



Walk 30. Wheddon Cross to Dunster via Clicket.

- 9.6 miles, 3 hours 45 minutes. Ascents of 400 metres and descents of 650 metres.

Terrain: Paths and tracks, some slippery bedrock; small streams to cross; some fields and mud.

Access: By car, either park in Dunster (see walk 31) and take the morning bus 198 to Wheddon Cross, or park next to the inn at Wheddon Cross (SS 924 388) and return by bus or taxi. Dunster is also served by bus 28 from Taunton (stops on the A39), and in season by the West Somerset Railway.

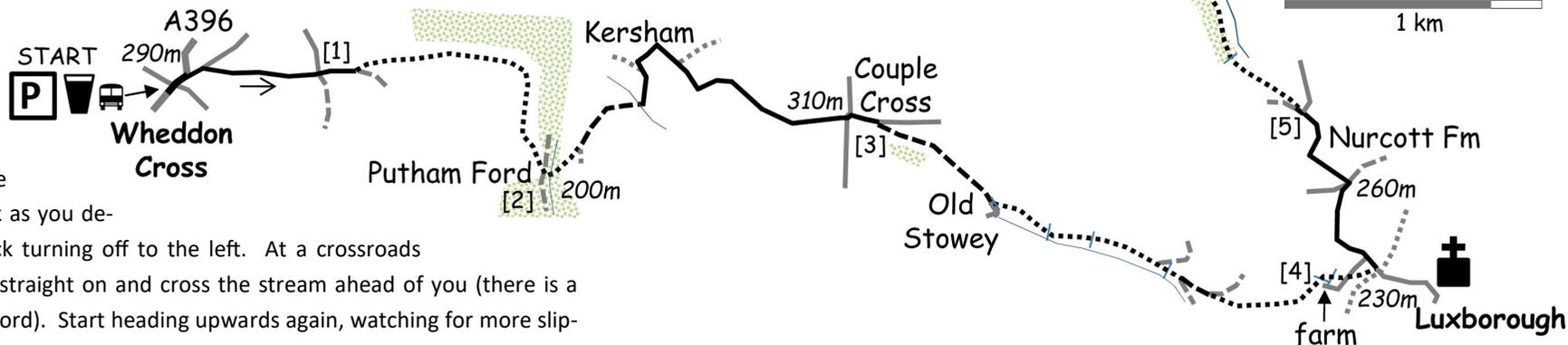
Map: OS Explorer OL9 Exmoor. The Clicket to Dunster section is on Croydecycle 00 Dunster.

Refreshments: Pubs in Wheddon Cross and Timberscombe, plenty of choice in Dunster.

Note: Field archery sometimes takes place in Clicket, signed at either end. If archery is in progress, make sure the archers are aware of your presence and follow any safety instructions.

THIS WALK TRACKS ACROSS THE BRENDON HILLS ALMOST TO LUXBOROUGH, before descending along a stream valley to the abandoned and crumbled village of Clicket. Clicket was inhabited until Victorian times and had a mill and a quarry. There is a photograph of some of its residents dating from 1890, but they seem to have left by the following year or soon after. The walk continues via Timberscombe, crossing Timberscombe Common to Nutcombe Bottom and arriving via the 'back door' into Dunster. Allow plenty of time as it is easy to get absorbed searching for ruins in Clicket and exploring the well-preserved medieval village of Dunster (described more fully in walks 31 and 32).

