



Wareham – Town and Forest

**An easier walk through the historic town of Wareham
and on good tracks in Wareham Forest**

Essential Facts

- | | |
|---------------------------|---------------------|
| ▪ Route distance: | 13.0 km (8.1 miles) |
| ▪ Approximate time: | 3 hours 20 mins |
| ▪ Optional shorter route: | 10.0 km (6.3 miles) |
| ▪ Approx. total ascent: | 105 metres |
| ▪ Start point Grid Ref: | SY 920 872 |
| ▪ GPS Ref: | SY 92074 87282 |
| ▪ Recommended O.S. Map: | Explorer OL15 |
| ▪ Toughness Rating | Dorset 1 |

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

From the West Walls Car Park in Wareham, **S**, turn left into West Street. At the traffic lights by the Town Hall turn right. Turn left into the Quay and continue to St Marys Church. Turn left, then right to follow the wall around the churchyard. Then turn left and right to follow the path around the cemetery. At a T-junction turn left signed Walls Walk. Cross a road and follow the path along the top of East Walls. Cross another road and follow the path along the top of North Road, maybe pausing at the viewpoint. At the end of the earthworks turn left and in 50 metres turn right to St Martins Church, **A**.

Cross the main road and turn right to cross the River Piddle. Fork left to walk through an underpass, then continue straight ahead to the station. Cross the level crossing and bear left to cross Bere Road and follow the path ahead. You are now following the signed pedestrian route to Wareham Forest. Fork left and shortly cross a road to Tantinoby Lane. Keep a recreation area on your left, then walk along an alleyway to reach a residential road. Turn left and shortly right to follow a gravel path across a golf course to Wareham Forest, **B**.

Turn right and follow a clear wide track which swings left and eventually reaches a crossroads. Go straight ahead to a T-junction at **C**.

For the shorter walk turn left, follow the track round to the left and uphill. At the top turn right and keep straight ahead to reach a road beside a car park. Cross the road and turn left to walk parallel with the road to a gravel track. Turn right and follow the track to meet the full walk at a junction of paths at **E**.

For the full walk turn right at **C**, and follow the track for about a kilometre to a gate at **D**.

Turn left and at a T-junction turn left to follow a track for about 750 metres, with fields on your right. When the track swings left go straight on to emerge onto a road at the Silent Woman Inn. Turn left and after 50 metres turn right at Forest Lodge. Follow a wooded footpath to the junction at **E**.

Continue ahead, signed to Wareham. Cross a road and follow the drive to Carey House, forking left twice to reach a junction. Continue straight ahead on an enclosed path between fields. When you reach farm buildings turn right. Follow a track to a footbridge beside a gate. Cross the bridge and walk to the railway bridge.

Go under the bridge and follow the track to a weir. Cross and shortly turn left across a cattle grid. Follow the track under the road bridge, then turn left towards a clear path leading uphill. At the top go through a kissing gate and bear left, back to the car park, **S**.



Egdon Heath



St. Martins



North Walks

Refreshment

Kings Arms Public House 41 North Street, Wareham Tel: 01292 552503 Meals and bar snacks available	Silent Woman Inn Public House Bere Road, Coldharbour, Wareham Tel: 01929 552909 Lunches and evening meals, Real ales
The Old Granary Public House The Quay, Wareham Tel: 01929 552010 Meals and bar snacks Real ales	Nellie Crumb Licensed restaurant 17 South Street, Wareham Tel: 01929 552524 Lunches, Afternoon teas



