be as the estate of such an abbey. Tisbury manor and, from the late 14th century, Tisbury church belonged to Shaftesbury Abbey until the Dissolution. The village's 13th century prosperity came from the quarries that produced stone for the building of Salisbury Cathedral, and from the wool that supported a local cloth industry. Unusually for so large a parish no main road crossed Tisbury, and no road in it was turnpiked.

The Salisbury & Yeovil Railway opened a railway across the parish in 1859, it closely followed the Nadder and the Sem. Tisbury is not rich in archaeological discoveries, the last three upright stones of what may have been a henge monument were removed from a site near Place Farm ca. 1792, although the name of the field from which they were taken, Lost Stone field, is a corruption of the earlier Low Stone field. Sir Matthew Arundell of Wardour Castle, a great landowner and a cousin of Queen Elizabeth, was entombed in the Tisbury church, St John's, in 1598. The churchyard also holds the graves of Rudyard Kipling's parents, and contains one of the oldest trees in Britain, a large yew tree believed to be ca. 4,000 years old.

River Nadder/Vale of Wardour

The River Nadder is one of the chalk streams of southern England, much sought after by fly fishermen because of its clear waters and abundance of brown trout. It is one of the main tributaries of the River Avon, rising from a number of springs and small streams at Donhead St. Mary in south Wiltshire. During the course of its 32 kilometre journey the Nadder meanders and widens gradually until it flows through the park of Wilton House after which the river joins the River Wylye, another tributary of the Avon. For its last few kilometres it passes through the unspoilt water meadows at Harnham on the outskirts of Salisbury, and finally into the River Avon beneath a backdrop of Salisbury Cathedral.

The origin of the name is from Ancient British *nootr*, "flowing water". Folk etymology derives it from the perceived likeness of its meanderings to an adder, the original Middle English name for which was "nadder". The western end of the Nadder valley is called the Vale of Wardour, and is distinguished by outcrops of oolites (limestone formed during the Jurassic period, found predominantly in the Cotswold Hills and on the Isle of Portland). Outcrops of Portland and Purbeck rocks form the high ground north and south of the Nadder and are extensive, especially those of Upper Portland limestone which have been extensively quarried. Outcrops of Lower Greensand, Gault, and Upper Greensand form even higher ground to the north and south. The underlying clay has been exposed by the Sem and the Nadder as far east as Tisbury village.

New Wardour Castle

The Palladian architect James Paine built Wardour New Castle in 1776, but left the Wardour Old Castle as an ornamental feature, integrated into the surrounding parkland, intending it to be viewed as a romantic ruin. It had been the seat of the Arundells, an important Catholic family, until 1944, when it was sold after the death of the last Lord Arundell – who was a prisoner of war in the notorious Colditz Castle during WWII. It then served as Cranborne Chase School, an independent boarding school for girls, for a while, but has now been converted to luxury apartments.

In stylistic terms the New Castle is not a castle at all, but a symmetrical neoclassical country house with a main block built around a central staircase hall (with a rare rotunda staircase) and two flanking wings. Immediately to the south and east the house is surrounded by a lawn of circa 6 hectares, which is enclosed by a ha-ha separating it from the park. There is also an exceptional Roman Catholic Chapel on the westerly side of the building, known as All Saints Chapel, Wardour which was enlarged by Henry Arundell, 8th Baron Arundell of Wardour, in 1788, to the designs of John Soane.

Old Wardour Castle

Set beside a lake, Old Wardour Castle was once one of the most daring and innovative homes in Britain. It was built in the 14th century as a lightly fortified residence designed for comfortable living and lavish entertainment, inspired by the hexagonal castles then in fashion in parts of the Continent, particularly in France; but its own six-sided design is unique in Britain, as is its inclusion of several self-contained guest suites. It passed through several owners until bought by Sir Thomas Arundell in 1544, of an ancient Cornish family with wide estates in Wiltshire, and staunch Catholics. It was besieged several times during the Civil War and ruined in the process. 70m south of Old Wardour Castle, outside the bailey wall, stands the 17th and 18th century Old Wardour House (listed Grade II), with a late 17th century summerhouse to the rear (also listed Grade II). This building was probably built after the castle had become uninhabitable during the Civil War sieges of 1643/44; it subsequently became the main family residence at Wardour and was probably used as such until New Wardour Castle was completed in the 1770s.

