



Kingston and the Purbeck Hills

A fine, moderate ridge walk with spectacular coastal views over Poole Harbour - and just one steep ascent

Essential Facts

- | | |
|-------------------------|----------------------|
| ▪ Route distance: | 16.1 km (10.1 miles) |
| ▪ Approximate time: | 4 hours 30 mins |
| ▪ Approx. total ascent: | 310 metres |
| ▪ Start point Grid Ref: | SY 953 795 |
| ▪ GPS Ref: | SY 95388 79514 |
| ▪ Recommended O.S. Map: | Explorer OL15 |
| ▪ Toughness Rating | Dorset 3 |

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

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CHALLENGE ?**

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**An Individual Walk
A Team Effort**

Full Info from the Great Walks web site

THE ROUTE

This walk on the Purbeck peninsula starts in the tiny village of Kingston, south of Wareham and Corfe Castle.

From Houns-Tout Car Park in Kingston, **S**, return to the road and turn left. After about a kilometre, at Sheep Pens Car Park turn left and follow a track through a field. Then keep a stone wall on your right and climb gradually with the impressive Encombe House in the valley on your left. When you reach a tumulus at the viewpoint at summit of Swyre Head turn right to a triangulation pillar at **A**.

Continue with a stone wall on your left enjoying views to both Kimmeridge Bay on the left and Poole Harbour on the right. After about 2 km reach a road, **B**.

Turn left and shortly turn right at a junction. After 50 metres turn right over a stile and walk straight ahead to descend steeply through scrubland and reach a stile. Go half left across a field then cross a stile and bridge. Walk diagonally across three fields to a stile on the left of a gate. Go straight ahead along a narrow path to a road. Cross to the track opposite. After 30 metres go through a gate on the left and climb up the right hand edge of the field. Go through a gate, turn left and then right to climb steeply to the summit of Ridgeway Hill, **C**.

Go through a gate and turn right to descend to a road. Walk ahead a few metres then go through a gate ahead to follow a clear track across Knowle Hill, signed Ridge Path to Corfe Castle. After about 1.5 km, when you reach a stone marker saying there is No Path Ahead, turn right and descend steeply to a crossing track at **D**.

Turn right and follow the track to a stone marker, shortly before a ruined building. Turn left and keep a hedge on your left. At the end of the field join an enclosed track that leads to a road. Turn left and in 100 metres go through a gate on the right. Turn left to a gate and in the next field keep close to the left hand edge. When the field narrows go through a gap on the right, cross a bridge and bear right keeping to the left hand edge of Corfe Common. Cross a road to Blashenwell Farm and continue across the Common to a road, **E**.

Cross with care and keep ahead to a stone marker. Turn right and head towards a distant telegraph pole to the left of buildings. Cross a footbridge and walk along the left hand edge of a field to a gate. Turn right to keep a hedge on your right through three fields. At a waymarked gate go left and shortly through a gate on the right. Climb to a crossing track, turn right and in 30 metres turn right along a narrow track to a stile. Now keep a stone wall on your right with views across the valley to Corfe Castle. Follow the wall as it turns left and uphill to a road to the left of a disused church. Turn right at the road, pass the Scott Arms on your right and a church on your left and continue through the village to the Car Park, **S**.

Refreshment

Scott Arms
Public House
West Street, Kingston
Tel: 01929 480270
Meals and bar snacks
available



