



Anvil Point from Worth Matravers

A rugged coastal walk with fine views, through an area with a fascinating quarrying history - and the location for action in Doctor Who

Essential Facts

- Route distance: 15.2 km (9.5 miles)
- Approximate time: 4 hours 20 mins
- Optional shorter route: 10.0 km (6.3 miles)
- Approx. total ascent: 250 metres
- Start point Grid Ref: SY 974 776
- GPS Ref: SY 97424 77667
- Recommended O.S. Map: Explorer OL15
- Toughness Rating: Dorset 3

Please see the notes on Toughness Ratings at the end of this report

**Up For A
CHALLENGE ?**

Take a Great Walk and HELP
your favourite charity with

**A Donation
An Individual Walk
A Team Effort**

Full Info from the Great Walks web site

THE ROUTE

Start from the village of Worth Matravers, near St Alban's Head south of Wareham.

From the car park in Worth Matravers, **S**, turn right and at the junction turn left past the Square and Compass Inn. After the last house, cross a stile on the right, signed for Swanage. Cross three fields, keeping the fence on the right in the last two, to reach a track – The Priests' Way (so called as in the 15th century it was the route taken by Priests who served the parishes of both Worth and Swanage). Continue along this track and at a cross-roads by a barn continue ahead signed for Swanage. After a further 300 metres turn right across a stile beside a gate, signed Dancing Ledge, **A**.

Now follow the left hand side of a field, then change to the right hand side. The path descends steeply as you cross a stile on the right and continue to descend to a gap in the stone wall below at **B**.

The short walk descends half right to meet the Coast Path at **D**.

For the full walk turn left and climb to a stile marked Upper Path to Durlston. Keep the stone wall on your left and climb to the ridge, then continue along the ridge. Go through the right hand of two gates and across a field to enter National Trust land at Belle Vue. Pass above the Measured Nautical Mile Posts, which are still used by ships for timed speed trails, and continue with the fence on the left to enter Durlston Country Park. Keep to the ridge and just before you reach Anvil Point Lighthouse go through a kissing-gate on the right. Descend to a second kissing-gate and turn right to reach the Coast Path at **C**.

Turn right and follow the Coast Path for about 2 km, with excellent views towards the cliffs at Seacombe and Winspit, to rejoin the shorter walk at **D**.

After a short while cross a stile on the left to visit Dancing Ledge. Continue along the Coast Path. At Seacombe the path follows a track inland to a gate on the left. Go up some steps and at the top turn left. Continue along the coast and descend a flight of steps to point **E**. At the bottom turn left for an optional visit to Winspit quarry - but BEWARE OF CIBERMEN !.

Return to **E** and follow a track inland, signed Worth Matravers. At a junction turn right along a narrow path, which climbs across a field and along an alleyway into Worth Matravers. At the top continue ahead through a gap in the stone wall to the village green and pond. Turn right onto the road and then left at a junction to return to the Car Park, **S**.



Anvil Point



Winspit



Worth Matravers Village



Square & Compass

Refreshment

Square and Compass Public House	Worth Tea Shop Tea Shop
Worth Matravers Tel: 01929 439229	Worth Matravers Tel: 01929 439368
Bar snacks Real Ales	Light snacks, cream teas

LOCAL INFO

Doctor Who and Blakes 7 were both filmed using locations at Winspit Quarry. Here there are abandoned quarry buildings and mackinery which were probably still in use when the quarries closed in the mid 20th century, as well as a giant cave. During World War II it was used as a site for naval and air defence.

Durlston Country Park has been managed by Dorset County Council since 1973. The visitor centre has exhibitions on the flora, fauna and bird life with a daily diary of wildlife sightings. Durlston Bay is dolphin spotting territory. The area was bought in 1862 by George Burt in order to develop it with houses, parkland and tea rooms as part of his vision of transforming Swanage into a fashionable seaside resort. The Globe which is ten feet in diameter and weighs forty tons was constructed in Greenwich in 1887 and assembled on site. The 'castle' was purpose built as a restaurant and is still in use today as a café.

WORTH MATRAVERS TO ANVIL POINT G.P.S. WAYPOINTS

WAYPOINT NAME	MAP REF	CO-ORDINATES	ELEVATION: Metres
WMT S	S	SY 97424 77667	125
WMT A	A	SZ 00197 77859	99
WMT B	B	SZ 00119 77061	71
WMT C	C	SZ 02773 76881	36
WMT D	D	SY 99994 76890	39
WMT E	E	SY 97653 76109	25



MAP LEGEND					
	Great Walks route		Church with tower		Spot height - metres
	M6 Motorway		Church with spire		Information centre
	A23 Main road		Other place of worship		Parking
	B2116 Secondary road		Cathedral / Abbey		Public convenience
	Minor road		Building		Public house
	Other road		Built up area		Picnic site
	Track		Woodland		Camp site
	Footpath		Sand, shingle or mud		Major tourist feature
	Bridleway		Water feature		Other tourist feature
	National trail				
	Railway				

Safety First

Safety should always be your first priority in planning and undertaking a walk, whether on your own or leading a group. Please read these Safety First and Walking Our Routes notes.