The Palladian architect James Paine built Wardour New Castle, but left the Old Castle as an ornamental feature, integrated Castle into the surrounding parkland, intending it to be viewed as a romantic ruin. The castles, old and new, have been featured in several films. The Old Castle appeared in the 1991 Kevin Costner feature *Robin Hood: Prince of Thieves*, and the New Castle served as the dance school in *Billy Elliot*. The cover of Sting's album *Ten Summoner's Tales* was photographed inside Old Wardour Castle.

The old castle is now managed by English Heritage, which has designated it as a Grade-I listed building, open to the public. An audio tour, included in the ticket price, tells of Old Wardour's eventful past and the fighting it saw during the Civil War. Allow 1 hour for a full tour.

<https://www.english-heritage.org.uk/visit/places/old-wardour-castle/>.

Win Green Hill

The highest point in the Cranborne Chase provides panoramic views from the Isle of Wight and Purbeck Hills to Blackmore Vale and Salisbury Plain. Win Green is crowned by beech trees growing on a Bronze Age bowl barrow with a distinctive ridge around the edge. This clump of trees is visible for miles around. The Ox Drove running across it links the countryside of Thomas Hardy's novels with Salisbury. This was a long distance droving route along which cattle were herded from Devon and Somerset to the Hampshire ports.

Alfred's Tower

King Alfred's Tower, also known as Stourton Tower, is a folly, located at the north-western edge of the Stourhead Estate in Wiltshire. The tower stands on Kingsettle Hill and belongs to the National Trust. It is designated as a grade I listed building. The project to build the tower was conceived in 1762 by the banker Henry Hoare II (1705-1785), owner of Stourhead and creator of its famous garden, known to his family as 'the Magnificent'. The tower was intended to commemorate the end of the Seven Years War against France and the accession of King George III, and supposedly stands near the location of 'Egbert's stone' where it is believed that Alfred the Great, King of Wessex, rallied the Saxons in May 878 before the important Battle of Ethandun (now Edington, south-east of Trowbridge) where the Danish army was defeated.

The tower was designed in 1765 by Henry Flitcroft, the notable 18th century Palladian architect, and despite the inspiration from St Mark's Tower in Venice, this tower is rather different: triangular in plan, with round projections at each of the three corners. One of these, furthest from the entrance door, has a spiral staircase within it by which visitors can climb the 205 steps to the top, where there is a platform with a crenelated parapet.

Wessex Ridgeway

A waymarked linear 220 km (137 mi) long-distance footpath, part of The Great Ridgeway, a prehistoric trade route which once stretched right across England linking the Norfolk coast to the Devon coast. It basically extends the Ridgeway National Trail to the south-west, crosses the glorious downlands of Wiltshire and Dorset and links the ancient stone circle at Avebury to the sea, following as near as possible the line of the ancient route. Passed on the way are the stone circles at Avebury, the Vale of Pewsey, the northern edge of Salisbury Plain, the Wylve Valley and Win Greene Hill in Wiltshire and Cranbourne Chase, Cerne Abbas and Pilsden Pen in Dorset.

Donhead St. Andrew/Donhead St. Mary

In the Middle Ages the parishes together formed an estate called Donhead (i.e.: head of the down) which belonged to Shaftesbury abbey. There were two churches on the estate in the 12th century, and by 1240 and 1291 they had been called respectively St. Andrew's and St. Mary's. Although the churches are less than 1 kilometre apart, their sites are very different: St. Mary's stands on a ridge near a Roman road on the site of a 2nd century Roman Settlement, and St. Andrew's is on low ground beside the Nadder.

Ferne House/Ferne Park

Ferne House is a country house in Wiltshire. There has been a settlement on the site since 1225 AD.

The first Ferne House was the manor house of the de Ferne family: Philip de Ferne is recorded as living there in 1225. From the Ferne family, it passed to the Brookway family and in 1561 to William Grove of Shaftesbury. By 1809 the house had become so dilapidated that it was demolished.