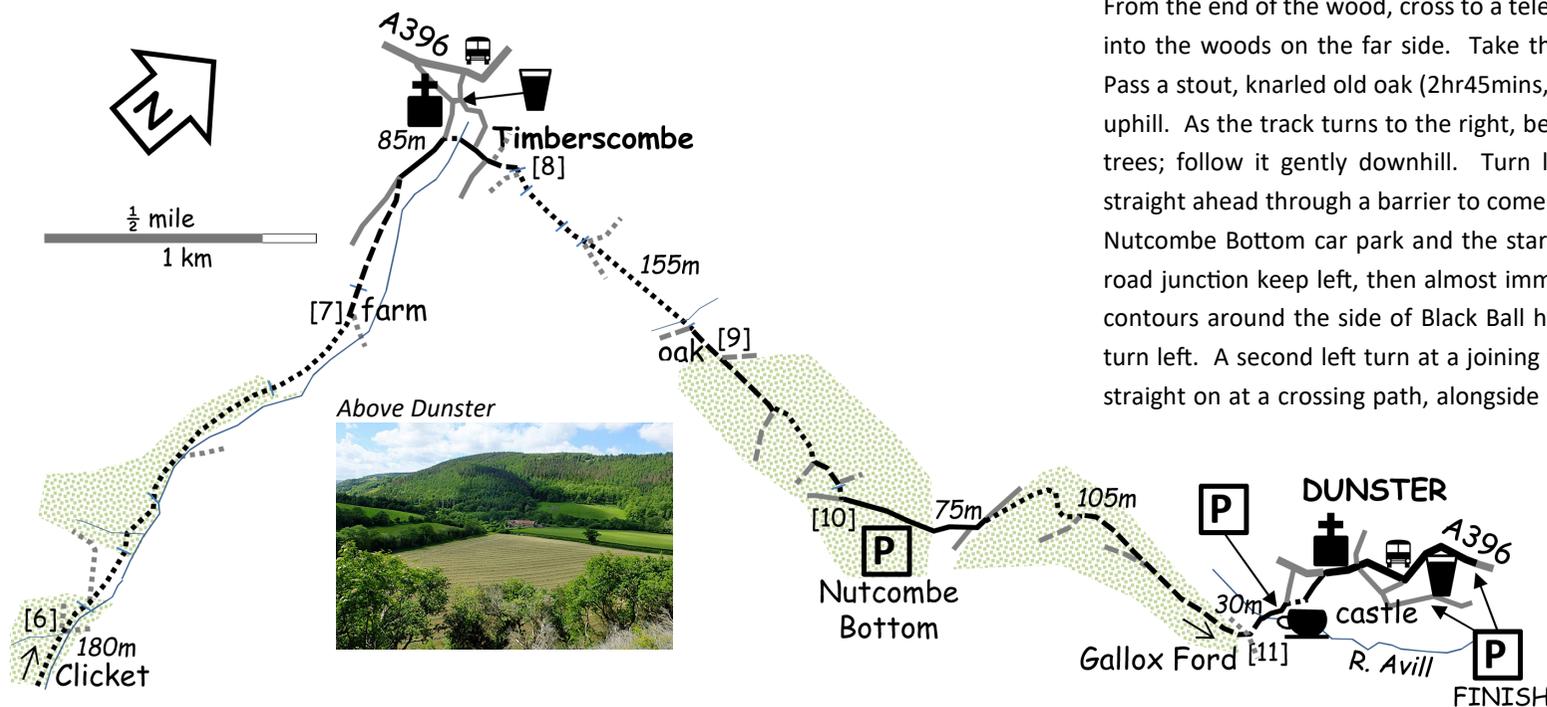
From the inn in Wheddon Cross, start the walk by taking the main road towards Minehead and Dunster. In less than a minute turn right at a memorial, then right again on a lane towards Putham. In just over five minutes the lane bends left (8mins, [1]); continue ahead on a restricted byway towards Luxborough, then just in front of a cattle grid take the path to the left. Be aware of slippery bedrock as you descend on this path. Ignore a track turning off to the left. At a crossroads (Putham Ford, 25mins, [2]), carry straight on and cross the stream ahead of you (there is a small footbridge to the left of the ford). Start heading upwards again, watching for more slip-



pery bedrock. Ignore a footpath off to the right. Come to an abandoned house, cross a small stream and bend left to pass Kersham Farm, following the lane to the right and staying on it until meeting a wider road at Couple Cross (55mins, [3]). Continue straight ahead here, then in under two minutes turn right on a farm driveway to Old Stowey, also signposted as the footpath to Luxborough.

Arrive at the entrance to Old Stowey house. Turn left on the footpath to Churchtown and follow the field boundary above an ornamental lake. Where the fence turns to the right, continue ahead and slightly right to join a gully that brings you to a double stile. Cross into the next field and follow the route ahead. Ignoring a track uphill to the left, go through a gate and join a farm track, continuing straight ahead. Take a signposted path forking gently right, and in the next field continue past holly trees along the right-hand edge. Approaching a farm, the path is diverted left around the farm buildings (1hr20mins, [4]); continue through gates, across a drive, then turn left in the next field towards a pair of houses. Go over a stile just past the right-hand house to arrive at a road on the edge of Luxborough.

