



Walk 37. Luxborough, Lype Hill and Chargot Wood.

- 6.8 miles, ascents and descents of 345 metres. 2 hours 45 minutes constant walking, allow around 3½ hours.

Terrain: Paths, tracks and fields, often muddy and sometimes stony. Several small streams to splash across.

Access: By car, park in the village hall car park in Kingsbridge (ST 984 377, near TA23 0SH, donation; groups check first). Alternatively start the walk from the parking area in Kennisham Forest off the B3227 at Goosemoor Cross (ST 964 359). No bus service.

Map: OS Explorer OL9 Exmoor.

Refreshments: Pub in Luxborough (Kingsbridge).

LUXBOROUGH IS A SMALL VILLAGE SET DEEP IN THE BRENDON HILLS south of Dunster, consisting of three distinct hamlets: Churchtown, Kingsbridge and Pooltown. This walk takes in all three and their undulating and partly wooded hinterland, including Lype Hill (the highest point on the Brendons), Kennisham Forest and Chargot Wood. The route is crossed by numerous streams, all flowing into the Washford River.

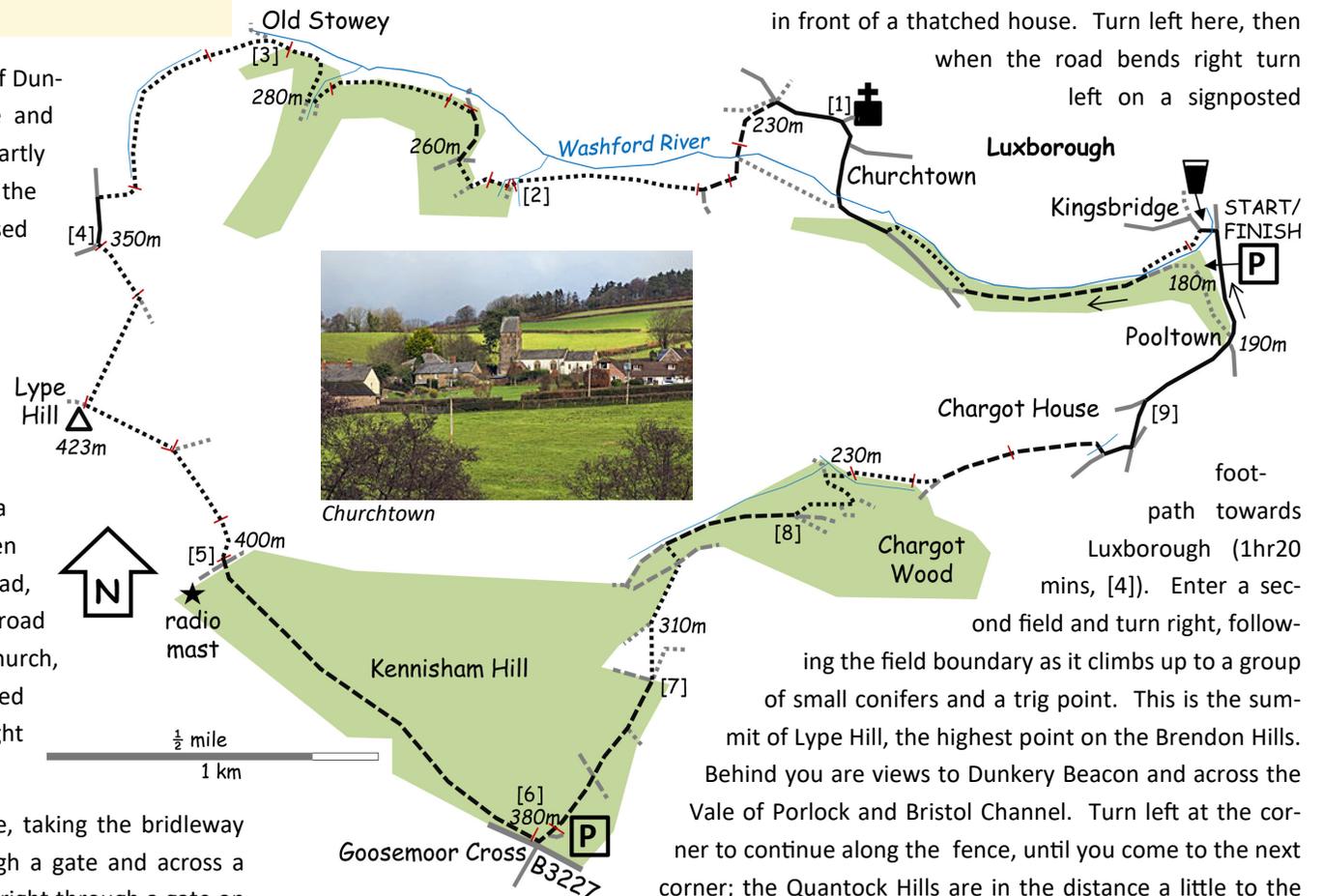
Start at the village hall in Kingsbridge. Turn left out of the car park, then left again to cross the Washford River by the Royal Oak inn. Opposite the pub car park, turn left into a small cul-de-sac and continue on the signposted footpath to the right. Go over a stile into a field, then halfway across it turn left over a footbridge. Once you have crossed the bridge turn right to walk along the Washford River, a large stream at this point. In seven or eight minutes pass a house, then fork right when the main track heads left. When the path meets a road, turn right and follow the road around a bend to the right; at a larger road keep left. This is Churchtown, at the other end of Luxborough; the church, which dates from the 13th century and has an unusual saddle-roofed tower (a feature also found at Stoke Pero), is along a path to the right (25mins, [1]).