The second Ferne House was built by Thomas Grove on an enlarged scale in 1811 on the site of the old structure and was bought in 1914 by Alfred Douglas-Hamilton. During WWII the house was used as an animal sanctuary by his wife Nina, co-founder in 1906 of the Animal Defence and Anti-Vivisection Society. She used the sanctuary to enable well-off London families to evacuate their pets to safety and even bequeathed it to the Animal Defence and Anti-Vivisection Society as an animal sanctuary in perpetuity, which made it unsaleable. As a result it was demolished in 1965.

The estate eventually passed into the ownership of the 4th Viscount Rothermere and his wife, who in 2001 had the third and present Ferne House (known as Ferne Park) built to the design of the architect Quinlan Terry, in Palladian style and at a reported cost of £40m. It won the award for Best Modern Classical House from the Georgian Group in 2003.

WALK DIRECTIONS

Alight from the train in **Tisbury Station** on the single platform and leave through the station building or to the left of it into the station car park. *Turn left* through the car park (the long-closed and shuttered **South Western** pub is visible below on the right) and in 110m continue in the same direction along a road. In 35m *turn right* along a narrow tarmac path between bollards towards a bridge over the **River Nadder**, which you cross in 55m. *Turn left* along a narrow grassy footpath immediately beyond the bridge and continue with the river on your left. In 170m the path turns left, now with a high wall on the right. In 100m *turn left* through a wooden gate into a pasture and continue gently uphill along a clear path through the grassy area (the site of the medieval village of **Wyck**) towards the right of a farm house (195°). In 80m cross a tarmac farm lane and continue in the same direction (with a sign for **Wick Barn**) along a track fork with **Wick Farm** below on your left.

In 150m walk through a wooden gate and continue along a grassy path with a wood on the right and some fish ponds below on the left. In 100m emerge from the trees and continue in the same direction along a wide pasture boundary. In 260m in the far-left field corner *turn left* through a metal kissing gate and descend *bearing right* through a small pasture towards a metal field gate, with **The Nadder** now again close on the left. In 65m go through the gate and continue, on a bearing of 250°, to a point 50m to the right of the bottom left field corner and in 230m walk through a metal kissing gate to continue through a smaller pasture in the same direction. In 70m you emerge near a gravel lane junction leading to some houses on the right. *Turn right, then fork left* down the left grassy verge of the lower lane and in 30m pass either side of a tree and cross a grassy area with a pond to your left, and a house off to the right.

In 50m you pass a willow tree and go through a gap in a hedge and then across a previously hidden stile into a large pasture. Aim for the furthest right of a line of trees 250m away (260°), in 220m continue with a fence on your left and in 30m walk through a metal kissing gate into an arable field corner. Walk along its left-hand grassy boundary and in 140m in the far corner walk through a wooden gate and down some steps onto a tarmac lane in **East Hatch** hamlet. *Turn left* along the lane and in 25m *turn right* at a T-junction. In 120m *turn left* off the lane (with **Tor Cottage** on the right) through a metal gate into a large field and *veer right* across this field towards its far corner (210°). You've got the **Nadder Valley** on the left with **High Wood** rising on the other side, and the **Sem Valley** ahead of you on the half right. In 330m go over a set of stiles either side of the railway line and *turn right* down the middle of a narrow but long meadow, with **The Nadder** on the left.

In 350m you walk to the left of a **solitary oak tree** (with an arched road bridge over the railway line visible on the right) and in 45m reach a faint path running down from a metal gate on the right to a bridge on the left. *Turn left* and in 90m go over step-less stiles to cross a two-railed raised bridge over **The Nadder**. Across the bridge continue in the same direction through another pasture and in 100m leave it through a metal kissing gate onto a road opposite **Wardour Catholic Primary School** (with a stone bus stop shelter on the right). Cross the road and *turn left* with a footpath signpost along the opposite margin, with the fenced school playing field to the right. In 50m *turn right* at the fence corner along a grass path and in 90m walk through a wooden gate into a grassy area and then uphill in the same direction along its right-hand side. In 60m walk through a metal gate, cross a gravel lane and continue uphill with houses on the right.

