



The Brendon Hills from Monksilver

A strenuous walk in the Brendon Hills, through fields and woodland with some steep climbs and superb coastal views

Essential Facts

- | | |
|-------------------------|---------------------|
| ▪ Route distance: | 13.6 km (8.5 miles) |
| ▪ Approximate time: | 4 hours |
| ▪ Approx. total ascent: | 410 metres |
| ▪ Start point Grid Ref: | ST 073 374 |
| ▪ GPS Ref: | ST 07312 37472 |
| ▪ Recommended O.S. Map: | Explorer OL 9 |
| ▪ Toughness Rating | Somerset 3 |

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

Up For A
CHALLENGE ?
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An Individual Walk
A Team Effort

Full Info from the Great Walks web site

THE ROUTE

You start from Monksilver, south of Watchet. From the Notley Arms, in the middle of Monksilver, **S**, turn left along the village street. Turn right towards Sampford Brett and after 300 metres turn left along an enclosed track. When the track bends by a large tree turn left over a stile and follow the field edge with the hedge on your left. At the end of a second field follow the hedge round to the right – superb views of the coast and the Quantock Hills open up as you climb. Just past a lookout tower turn left to follow the edge of Black Down Wood to a road, **A**.

Turn left and just over the brow of the hill cross a stile on the right. Walk across the field to a stile, cross over and turn left to walk along a field to a stile opposite. Keep the hedge on your right across the field to a road at Yarde. Turn right and left at the post box to walk through houses to a stile. Climb to a gate, and then turn right to a stile at the end of the field. Cross it and keep ahead to a gate in the right-hand hedge. Bear left to follow the contour around the hill to a gate onto a road, **B**.

Turn left and walk with care for about 100 metres. Opposite a farm go through a gate on the left and climb to a gap in the hedge. Turn right and follow the field edge down to a stile beside buildings. Continue along a cinder track and just before you reach the road turn right, signed Nettlecombe. The bridleway crosses a field and then follows the drive to Nettlecombe Court, **C**.

Turn right just before the church, walk past the stables and through a gate. Continue ahead for about 50 metres and then turn left, signed Roadwater. Go through a gate and climb along the left edge of the field to the top corner. Cross a stile and turn right to climb steeply through trees to a road. Cross to a track. When the track turns left, continue along the left-hand edge of two fields with coastal views and then cross a stile on the left. Turn left to walk across the field to an unmarked gate. Continue ahead for 100 metres and then bear right to walk between two pockets of wood. Head for the corner of the wood on the left and continue to the end of the hedge. Turn left through a gate and follow a clear track downhill through two fields and past barns to a road, **D**.

Turn right and walk through Chidgley, pass the Crown House and at the next bend turn left. Soon fork left, signed Monksilver, and climb through woods to a gate. Cross the field to a gate onto a road. Turn left and in 200 metres a gate on the left invites you to walk to a viewpoint. Return to the road and continue to Colton Cross, **E**.

Go through the gate ahead and follow a bridleway through trees, signed Monksilver. The path eventually narrows and follows a stream back to the village. On reaching the village turn left and right beside the School House to walk through the churchyard and return to the start, **S**.

Refreshment

Notley Arms
Public House
Monksilver
Tel: 01984 656217
Meals and bar snacks;
real ales; garden