Continuing along the road turn left immediately after a white house, taking the bridleway towards Colly Hill. This descends into a gully before passing through a gate and across a stream. Follow the track around to the right; when it bends left, fork right through a gate on

to a grassy path heading along the edge of a field. At a short signpost head slightly to the left, but avoid going too far uphill: cross a stream on a vague track (45mins, [2]). Beyond this take a signposted permitted path through two gates, past a barn, and across another stream. Soon after another gate turn right on a footpath signposted Old Stowey. Bear slightly right and join a track, continuing ahead. Descend on this slightly stony track, then before it goes through a gate turn left on a footpath. After about five minutes the path heads left alongside a small stream. Go through a gate, then a little later splash through the stream to turn right and follow it back parallel with the opposite bank. The path veers left and takes you past an ornamental waterfall and lake, and through a gate; Old Stowey House, encountered from the opposite side on walk 30, is on the right (1hr, [3]).

From the house head slightly to the left, uphill across a field, to come to a tall gate in a recess in the field boundary. Follow the path uphill alongside the stream, arriving at a stile: cross here and head to the right, aiming just to the left of a barn to arrive at a road in front of a thatched house. Turn left here, then when the road bends right turn left on a signposted

foot-path towards Luxborough (1hr20 mins, [4]). Enter a second field and turn right, following the field boundary as it climbs up to a group of small conifers and a trig point. This is the summit of Lype Hill, the highest point on the Brendon Hills. Behind you are views to Dunkery Beacon and across the Vale of Porlock and Bristol Channel. Turn left at the corner to continue along the fence, until you come to the next corner; the Quantock Hills are in the distance a little to the



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left, with Hinkley Point power station at their seaward end. Go through the gate ahead of you and aim for the left-hand edge of a line of tall conifers, to the left of the furthest telegraph pole. Go through a gate with a blue bridleway mark and keep to the right-hand side of the field. At the gate in the corner (1hr40mins, [5]) go straight ahead on a wide track, signposted as a bridleway to Kennisham Hill. This will take you almost to the road at Goosemoor Cross, the alternative starting-point (1hr55mins, [6]).

Turn left here, and keep left on the estate road to go through the vehicle barrier. Continue ahead at a crossroads, then go straight on through a gate when the track turns left (2hr5mins, [7]), heading slightly to the left in the field to go through a gap and continue on a wide bridleway into woods. At a junction of tracks, continue over to head down wooden steps on a footpath. This descends steeply through the woods before meeting another track; turn right here and come alongside a stream. (To avoid the steep descent on the path, take the left-hand track, then bend around to the right and come above the stream; adds an extra 0.2 mile). When a track crosses (2hr15mins, [8]), bear left and downhill as signposted towards Luxborough. Keep left at a 'U' junction, then at a signpost. At the next signpost, as the track levels out, turn right on a smaller path. Cross a stream on a plank bridge, then go through a gate and turn right to head along the edge of a field. Through another gate, pass a house below on the right, then join a driveway. This goes through a gate and passes below Chargot House. A little later it comes to a T-junction; turn left here. Turn left and fork left in front of a stone house, walk up to a white house and turn right (2hr35mins, [9]). This brings you back across the Washford River to Pooltown, the last of the Luxborough hamlets: turn left to return to the village hall and car park.