In 100m emerge on a four-way junction of road, lane and path, at a bend of a road on the left. Continue in the same direction through a large metal gate (*using a button on the right-hand wall to open the gate*) into the grounds of **New Wardour Castle** (converted into apartments) and continue along its tarmac driveway. In 10m ignore a

right fork, in 80m ignore a left turning tarmac lane to "Garden Cottages 1-4", [!] but in another 80m *turn right* off the tarmac driveway along a clear path across some grass towards a yellow-topped pole (225°). In 35m you [!] *turn left* at the pole (with a footpath marker on the back of it) across some grass towards the front of the house. In 40m in the near wing of the house note the stained glass windows of a large Catholic chapel (open for morning services on Tue & Sun). Continue across the tarmac forecourt of the house and in 100m *turn left* along a car wide grass-and-gravel track. In 65m *fork right* to a stile to the right of a metal field gate, which you go over in 25m.

Continue on a clear, slightly sunken, path through a large pasture with a wood (**The Grove**) on your left. The impressive ruin of the 14th century **Old Wardour Castle** is visible behind some farm buildings below a hanging wood, foliage and weather permitting. After about 50m, half right on a bearing of 170°, **Win Green Hill**, the highest point of the afternoon route, is visible on a clear day through a gap in the wooded ridge. In 450m continue with a fence on your left and in 130m go over a stile to the left of a metal field gate and continue in the same direction between fences along a farm track towards the hanging wood. In 400m (with good views on the left of the ruined castle and its pond) *turn right* at a farm track T-junction with a three-way signpost on the fringes of **The Hanging** wood (Donhead St Andrew 1 ½ mi'). You now have good views back to **New Wardour Castle** on the right (and on a clear day, at 295° and 20 km away, on a ridge, **Alfred's Tower**).

In 230m *fork right* 30m before an ornamental stone arch gateway over a farm track into the wood on the left (early 19th century, listed Grade II), and in 100m continue through a metal kissing gate downhill along the right-hand side of a field. In 320m enter a wood and follow a left turning path through it. Pass **Pale Park Pond** on the left (used for the water supply of all troughs on the farms around) and in 150m leave the wood over a stile to the right of a field gate into a pasture. Walk uphill in the same direction towards **Park Copse** and in 225m enter it over a stile to the left of a wooden field gate. In 35m *continue in the same direction* (ignore a left fork) and in 15m *turn right* with a two-way signpost ('Donhead St Andrew ¾ mi') at a bend along a forest track, still uphill. In 80m ignore a narrow forest path forking left by a footpath marker post with a **Wessex Ridgeway** marker and in 190m go through a gap to the right of a metal car barrier to leave the Forestry Commission's **Wardour Wood** and continue in the same direction along a gravel, then tarmac, lane between houses.

In 365m, at a crossroads with a three-way signpost, **you have a choice:**

For a Shortcut, continue downhill ('Donhead St Andrew 1/3 mi') along **Wardour Lane** into the hamlet of **Donhead St. Andrew**, and pick up the directions at the end of this text under **Shortcut**.

For the main walk *turn left* uphill ('Ludwell 2 1/3 mi'), in 370m pass a post box near an electricity pole with a **Wessex Ridgeway** marker on it and in 15m *turn right* downhill along a tarmac lane (with **Crofters Lodge** on the right). In 210m cross a stream at the bottom of the hill and in 30m go through a metal field gate and *turn left* along a concrete track. In 100m *fork right*, with a **Dengrove Springs** sign and a cattle grid on the left, to continue along the farm track between hedges. In 150m the gradient increases as you go through redundant field gate posts and in 90m the lane bears right and continues as a gravel lane. Continue uphill with good views on the left along **Dengrove Bottom** towards **White Sheet Hill** (walked in the afternoon). In 240m you walk through a metal field gate and in 60m cross a track (a **Green Lane** on the OS map) to continue in the same direction, still ascending.

In 290m, over the brow of the rise, a double metal field gate on the right opens views to the church in **Donhead St. Mary**. In 170m *turn right* at a junction with **Overway Lane**

in **Milkwell** hamlet, and in 15m *turn left* off the tarmac lane down a narrow path with a bridleway signpost and with garden fences on the right. In 125m you cross a tarmac lane and continue in the same direction along a cul-de-sac, in 30m cross **Ferne Brook** and in 60m go through a wooden field gate into a pasture to continue along its right-hand boundary. In 260m walk through a metal field gate and continue in the same direction along a farm track between hedges. In 290m the track starts descending, in 35m you *turn right* at a farm track T-junction and in another 80m at **Lower Berrycourt Farm** go through a double metal field gate and *turn left* along a farm track. Avoid paths off and in 320m you *turn right* along a road to cross a stream on **Mullin's Bridge**.

