



### Walk 37. Around Luxborough.

6.8 miles, 2 hours 45 minutes. Ascents and descents of 345 metres.

Terrain: Paths, tracks and fields, often muddy and sometimes stony.

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).

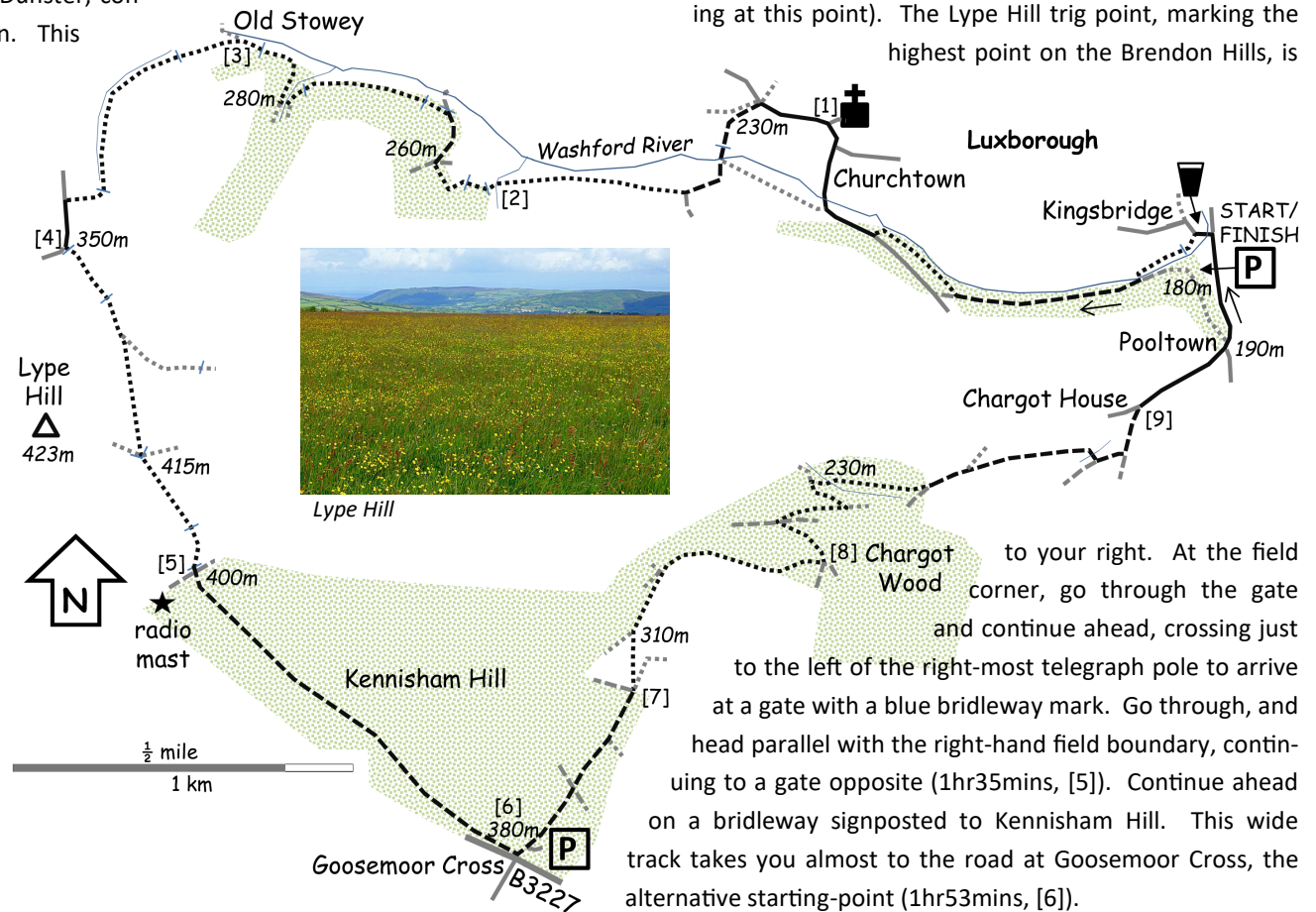
LUXBOROUGH IS A SMALL VILLAGE SET DEEP IN THE BRENDON HILLS south of Dunster, consisting of three distinct hamlets: Churchtown, Kingsbridge and Pooltown. This walk takes in all three and their undulating and partly wooded hinterland, including Lype Hill and Kennisham Forest. The route is crossed by numerous 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 through a gate into a field, then halfway across it go over the footbridge on the left, turning right to walk along the stream. In seven or eight minutes pass a house, then fork right. 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 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 (43mins, [2]). Beyond this take a signposted permitted path through a gate, past a cottage and barn, and cross another stream. After a second 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. Soon after a gate, splash through the stream to turn right and follow it back on 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 footpath towards Luxborough (1hr20mins, [4]). Cross into a second field and start to follow the line of trees, but when you come to a spring (a patch of wet ground) head diagonally right to the far corner of the field (if you have the OS Explorer map it is confusing at this point). The Lype Hill trig point, marking the highest point on the Brendon Hills, is



to your right. At the field corner, go through the gate and continue ahead, crossing just to the left of the right-most telegraph pole to arrive at a gate with a blue bridleway mark. Go through, and head parallel with the right-hand field boundary, continuing to a gate opposite (1hr35mins, [5]). Continue ahead on a bridleway signposted to Kennisham Hill. This wide track takes you almost to the road at Goosemoor Cross, the alternative starting-point (1hr53mins, [6]).

Turn left here, pass the car park, and walk past the vehicle barrier. Continue ahead at a cross-roads, then go straight on through a gate when the track turns left (2hrs, [7]), heading slightly to the left in the field to go through a gap and continue on a wide bridleway into woods. Follow this path along the contour. At a junction of tracks, turn sharply left and downhill (2hr10mins, [8]). At the next junction, cross over and to the right to head downhill on the bridleway. Keep left at the next junction, then at a signposted junction turn right on a smaller path, crossing a stream on a narrow footbridge. Go through a gate and head along the edge of the field. Pass above a rather picturesque house to the right and join a vehicle track. This passes below Chargot House, then meets a drive, almost a road, at a cattle grid: turn left. Turn left again in front of a stone house, then when you come to a road at a white house, turn right (2hr30mins, [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.

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