

Blackdown Beast 2018 – Route Instructions

Keep an eye out for drawing pins (usually white). These mark the direction but are not on every turn!

Key:

L – Left R- Right FP - Footpath

Leg 1 – Dunkeswell to Smeatharpe

1. At the end of Culm Way turn L and follow Highfield Road round to T Junction. Turn R along pavement until it ends, then cross road to L hand side.
2. Follow v. narrow road for ½ mile (PLEASE TAKE CARE ON BLIND BENDS). You will pass an unsigned road to the L and then come to a sharp R-hand bend. Turn L down wide surfaced track - FP sign.
3. Follow for about 400m to fork (not obvious). Go down LEFT to a foot bridge.
4. Over FB, up track a short way then immediately R and up to gate.
5. Continue up track, to Bowerhayes Farm and go L round buildings then turn R off track across yard to gate.
6. Through gate and bear R across middle of field to stile. Then directly ahead across field to 2nd stile. Down v. Muddy track to gate. On down track but KEEP R.
7. Descend to bridge.
8. Follow path up through wood, at top bear R then over stile to plantation.
9. Straight ahead up hill to farm track. Then R on track 300m to 2 gates.
10. Take L gate then 300m on track to next gate. Keep R of hedge then drop down L of pond. Go left of stile (CARE WIRE) to footbridge (red gate).
11. Keep high L up next field towards Gorwell Farm, then through L gateway in corner not yard in the R corner.
12. Follow R hand boundary to track/FP through the farm – do not go as far as the gate ahead of you.
13. Follow track L then ½ mile to road.
14. Left on road ½ mile then R at house then ahead onto farm road towards Newcott Barton Farm.
15. Track through yard then L at FP marker on track to gate 50m down track and bear L along bottom of field.
16. Along track to gate then carry on to road. Turn L down road 600m to FP on R (Burcombe Farm).
17. After 100m go through gate on L (FP sign) across field to gate. Along field (not into next one) then LEFT down to footbridge. Over FB and go R along hedge line then head up the hill to gate.
18. Up 100m to stone hut (hidden) and LEFT (not up) on rising track. Follow along top of field to road.
19. R on road 50m then L at junction. Follow road through farm then ½ mile down steep hill and over stream at bottom then another 100m to track on R.
20. Through gate and up field to gate on R. Along track to 2 gates. Follow FP across boggy open area, then past large fallen tree on track to gate. Follow track straight along up past Springdale House to main road (TAKE CARE).
21. Turn L – 100m to village hall, where a hot pasty and mulled cider await!

LEG 2 – Smeatharpe to Upottery

1. Outside hall turn R back the way you came and follow road and turn first L up lane (just past post box). Follow ½ mile to T Junction.
2. Turn R and then 100m to FP and stile on L.
3. Follow FP across 2 fields to lane, go L then L at track and 100m up to gate.
4. Follow FP across field to stile then around top of field to another stile.
5. Straight across middle of field to stile by wood. Through gate and drop down steps through wood to lane.
6. Left on lane and 35m to footpath on right. Follow path over stile and keep to the right of the field. In bottom corner go over stile and turn left up road to crossroads. Turn right down road to lane which goes steeply down for 400m. Turn R at lane junction and follow muddy land along to Upottery.
7. Past village hall and round to Sidmouth Arms Pub.

LEG3 – Upton to Luppitt

1. Take road past church towards Rawridge ¾ mile.
2. Through Rawridge to almost last house in village then turn R onto footpath over field. Can ignore FP sign and go down easier lane a few yards further on
3. Down to river bridge and across.
4. Diagonally L across field to stile in far corner.
5. Over stile and into lane past Otter Falls Leisure Complex. Continue straight up lane to lane intersection.
6. At intersection follow track L then R and on up 400m to house.
7. There is a FP stile on R just by entrance gate. FP runs alongside drive.
8. Up footpath and along to footbridge. Up through wood (boggy) to stile then follow path diagonally climbing R up hill to gate.
9. Up diagonally R across field to another gate. Through gate then L and then immediately R.
10. 300m on track to stile and lookout point above Luppitt.
11. Straight across road and down steep track 100m to road. Straight across this road 200m to another road.
12. L on road and follow road ¾ mile to T Junction in Luppitt. Turn R and climb hill to Luppitt Inn.

LEG 4 – Luppitt to Dunkeswell

1. Just down hill from Luppitt Inn take the FP up the lane on R and follow to gate.
2. Follow hedge line to small bridge over a dyke then on to a small gate.
3. Through the gate then diagonally R up to second gate.
4. Go STRAIGHT AHEAD (Arrow points diagonally – ignore) to lower gap in hedge (large tree in middle of gap and FP post on the R). Through gap and then continue ahead following hedge (on R) to the road.
5. Turn RIGHT and follow lane up to Stoneacre Farm thatched cottage on your right, then 50m beyond to two gates on the left.
6. Turn sharp left through 1st gate and head for tree on skyline keeping the hedge on your right. Past the tree and on through gateway. Head for barns ahead and next gate. Follow hedge ROUND THE CORNER (not 1st gate on right) to another gate.
7. Cross field towards next gate and DEEP MUD. Into field with farm implements. Bear right and head for the middle gate (not towards the farm building) then turn left and follow hedge to driveway.
8. Cross the drive. MORE DEEP MUD! Keep to left and on to the next gate (one ahead – not one on left). Then diagonally right to first gate to road – TAKE CARE - ROAD CAN BE BUSY.
9. Cross road down FP lane opposite until just past bungalow on L then turn L and go over cattlegrid.
10. Follow hedge to 2nd gate in the hedge on your R (NOT ONE AHEAD OF YOU). Then sharp L along hedge line, through gate past trees to stile ahead of you (stile in corner – not one to L).
11. Then along edge of field to wide track. Follow up to bungalow on your L (Highwood).
12. Opposite the bungalow turn R through gate straight across field to another gate on edge of housing estate.
13. Follow road to end then L up to junction. The R to Culm Way and the finish.