10m after the bridge, *turn left* along a gravel lane, pass **Mullins Mill** and follow the lane up **Front Horse Hill**. In 320m pass a large **transmitter** on your right and continue along a sunken path in the same direction. In 220m ignore a footpath turning right over a stile in the hedge, **[!]** but in 110m *turn left* over a stile with **Wessex Ridgeway** and footpath markers into an arable field (40m before an overhead electricity line), which you cross diagonally towards the bottom right hand far corner (initially hidden from view, 150°), with views out to the steep escarpments bordering the valley. In 220m go over a stile and walk down the left-hand edge of a steeper pasture and in 60m leave it through a (not initially visible) metal kissing gate to the left of a metal field gate onto the **A30** road. *Turn left* along the tarmac pavement into **Ludwell** village and in 50m reach the lunch stop **The Grove Arms**.

After lunch *turn right* out of the pub along the **A30**, but in 20m *turn left* along **Mud Lane** between houses with a footpath signpost (on the right hand side of the road). In 45m you cross a stream (**Ludwell Bridge** on the OS map) and continue past a large **watercress farm** (<https://www.sunsalads.co.uk/>). In 150m **[!]** *veer left* with a footpath sign on an electricity pole just before a concrete shed and go over a step-less stile to the left of a metal field gate into a pasture. Continue – initially – along its right hand side, with some watercress beds down on the right, in 180m ignore a footpath turning right over a step-less stile towards the watercress beds, instead *veer left* to the upper left boundary of the field and in 25m *turn left* over a step-less stile in the fence. Continue along a fenced path with trees on the right and a field on the left. In 300m reach a road and *turn left* and in 50m *turn right* through an earth bank, with a footpath signpost, and with **Peckons Hill Dairy** now on your left. In 30m you go over a stile into a large field and continue in the same direction along its left-hand grassy boundary.

In 180m *turn right* with the boundary at the field's corner and in 35m *turn left* over a step-less stile (by a lone 'standing stone', in reality a remnant of a gate), cross a concrete farm track and go over another stile and continue along the left-hand field boundary. In 240m leave the field at its top-left corner over another step-less stile and continue in the same direction through a smaller field. In 110m you go over a stile into a large arable field to cross it along a usually clear path towards its top right corner (initially hidden, 150°). On the left you have a side view of the (top of the) very large **Ferne House** (there will be fuller views later on), ahead and on the right some steep escarpments. In 530m continue in the same direction through the narrowing corner of the field and in 75m go over a stile in a fence line into a wood (**Picket's Close/Elliot's Shed**) along a car wide track. In 30m continue along a sunken forest track joining from the right and in 250m emerge onto a road (**Donhead Hollow**, on the course of a **Roman Road**) and *turn right* uphill. In 50m *turn left* and in 15m go over a stile to the right of a metal field gate into a large sloping grassy hillside.

Turn right along the right-hand boundary and in 35m *fork left* with a marker post just before a tree along a sunken path (115°) to stay just above the rim of a steeply dropping horseshoe shaped down on the left, ignoring a clear chalky path higher up the grassy flank. In 130m the path *veers right* (145°) along a fence line, still uphill, and in 300m at the top of the rise you go through a wooden gate and *turn left* along a gravel

lane. This is the **Salisbury Ox Drove**, an ancient cattle drovers' route to markets and shipping ports further east. In 60m ignore a lane turning right to **Batercombe House** and enter a car park at the NT-owned **Win Green Hill**. The top of the hill is Access Land and well worth exploring, as it offers 360°-views (Vale of Wardour, Chalke Valley, Blackmore Vale, Salisbury Plain, Isle of Wight, Purbeck Hills and the Cranborne Chase): walk through a wooden gate by an info panel at the bottom left corner of the car park and head to a beech clump, in 210m passing a **toposcope** and a **trig point**. At 277m above sea level you are at **South Wiltshire's highest point**.