Lead a group of other walkers only if you have leadership and navigational experience adequate for the 'worst case' conditions which may be encountered on the particular walk, bearing in mind the terrain, possible weather and navigational demands.

Weigh up the capabilities of your party, in terms of fitness and walking speed. Adjust your time expectations accordingly.

Ensure all your party are adequately clothed for the weather and conditions. Footwear is particularly important. Clothing must protect against cold, wet or strong sun according to the time of year.

Emergencies are quite rare, but it is essential to think ahead about what to do if someone in your party sustains an injury. Will you have a First Aid kit? Is there a qualified First Aider in the party? How could help be summoned in a serious eventuality?

Refreshment, particularly water, can be vital. Dehydration in hot summer conditions can be rapid, and frequent intake of fluids is essential.

On tougher walks it is a good idea to tell someone where you are planning to go – and when you expect to be back. Remember - mobile phones often lose reception in mountainous or isolated areas.

All our walks use legitimate routes: Public Rights of Way, Public Footpaths, Bridleways, Permissive Paths, Access Land, Byways and Roads.

Road walking calls for particular care. When there is no defined footpath or verge wide enough for safe walking it is usually best to walk on the right – facing oncoming traffic. An exception may be a tight bend, where walkers would be more visible on the left.

Occasionally you may find a public footpath blocked or unuseable. It is perfectly in order to take the shortest available diversion without damaging crops, perhaps around a field margin.

It is courteous to close gates after passing through, sometimes even if the gate was open when you arrived – particularly if it is obvious livestock may escape.

Mutual respect for farm animals is to be encouraged! Don't frighten or annoy them, but equally don't put your party members in danger or discomfort. You certainly wouldn't be the first walkers to go round the outside of a field of frisky bullocks.

Dogs should always be kept on a lead anywhere near farm animals, and under close supervision elsewhere in the countryside.

Walking Our Routes

Our walks are designed to be negotiated using the route directions in conjunction with the map section provided. We suggest walkers also take the Ordnance Survey Explorer or Outdoor Leisure map recommended for each walk.

On mountain, moorland and open heathland walks it is **ESSENTIAL** to have navigational expertise and tools, including the recommended Ordnance Survey map(s).

Take care to observe any cautions in the route description; exposed paths, areas liable to flooding etc.

Consider conditions before setting off. Will heavy rain have made a water meadow impassable? Will frost or snow make a path slippery?

When navigating the route look for clues to confirm you are in the right place. Are map features where you would expect on the ground? Are features mentioned in the text where expected? If you suspect you may have taken a wrong turn, take action sooner rather than later. It is better to re-trace to a known point rather than carry on regardless with the possibility of becoming increasingly confused.

All our routes are carefully checked before publication, but features can change on the ground – sometimes surprisingly quickly. Footpaths may be re-routed, buildings can appear or change significantly and these days pub names seem to change frequently.

The approximate time given for each walk is based on an average walking speed of 2.5 miles per hour (4 km/hour), plus an allowance for ascent, descent and any difficult terrain.

Total ascent is the approximate total ascent over the whole walk.

GPS users can enter in the waypoints provided in each of our walk reports. It is important to read our guide **Introducing GPS for Walkers**, available as a PDF file from the Great Walks in Britain web site.

Remember that GPS is a great navigational tool, but only one of those available to the navigator. Never dispense with conventional map and compass – and the training and skills to use them, especially on mountain, moorland or open heathland walks.

TOUGHNESS RATINGS

All our **Dorset** routes can be undertaken by reasonably fit walkers able to utilise our map segments, together with the route guidance notes. Always consider recent and forecast weather.

Each walk has been allocated a **Toughness Rating**:

1. Easier walks with modest ascent and generally on well defined paths. There may be stiles or narrow gateways to negotiate.
2. Routes which are more demanding. They may include more ascent and possibly paths which are looser or more difficult underfoot.
3. More strenuous walks with some steep sections, higher paths or places which may be wet and boggy.
4. The most demanding walks in this edition. There may be prolonged steep ascents. Conditions may be challenging underfoot.

Toughness Ratings are allocated in the context of the terrain in the edition area. For example a walk rated as demanding in Dorset may be equivalent to a moderate route in Devon & Dartmoor..