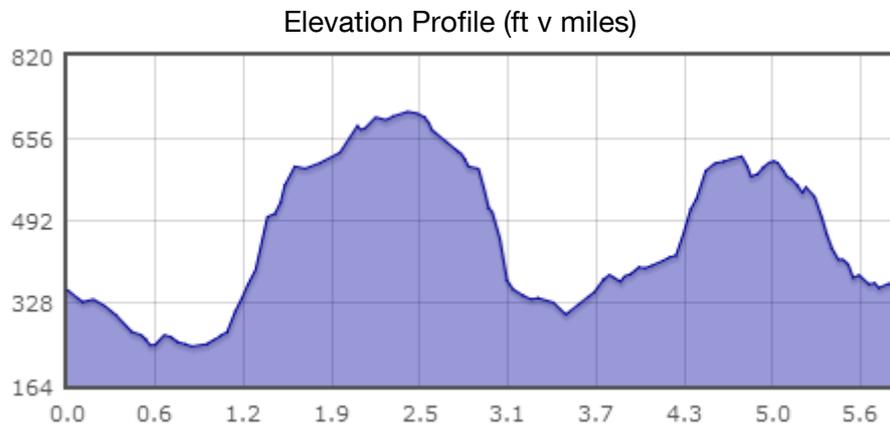


Walk No 4 – Wotton, Coombe, The Ridings, Waterley Bottom

GPX file: Walk-4.gpx
 Distance: 5.8 miles (9.4 km)
 Total ascent/descent: about 850 ft (260 m)
 Walking time: about 3 hrs (without a break)



Starting at The Haven, walk to the right down Merlin Haven to the main road. At the main road, don't cross over but instead turn left along Haw Street until you get to a crossroads, just before a pedestrian crossing. Take a right at the crossroads down the High Street (which becomes Long Street), past the shops. Turn left at the Falcon Inn onto Church Street, before the road begins to drop down more steeply.

At the end of Church Street, cross over the road and bear right, away from the road, down a footpath called The Cloud. After a short time, the footpath will take a sharpish left to take you through a gate into the churchyard, and past St Marys Church. Exiting the churchyard, take a right onto Culverhay, heading away from the town. Take the second right onto Valley Road, and at the end of this road it will turn into a path. Follow the path beside the waterway to a lane.

Here turn left then, in less than 100 metres, turn right beside a garden towards a group of cottages. This track becomes a path and leads into a field. Turn left up the side of the field to a stile onto a lane close to its junction with the main road. Turn right up this road, taking care as there is no pavement, for 200 metres.

Opposite Coombe Lodge cross a stile on the left and walk up the field, aiming at a telegraph post 45 degrees right. At the top of the field follow the wall to the right until you reach a stile. This gives access to an old track which has been worn down to the rock in the past by packhorses. To the right is a hillside beside the track which is never grazed, and is therefore rich in wildflowers. Turn left and follow the track to some farm buildings beside a road.

Turn right and walk past the entrance of Upper Rushmire Farm, on the left. In another 100 metres climb a stile on the left and go straight across a narrow field to a hedge gap under an oak tree. Beyond this turn right and keep to the left of the field. Cross a fence in the far left corner, then go ahead in the same direction across the next field.

On reaching a hedge, keep to the right of it and in the far left-hand corner of the field cross a stile. In the next field keep left until the far left-hand corner, then go down a bank and

over a stile. Aim diagonally across the next field to the right of two adjacent gates. Follow the track to a cottage, beside which are the ruins of what was once a church, now an overgrown mound and a cross. This area is The Ridings, where there was a mansion at one time.

Take the rather overgrown path to the right of the church cross and follow it down through the wood for 100 metres to join a track. Turn left and follow the track for 250 metres to the middle of a clearing. In the centre of this turn right off the track onto a path going downhill at 30 degrees from the track. Continue downhill in this direction, crossing over a wider track near a horse barrier.

Eventually the path becomes a sunken track, crosses a gate and continues downhill between hedges. This leads to a gate at the top of a steep bank where steps go down to a farm track. Turn left and follow the track to join a tarmac lane. Turn left. One hundred metres beyond a bungalow cross a stile half hidden in the hedge on the left. Walk diagonally up the next field aiming for an isolated tree. On reaching this continue in the same direction to a galvanised tank, adjacent to a gate, towards the top corner of the field. Go through this and turn left.

Follow the left-hand hedge to cross a bank where a hedge has been removed and continue until you see a stile on the left in an overgrown hedge gap. Climb this to reach a farm track, then turn right to a lane. Turn left and climb the quiet lane for 1 kilometre to a road junction. Cross the stile beside a gate immediately opposite. Walk ahead on the track for 200 metres then, just before you reach the open hillside, fork right where a wire fence begins, on a path which leads down through a beech wood.

Keep right at the next fork where the path becomes steeper. Descend the steps at the bottom, cross the stile beside a pair of houses, then follow more steps leading down into Adey's Lane. Walk down the lane about for 400 metres. Just past a pair of houses on the left, cross a stile on the right beside a gate. Keep right down the field and continue on the obvious path to the right around the outside of a housing estate. This path eventually reaches a road beside an old chapel (the Tabernacle).

Go straight ahead down the road, noting the almshouses to the left. At the crossroads go straight across. Continue until you are nearly heading out of town, and take the last steep path on the right, with a stone wall on your left. Continue past the metal barriers. This is Merlin Haven, and after a time you will return back to The Haven.