Continue through the beech clump and continue in north easterly direction towards a narrowing far corner of the fenced in hill top (soon along a clear path running down from the left hand side of the beeches) and in 220m re-join the **Ox Drove** through a wooden gate. In 20m continue on the track over a cattle grid. In 500m ignore a footpath joining up from the right through a high metal gate (from **Under Win Green**). In 610m **[!]** *turn left* at a four-way junction of tracks down towards a road 35m away. *Veer left* across the road to continue with a bridleway signpost some 20m away along a narrow sunken bridleway (330°) down the wooded flank of **Monk's Down**. In 400m you *turn down to the right* (40°, by a clearing on the left, with plenty of wild garlic in season), ignoring the continuation of the track ahead.

In 150m you walk through a wooden gate where the track bottoms out and continue along a wide fenced track (**Ashcombe Lane** on the OS map). Some earth banks of the **Winkelbury promontory Iron Age hillfort** can be spotted up on the right. In 670m go through a wooden gate to the right of a wooden field gate and continue along a grass track. In 60m *fork right* to follow the line of trees on the right and in 170m walk through a metal gate to the left of a metal barrier. In 25m *turn left* along a tarmac lane at a bend. In 210m *fork right* at a three-way lane junction into **Berwick St. John** village.

In 150m you have a choice:

For the recommended route *turn left* along a car wide gravel track between houses with a footpath marker on an electricity pole and pick up the directions further down at the single asterisk *).

In bad weather (especially in high winds) it is recommended to **follow this 'valley route'** (cuts 180m distance but adds 1.5 km to the tarmac count): continue along the road, in 210m you pass the lychgate to **St. John the Baptist Church, Berwick St. John** and in 160m reach a four-way junction, with **Old School Cottage** on the left, the **Talbot Inn** a little ahead (shut in the afternoon) and a bus stop on the right. *Turn left* along **Church Street**, signposted 'A30 Shaftesbury'. In 80m a path joins from the left out of the church yard, and in 80m (just after the lane curved left) you **[!]** *turn right* along the tarmac **Woodlands Lane**. In 450m the lane veers right and in 420m you continue through gate posts into the yard of **Woodlands** farm house.

In 25m ignore a metal field gate on the left to continue along a tarmac track to the left of the house and in 20m *turn left* to go over a stile in 15m into a sloping pasture. Ignore a footpath turning right along a fence but instead follow a bridleway along a car wide track half left (320°), slowly rising up the slope of **Woodlands Down**. In 200m the path emerges from a clump of trees and you get views to the left across a horseshoe-shaped valley to **Berwick Coombe**. In 360m – at the end of the steep part of this ascent – enjoy views back over the shoulder all the way to **Win Green Hill**, as well as to **Winklebury Hill** closer by to the left of it with **Berwick St. John** village nestling below. Continue through a metal field gate on a clear path towards the brow of this grassy hill, from where you get views to the right down into another steep coombe and further on into the **Chalke Valley** [SWC Walk Tisbury Circular (via Alvediston)], as well as to **Salisbury Cathedral** (on a clear day).

In 400m you continue in the same direction along a fence around the rim of the Down on the right. In 140m walk through a metal gate and continue in the same direction through a small pasture with the fence on your right and in 20m walk through a wooden gate into what looks like an overgrown holloway (but is in fact a pre-historic **Cross Dyke**, as per the OS map). *Turn left* with the path along the right-hand side fence and in 160m emerge on a car wide gravel track at a T-junction. This is the **Old Shaftesbury Drove** (Track), another ancient drovers' route and 18th century coach route. The Shortcut and the recommended main walk route join from the left along it. *Turn right* and pick up the directions below at the triple asterisk *******).