Kingston Church



Looking Away
To Poole Harbour



Corfe Common



Scott Arms

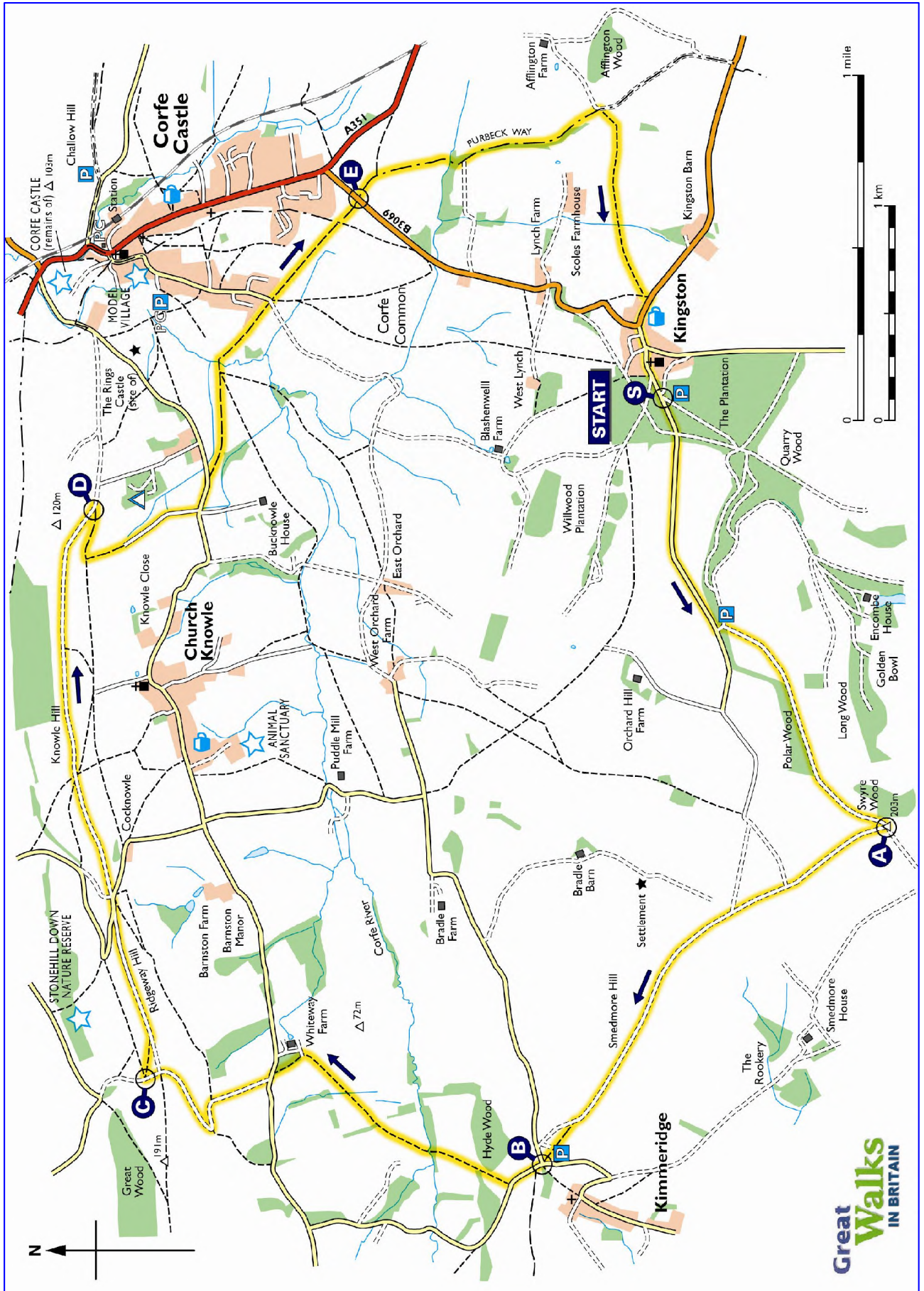
LOCAL INFO

The Purbeck Hills are the eastern end of a ridge of chalk downs that runs from Dorchester to the Old Harry Rocks, where they meet the sea. There are numerous prehistoric sites along the ridge including many tumuli and two Bronze Age Round Barrows on Knowle Hill.

Swyre Head is the highest point on the Isle of Purbeck. On a clear day there are views west cross the Isle of Portland to Dartmoor, east to the Isle of Wight and north across the Purbeck hills to Poole Harbour

Kingston is unique in Dorset having two 19th century churches. The original church built in 1838, on the site of a 12th century chapel, is now converted into a house. In the 1870s a new church was built designed by George Edmund Street. The design seems to have been influenced by 13th century French models and has elaborate decorative work with a profusion of Purbeck marble. The church is built in a commanding position with the tower dominating the landscape.

KINGSTON & THE PURBECK HILLS					
G.P.S. WAYPOINTS					
WAYPOINT NAME	MAP REF		CO-ORDINATES		ELEVATION: Metres
KIN S	S	SY	95388	79514	132
KIN A	A	SY	93372	78552	203
KIN B	B	SY	91827	80105	102
KIN C	C	SY	92243	81856	165
KIN D	D	SY	94911	82192	84
KIN E	E	SY	96294	80906	30



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..