



## Langton Herring and The Fleet

A fairly gentle walk along the Fleet Lagoon, shielded from the sea by Chesil Beach, with its variety of plant, animal and marine life

### Essential Facts

- |                           |                     |
|---------------------------|---------------------|
| ▪ Route distance:         | 15.0 km (9.4 miles) |
| ▪ Approximate time:       | 4 hours 30 mins     |
| ▪ Optional shorter route: | 10.0 km (6.3 miles) |
| ▪ Approx. total ascent:   | 100 metres          |
| ▪ Start point Grid Ref:   | SY 614 824          |
| ▪ GPS Ref:                | SY 61483 82459      |
| ▪ Recommended O.S. Map:   | Explorer OL15       |
| ▪ Toughness Rating        | Dorset 2            |

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

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CHALLENGE ?**

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Full Info from the Great Walks web site

## THE ROUTE

This coastal route starts from Langton Herring, west of Weymouth.

From the Elm Tree Inn in Shop Lane, Langton Herring, **S**, turn right to enter a "No Through Road". Almost immediately turn left to follow a bridleway through buildings and then between fields. The track turns right and descends through trees. At the bottom turn left, and follow a stream on your right. Cross a footbridge and follow a fenced path parallel to the road. Turn right at the driveway to Bagwell Farm Caravan Park at **A**.

Follow the bridleway straight ahead to a T-junction and turn left. At a minor road, turn left again and follow the road through Fleet and past the new church. Take the first turning right to pass the old church, **B**.

With the old church on your right, cross a bridge and turn left to a stile. Turn right onto the Coast Path which you follow for about 5 km. About 400 metres after crossing the old Coastguard Road you reach Rodden Hive, **C**. Here the Coast Path leaves the water's edge and turns right.

For the short walk, continue ascending, with a hedge on your left. Cross a stile, go through a patch of scrub, and cross another stile to climb half left across a hill to a stile. Cross a track and climb the stone stile opposite. Go diagonally left through a field to cross a stile. Turn left and then immediately right to follow a track to the road, **F**.

For the full walk, turn left through a kissing gate, to follow the Coast Path through two fields. Then go through two gates and walk through three further fields. In the third field keep a stream on your right and at the end turn right, cross a causeway and with trees on your left climb to a stile. Cross it and continue to follow the line of trees to another stile. Cross it and turn right to cross the stile straight ahead at **D**.

Here you leave the Coast Path and walk down to a gate. Carry straight on along a road to Merry Hill Barn. Pass the barn on your left, climb some steps and continue uphill to the ridge, **E**.

Turn right, cross two fields and then veer left in a third field to drop down to a gate to the left of some houses. Turn right to pass the houses and then turn left into a field. Walk through the field and having passed trees on the left, look for a stile. Cross this and a footbridge, walk straight ahead to a gate and then climb to a stile onto a track. Turn left, and at the road turn right and then immediately left to walk along Rodden Ridge.

When you reach a crossing path turn right. Keeping first a stone wall, and then a fence on your left, drop down to a gate and ascend to a road. Turn left and then first right to reach a bridleway coming from your right, **F**.

Finally, turn left and keep left at Foxbarrow Cottage. Pass the church on the left and return to our start for refreshment at the Elm Tree Inn, **S**.



Old Fleet Church



Above The Fleet

## Refreshment

The Elm Tree Inn Public House Shop Lane, Langton Herring Tel: 01305 871257 Home cooked food and lunchtime snacks. Garden.	Victoria Inn Public House Knights in the Bottom, Chickerell Tel: 01305 784463 Real ales. Meals and snacks. Garden
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## LOCAL INFO