***)** In 40m go over a stile to the left of a wooden field gate into a pasture and cross it half right (10°) and in 130m leave the field over a stile to the left of a double metal field gate. Cross a tarmac lane and continue in the same direction through a metal gate and Follow a fenced path for 20m to go through a metal gate into a pasture. Follow a new fence on the left through the widening pasture and in 70m go through a metal field gate. Aim for the left of two metal field gates at the far end on the field and in 190m go through it and ascend a hill flank without a clear path towards its top right corner. In 370m continue in the same direction through a metal gate with a yellow marker (ignoring another metal gate on the right) and continue further up the grassy hill side (although the right-of-way is marked very differently on the OS map). In 120m *turn left* along the ridge of this hill and follow the ridge with a fence away to the right, enjoying spectacular views, especially on the left hand side across the landscaped **Ferne Park** and the **Upper Vale of Wardour** up to **Win Green Hill**, **Charlton Down** and in the bottom of the valley to **Ludwell** village as well as ahead to the **Donheads**.

In 340m *turn right* along a new fence through a dip towards a metal field gate 370m away (10°), in 100m going through a metal field gate en route to continue with the fence on the left. Go over a stile to the left of the gate [the earthworks on the left are faint remnants of a pre-historic **Cross Dyke**] and follow a left-hand fence line, with scenic **Berwick Coombe** dropping off steeply on the right-hand side. In 650m walk through a metal field gate into a large pasture's corner and *turn left* towards a stile to the left of another metal field gate, in 20m passing an old milestone on what is the **Old Shaftesbury Drove** (Track), another ancient drovers' route and 18th century coach route (with the inscription 'XCVII Miles from Hide Park Corner, XIV from Salisbury, 1756'). Go over the stile (the Shortcut joins from the left) and *turn right* along the track following the ridge of **White Sheet Hill**.

****)** You pass a large **Long Barrow** just to the left and after 270m on the track, a trig point away on the left (at 242m above sea level). In 360m a bridleway joins from the right along what looks like an overgrown holloway (but is in fact a pre-historic **Cross Dyke**, as per the OS map). This is the alternative (valley) route of the main walk.

*****)** In 220m at the far side of a small wood on the left you *turn left* over a stile with a footpath marker and follow the wood's boundary with a fence on the right. In 140m *turn right* with the fence and in 25m *turn left* over a stile into a pasture. Descend the sloping grass half right, staying to the left of a fenced in tree 65m away (15°) and then continue to the right of a barbed wire fence corner above a hairpin bend of a farm track below. In another 20m go over a stile and *veer right* on a descending track on a bearing of 20°, cutting gently down along the rim of the escarpment, i.e.: in the general direction of a large farm in the valley and a rectangular wood at the bottom of the down. The path is initially more akin to a rutted animal track, but becomes clearer and better in about 160m.

In another 100m *veer right* at the rim of a chalk pit to continue along the top of the pit without a good path and in 40m, by a low marker post on the left, you descend to a

lower path to start the further steep descent down to the left towards a car wide track running at the bottom of the down. In 60m cross the track [!] and continue over the stile and then over another one into a pasture (with the rectangular wood now half left across the field). *Turn right* along the field boundary fence and in 150m go over a stile and continue in the same direction through the next field. In 125m, about 50m before the field's corner, *turn right* over a stile in the right-hand fence, *turn left* along the fence and in 20m *veer right* through a grassy area to its right-hand corner. In 60m go over a stile to the left of a metal field gate and *turn left* along a farm track (**Shave Lane**) descending from the down.

In 750m cross the **A30** slightly to the right and down a tarmac lane, but in 10m *turn right* over a stile at a footpath signpost in a hedge into a large pasture. Cross the field diagonally (35°) towards a clump of trees in the distance. You pass a couple of cattle troughs en route and in 550m go over a stile in a wooden fence and continue with a line of trees on the right and the fence on the left. In 40m continue in the same direction along a holloway between trees and in 110m go through a metal kissing gate and in 50m *turn left* with the holloway (now a car wide track). In 190m you *turn right* with the track towards a tarmac lane. Cross the lane and *veer left* through a metal field gate into a pasture to cross it on a bearing of 330°, towards the bottom of the field.

In 130m go over a set of stiles and continue in the same direction through a grassy, marshy, often very boggy, brookside meadow. In 30m use a plank approach and a two-railed footbridge to cross the boggiest part and a stream and go through a metal kissing gate in 65m to then ascend a grassy slope a little to the right (330°). In 140m go through another metal kissing gate in a hedge and *turn left* along **King's Lane**. In 25m *turn right* along the left-hand side of a driveway to the **Squalls Estate**. In 40m you *turn left* over a stile in the wooden fence (having crossed a stile along the way) and *bear half right* towards a wood, which you enter over a stile in 60m. Follow a clearly marked meandering path through the wood and in 110m leave it onto a car wide track by a double garage (and a **Restricted Byway** sign) and *turn right* along a tarmac lane past a cottage.