The Silent Women Inn

LOCAL INFO

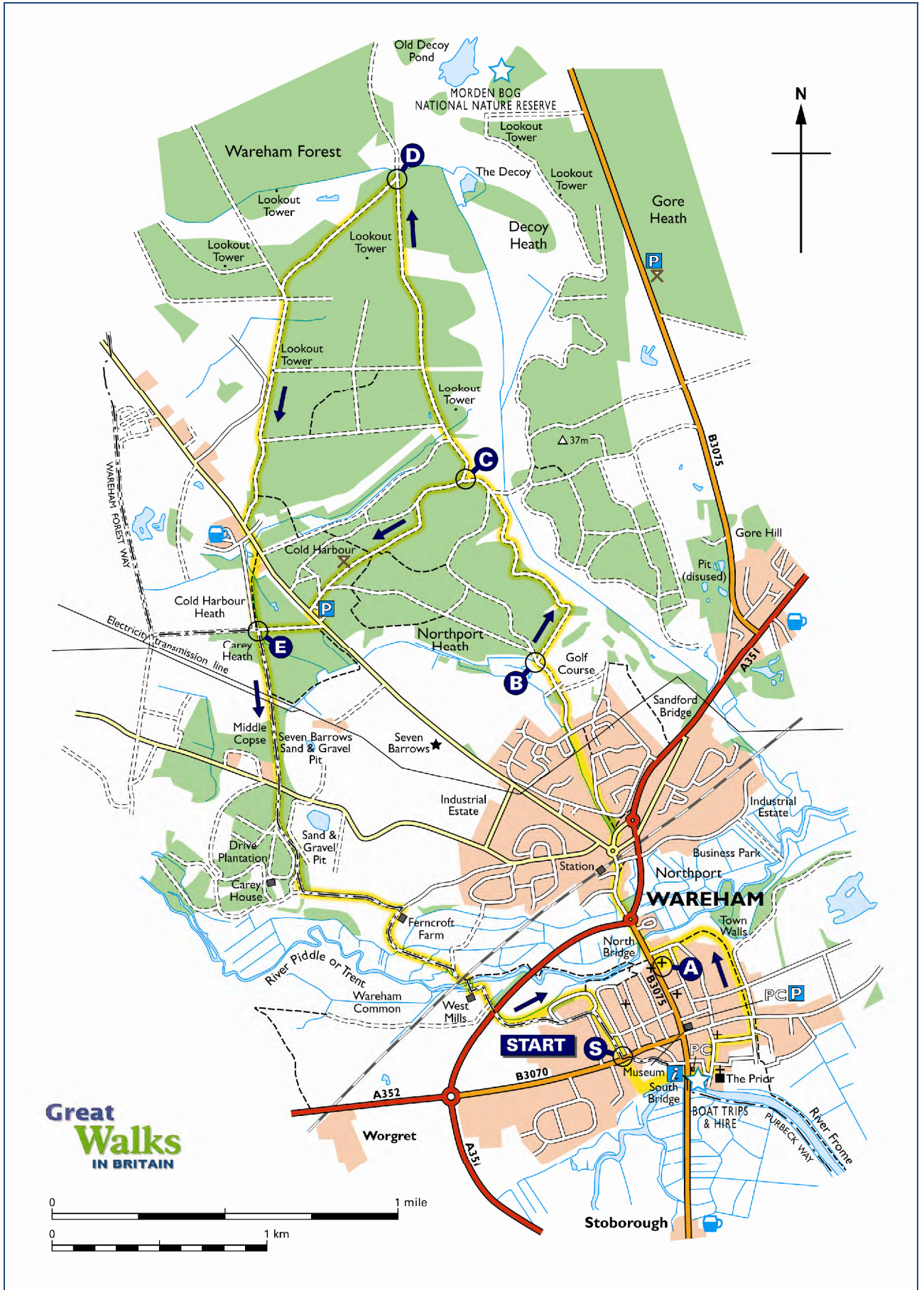
Wareham is a Saxon market town built between the River Piddle and River Frome. Until the river began to silt up in the 14th century it was an important port. Today the Quay is an attractive open area and the River Frome is used mainly for pleasure craft. King Alfred fortified the town after he captured it from the Danes and traces of the massive earthen walls can still be seen. There is a good selection of shops as well as pubs and restaurants to suit all tastes.

Lawrence of Arabia, T.E. Lawrence, lived in a tiny cottage at Clouds Hill, near Bovington, after the First World War. At the time, Lawrence was living incognito, having adopted the surname of Shaw and enrolling in the fledgling Royal Air Force. Lawrence was killed in a motorcycle accident on the Wool Road in 1935. An effigy of Lawrence can be seen in Wareham's St Martins Church.

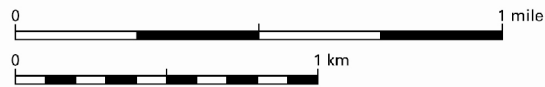
Wareham Forest is an area of heathland that has been heavily planted with conifers. There is now a management programme to clear the conifers and allow the heathland to regenerate. This walk follows part of the Sika Trail named after the secretive deer that are found in the forest. Roe Deer also live in the forest. There are also many heathland birds including the nightjar and Dartford warbler.

WAREHAM TOWN & FOREST G.P.S. WAYPOINTS

WAYPOINT NAME	MAP REF	CO-ORDINATES	ELEVATION: Metres
WAR S	S	SY 92074 87282	10
WAR A	A	SY 92228 87689	9
WAR B	B	SY 91654 89125	24
WAR C	C	SY 91291 89946	7
WAR D	D	SY 90960 91327	14
WAR E	E	SY 90340 89276	38



Great
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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..