

Walk 75. Luxborough, Lype Hill and Chargot Wood.

 7 miles, ascents and descents of 345 metres. 2 hours 45 minutes constant walking, allow around 3½ hours or just over.

Terrain: Paths, tracks and fields, often muddy and sometimes stony. Several small streams to splash across.

Access: Park in the village hall car park in Kingsbridge (ST 984 377, near TA23 0SH, donation; groups check first). Alternatively start the walk from the parking area in Kennisham Forest off the B3227 at Goosemoor Cross (ST 964 359), which avoids narrow lanes. No bus.

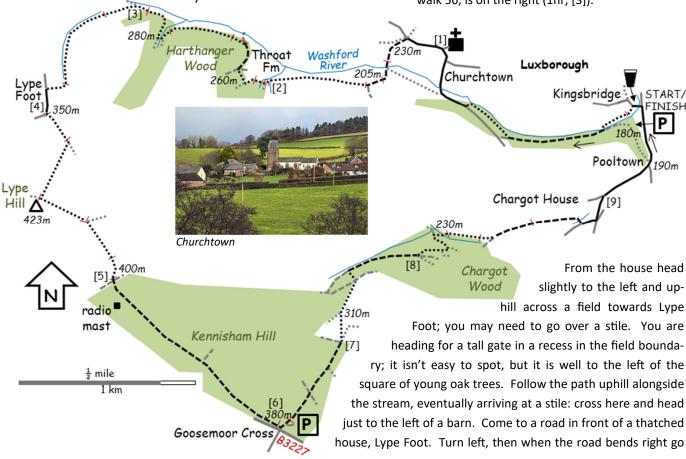
Map: Croydecycle 15 Timberscombe & Luxborough or OS Explorer OL9 Exmoor.

Refreshments: Pub in Kingsbridge.

LUXBOROUGH IS A SMALL VILLAGE SET DEEP IN THE BRENDON HILLS south of Dunster, consisting of three distinct hamlets: Churchtown, with the church, Kingsbridge, home of the pub and village hall, and strictly residential Pooltown. This walk takes in all three and their undulating and partly wooded hinterland, including Lype Hill (the highest point on the Brendons), Kennisham Forest and Chargot Wood. The route is crossed by numerous streams, all flowing into the Washford River.

Start at the village hall in Kingsbridge. Turn left out of the car park, then left again to cross the Washford River by the Royal Oak inn. Opposite the pub car park, turn left into a small cul-desac and continue on the signposted footpath to the right. Go over a stile into a field, then halfway across it turn left over a footbridge. Turn right to walk along the Washford River, a large stream at this point. In seven or eight minutes pass a house, then fork right when the main track heads left. Join a vehicle track and soon fork left. When the track meets a road, turn right and follow it around a bend to the right; at a larger road turn left. This is Churchtown, at the other end of Luxborough. If you want to visit the church, which dates from the thirteenth century and has an unusual saddle-roofed tower (a feature also found at Stoke Pero), it is along a path to the right (25mins, [1]).

Continuing along the road turn left immediately after a white house, taking the bridleway towards Colly Hill (not the footpath to Old Stowey, used in walk 56, which is next to it). This descends into a gully before passing through a gate and across a stream. Follow the track around to the right and through a gate ('permitted bridleway'); when it bends left, keep ahead through a gate on to a grassy path heading along the edge of a field. At a short signpost head slightly to the left, but avoid going too far uphill: cross a stream on a vague track (45mins, [2]). Beyond this take a signposted permitted path through two vehicle-sized gates, past a barn, and across another stream. Soon after another gate turn right on a footpath signposted Old Stowey. Bear slightly right and join a track, continuing ahead. Descend on this slightly stony track, then before it goes through a gate turn left on a footpath. After about five minutes the path heads left alongside a small stream. Go through a gate, then a little later splash through the stream to turn right and follow it back parallel with the opposite bank. The path veers left and takes you past an ornamental waterfall and lake, and through a gate; Old Stowey House, encountered from the opposite side on Old Stower walk 56, is on the right (1hr, [3]).



through a gate into a field (1hr20mins, [4]). Keep along the left-hand field edge then enter a second field and turn right, following the fence as it climbs up to a group of small conifers and a trig point. This is the summit of Lype Hill, the highest point on the Brendon Hills. Behind you are views to Dunkery Beacon and across the Vale of Porlock and Bristol Channel. Turn left at the corner to continue along the fence, until you come to the next corner; the Quantock Hills are in the distance a little to the left, with Hinkley Point power station at their seaward end. Go through the gate ahead of you and bear slightly right, aiming for the left-hand end of the row of conifers; now go under the power cables and come to a gate with a blue bridleway marker. Go into the next field and keep to its right-hand side, crossing to a gate ahead of you that becomes visible when you are about halfway across (1hr40mins, [5]). Continue ahead on a wide track signposted as a bridleway to Kennisham Hill. This will take you almost to the road at Goosemoor Cross, the alternative starting-point (1hr55mins, [6]).

Turn left at the entrance to the parking area and keep left on the estate road to go through a green metal vehicle barrier. Continue ahead at a crossroads, then when the track turns left go straight on into a field (2hr5mins, [7]). Follow the track ahead but stay in the field and walk almost to its far end; just before, cross to the left-hand side to join a bridleway heading through a gate into Chargot Woods. At a crossing track continue over to head down wooden steps on a footpath. This descends steeply through the woods before meeting another track; turn right here and come alongside a stream. (To avoid the steep descent on the path, take the left-hand track, then bend around to the right and come above the stream; adds an extra 0.2 mile). Narrower tracks soon turn off to right and left (2hr15mins, [8]); take the left-hand turn, which is signposted for Luxborough although the sign is low down and may be hidden by brambles. Keep left at a 'U' junction, then at a signpost. The path descends, then take a smaller path forking to the right. Cross a stream on a plank bridge, then go through a gate and keep right along the edge of the field. Follow the path through another gate, pass a house below on the right, then join a driveway. This goes through a gate and passes below Chargot House (stay on the driveway, bearing slightly right; don't follow the grassy path ahead which is private). A little later it comes to a T-junction; turn left here. Turn left and fork left in front of a stone house, walk up to a white house and turn right (2hr35mins, [9]). This brings you back across the Washford River to Pooltown, the last of the Luxborough hamlets: turn left to return to the village hall and car park.

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