In 120m *turn left* through a wooden field gate into a pasture and walk up it to the right of a fenced in tree and then to the left of a horse chestnut tree (300°) towards the left-hand edge of a stand of firs 200m away (**Pheasants Copse**, with **Squalls House** on the left below). When you reach the copse ignore the metal gate in a fence and *turn right* along the fence. In 80m – at the far corner of the copse – continue roughly in the same direction towards the far-right corner of the field. In 140m go through a metal kissing gate onto a car wide track and *turn right* along it. In 360m *turn half left* through a gap in a hedge at a four-way junction of footpaths (with markers on a pole on the right) and in 15m go over a plank bridge into a large arable field. *Turn half left* across this field (335°) along a usually wide and clear path through a dip, in 310m cross a gravel track and in 110m at the corner of a wood continue uphill, with the wood on your left (and heaving with bluebells in season).

In 110m cross a tarmac lane and then go through a kissing gate in a hedge to continue in the same direction (305°) across a field to a metal gate in the opposite boundary fence, 50m to the left of its far-right corner. In 250m you walk through the gate and *veer right* in the next field to a stile in the fence line 60m away. *Turn left* [!] before the stile and continue along the right hand grassy margin of the field towards **Wallmead Farm**. In 110m continue through a metal kissing gate along a fenced-in path and in 20m *turn right* onto **Jobbers Lane**, where you *turn left*. In 180m a road joins from the left (signposted 'Old Wardour Castle'). In 240m you walk under the railway arches along the raised pavement on the left hand side of the road with **The Nadder** on your left. *Turn right* with the road on the other side and in 140m from the railway arch *fork right* uphill to **Tisbury Station**.

But for tea options continue ahead along the road further on across a bridge over **The River Nadder** and up into the village:

- In 50m you find the **Star Grill** in a van in the grounds of Tisbury Football Club on the right;
- In 70m pass **Tisbury Fish & Chips** on the right and **Beatons Tearoom Bookshop, Coffee Angels**, a **Co-op** and **Tisbury Delicatessen** on the left;
- In 50m pass the **Gardner & Beedle** wine shop on the right;
- In 90m pass **The Benett Arms** pub on the left;
- In 200m you reach the recommended **Boot Inn** on the right.

Shortcut

(cut 9.1 km and 267m of ascent/descent, but add 715m to the tarmac count)

Lunch is in Donhead St. Andrew.

In 390m continue in the same direction along **Lower Street** at a three-way junction, in 50m **Mill Lane** joins from the right and in 120m you reach **The Forester Inn** (get to the entrance through the car park and around the building to the far end).

After lunch *turn left* along **Lower Street** and in 40m *turn left* over a stile into a pasture and cross it uphill towards a stile in a fence on a bearing of 115°. In 100m you go over the stile and continue in the same direction through an adjacent field. In another 100m *veer left* through a metal field gate along a car wide fenced-in path and in 160m *turn left* through a metal field gate to enter **Dengrove Farm**. *Turn right* along the obvious route, first between some cow sheds and then through some brick farm buildings and in 120m *turn left* through a metal field gate at a three-way junction of concrete farm tracks (the main walk comes down from the left and continues ahead).

In 60m you pass **Streamside** cottage on the right, continue uphill and in 180m *turn right* at a road junction (with **Crofters Lodge** on the left). Follow **Sands' Lane** for 1.5 km and then cross the **A30** carefully to continue a little to the right along a car wide track. This is the **Old Shaftesbury Drove** (Track), an ancient drovers' route and 18th century coach route. Ignore all paths off this route uphill onto **White Sheet Hill**. In 880m note an old milestone 15m on the right in a field (with the inscription 'XCVII Miles from Hide Park Corner, XIV from Salisbury, 1756') just before a footpath joins from the field over a stile next to a metal field gate. This is the main walk.

Continue in the same direction and pick up the directions in the main walk text at the double asterisk **).