Your route now continues to the left (a short detour to the right will bring you to Luxborough church). At a junction with tall beech trees in a central triangle, head right, then follow the road around to the left. Pass Nurcott Farm and its conspicuous Chile pine (monkey puzzle), follow the road left, then as it bends right again continue ahead on the signposted path towards Timberscombe (1hr37mins, [5]). The path heads right just in front of a gate. You are now approaching Clicket; the first ruin is tucked into the bank on the left, in front of a disused quarry. Go over a stile (or through the gate), head slightly to the right past a large ash tree, then cross the field to enter some woods. Keep right at a fork, pass more ruined buildings, go through a gate, and take the right-hand fork to Timberscombe; the 'Clicket stream' is on your right. Descend towards the stream; the remains of a cottage are on the left. You



may see various model animals here, used as archery targets. Cross a streamlet and continue slightly upwards on the left-hand path. At another small stream head down to the right, to arrive at a small footbridge over the Clicket stream (1hr55mins, [6]). A derelict mill is just over the bridge, but your route continues on the footpath above the left-hand bank. Go uphill, through a gate, and cross the field heading down almost as far as the stream; go through a double pedestrian gate. Keep the fence on your left, ford a small stream, and continue on the path on the far side. Enter some woods through a gate, and fork right on to a path. Arrive back at the Clicket stream, again keeping to its left-hand bank. This footpath continues for half a mile until it comes to a farm track (2hr15mins, [7]); head left on the track, go over a stile, and continue along the track until it meets a road. Turn right here and head towards Timberscombe.

Just after the 30mph signs, turn right on a path. Cross the stream and head uphill on the other side. When the road bends right, keep ahead on the (initially surfaced) bridleway to Dunster. The track comes to a wider area with several gates (2hr30mins, [8]); go through the pedestrian gate on the right, and head up and left around the back of some farm buildings. Go through a gate on to Timberscombe Common, keeping the bank on your left. Head through a gate into a lightly wooded area, then leave it via another gate. Your route ahead is into the middle of the field (signposted Kitswall), aiming for the right-hand side of a belt of woodland.

From the end of the wood, cross to a telegraph pole then head down into the valley, to a gate into the woods on the far side. Take the bridleway straight ahead, again towards Kitswall. Pass a stout, knarled old oak (2hr45mins, [9]); at the next bridleway sign, continue ahead and uphill. As the track turns to the right, bear left on to a bridleway marked by blue squares on trees; follow it gently downhill. Turn left on a broader path towards the A396, then go straight ahead through a barrier to come to a narrow lane (3hrs, [10]). Turn left here, passing Nutcombe Bottom car park and the start of the Tall Trees Trail (explored in Walk 31). At a road junction keep left, then almost immediately fork right on a gently ascending path. This contours around the side of Black Ball hill before entering woods and joining a wider track; turn left. A second left turn at a joining track brings you above the outskirts of Dunster. Go straight on at a crossing path, alongside a long thatched cottage, and cross the River Avill on the stone bridge at Gallox Ford (3hr25mins, [11]).

To return to the main car park and bus stop, turn right to pass a small car park and head along a pedestrian lane, then turn left on a road alongside a small rill or leat (the National Trust café and mill is to the right here). Coming to the main road, turn right and follow it this way and that through the village; if you can resist the church, castle, yarn market and multiple tea shops and hostelries you will eventually arrive back at the car park past a small shopping precinct, set back on the right (a gate at the back takes you through to the castle drive and National Trust car park).

Shorter walks: The bus also stops at Timberscombe (on the A396), making it possible to divide the walk into two halves (Wheddon Cross to Timberscombe ● 6.7 miles, ascents of 230 metres and descents 450 metres; Timberscombe to Dunster ● 3.2 miles, ascents 180 metres and descents 210 metres). To end the walk at Timberscombe, continue straight ahead at the 30mph signs and walk through the village to the A396 where the bus stops.