Returning To Monksilver



Above Black Down Wood



Nettlecombe Church



The Notley Arms

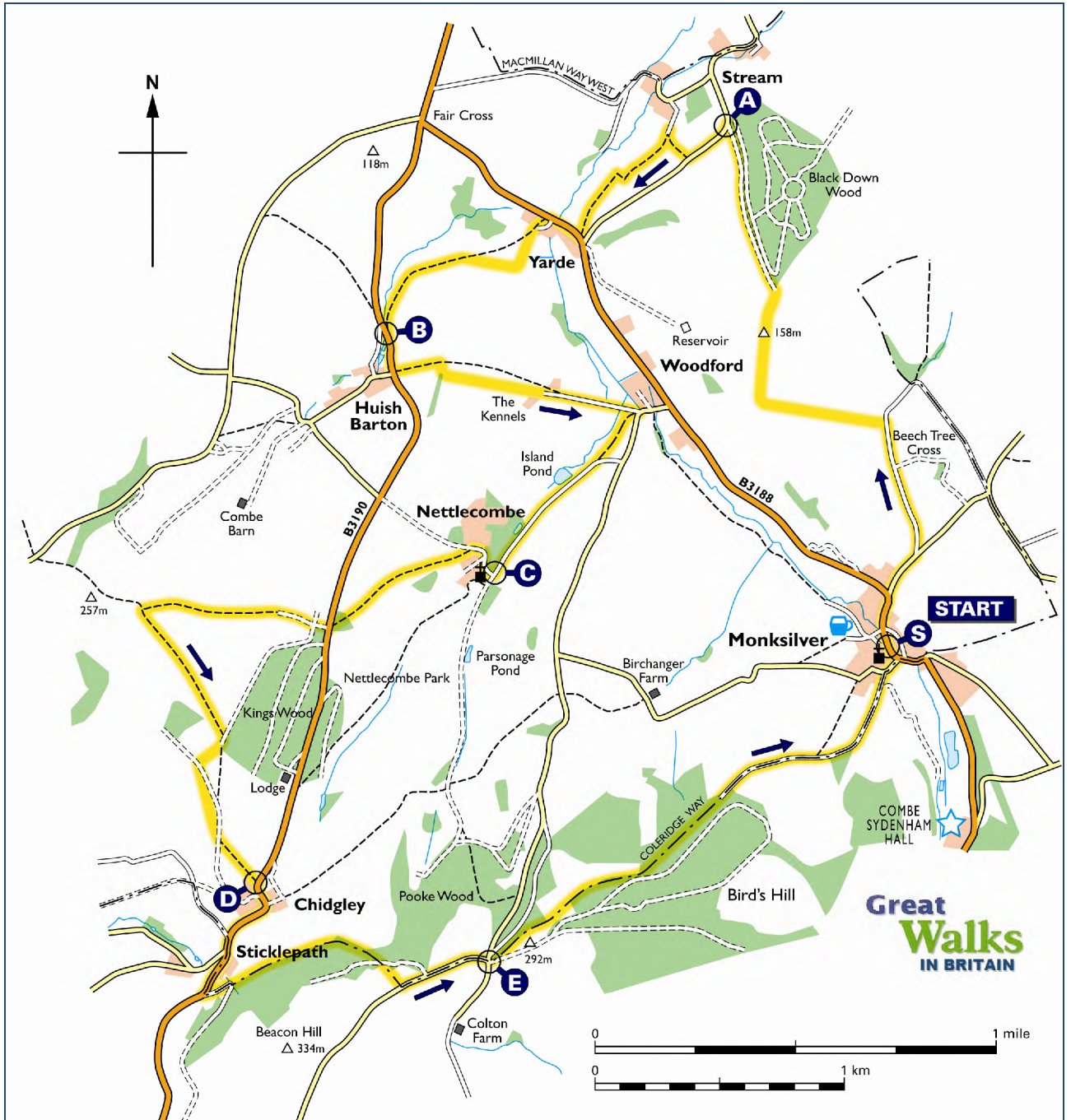
LOCAL INFO

Monksilver is a traditional English village with a stream running through it on the edge of the Exmoor National Park. **Combe Sydenham Country Park** on the edge of the village is an Elizabethan house, built on the site of a former monastery that was home to Francis Drake's second wife. There are 500 acres of parkland with fallow deer, Elizabethan style gardens, a water mill, streams, ponds and several miles of woodland walks.

Nettlecombe is an Elizabethan manor lying in a secluded valley surrounded by a group of buildings, including a thirteenth-century church, walled gardens, stables and cottages. The church contains monuments to the Raleigh family. Since 1967 the manor has been used as a field centre run by the Field Studies Council. The surrounding hills, park and woodlands provide excellent opportunities to study a variety of habitats.

THE BRENDON HILLS FROM MONKSILVER G.P.S. WAYPOINTS

WAYPOINT NAME	MAP REF		CO-ORDINATES		ELEVATION: Metres
MON S	S	ST	07312	37472	90
MON A	A	ST	06679	39584	56
MON B	B	ST	05316	38755	91
MON C	C	ST	05748	37753	79
MON D	D	ST	04826	36531	192
MON E	E	ST	05690	36224	281



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

Most of our **Somerset & North Devon** routes can be undertaken by reasonably fit walkers able to utilise the map segments and our recommended Ordnance Survey maps, together with the route guidance notes.

The toughest walks should be undertaken or led only by experienced mountain walkers with navigational expertise. 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. There may be prolonged steep ascents, and perhaps several ascents over the whole walk. Conditions may be challenging underfoot.
4. The toughest walks, requiring considerable fitness and navigational experience. There may be prolonged steep ascents. The ability to navigate by compass may be essential.

Toughness Ratings are allocated in the context of the terrain in the edition area. For example a walk rated as demanding in Cambridgeshire may be equivalent to an easier or moderate route in Somerset & North Devon.