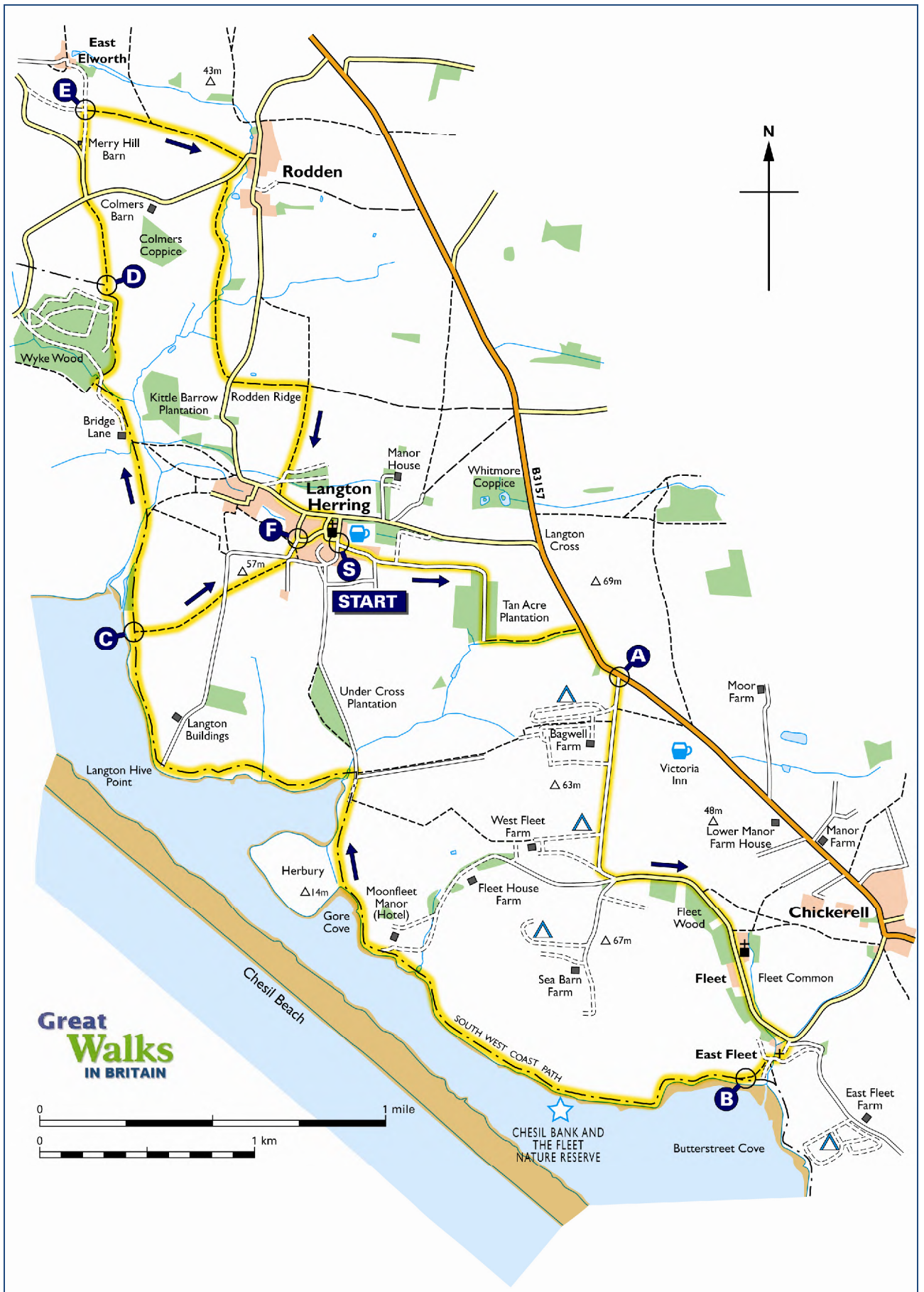
**Langton Herring** is full of ancient thatched cottages and shrouded in tales of shipwrecks and smugglers. The Elm Tree Inn, named after a tree which once stood near it, is 400 years old. It is claimed that in the late 18th Century a fisherman, accused of falsifying his catch, was hanged from the ancient ship's mast which forms part of the ceiling of the bar. A smugglers' secret tunnel is said to link a bricked-up area in the cellar to the church next door. It was in this pub that Barnes Wallis had lunch when testing the Dambusters' Bouncing Bomb on the Fleet during World War II.

**Fleet village:** On the night of 24 November 1824 a huge storm tore a hole in Chesil bank, destroying virtually the whole village and much of the church. The lost village was the Moonfleet in the novel of the same name by John Meade Falkner. In the partially restored remains of the church there are several memorials to members of the Mohun family who lived in the nearby house – now the Moonfleet Hotel. As in the book, there is a tunnel leading from the church to the Fleet, but its purpose is unknown.

**Fleet Lagoon:** Beyond the Fleet the 18 mile long Chesil Beach is a natural barrier to the largest saline lagoon in the UK. The Fleet connects to the sea via a narrow channel at Ferrybridge, some three miles to the East and this area is now protected by the Fleet and Swannery Trust, which was set up in 1993. The waters support 150 species of seaweed, 25 species of fish and 60 species of mollusc. Up to 5,000 Brent geese winter here, and it is a haven for wading birds such as oystercatchers, terns and redshanks.

## LANGTON HERRING & THE FLEET G.P.S. WAYPOINTS

WAYPOINT NAME	MAP REF	CO-ORDINATES	ELEVATION: Metres
LAN S	S	SY 61483 82459	28
LAN A	A	SY 62794 81828	34
LAN B	B	SY 63573 80051	30
LAN C	C	SY 60527 82018	36
LAN D	D	SY 60426 83574	34
LAN E	E	SY 60293 84453	45
LAN F	F	SY 61296 82448	47



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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..