Walk: Bishopstone and Meadows

Length of Walk

3 miles (5km)

Ordnance Survey map: Explorer 130

Walk Start: SU 068 258

Key

Walk route with waypoint

P **Parking**

Pub

Place to eat

Historic Site

Nature Reserve

A Point of Interest

Distance: 3 miles (5km) Time: Allow 1.5 hrs

Terrain: Those parts that cross fields are best done when dry as they are water meadows that flood in very wet weather. The walk is flat but involves several. unavoidable stiles.

Difficulty: Gentle Suitable for: All

Start: White Hart Inn or Village Hall Car Park on Butt Lane, SP5

4AA

Start Grid Reference:

X: 406800 Y: 125800

Latitude: 51.031525 Longitude: -1.904404

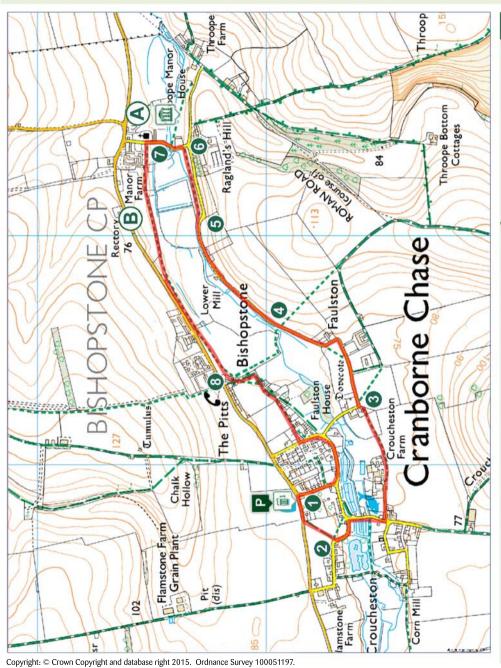
OS Explorer Map (1:25 000) Salisbury and Stonehenge No.

Notes & Refreshments:

White Hart Inn is open all day.

A pleasant 1.5 hour stroll eastwards from Bishopstone through Water Meadows and along the tranquil River Ebble. A short cut is also available. An ideal walk following a lesiurely sunday lunch.

- 1. From the pub car park go back to the main road and turn left. Stay on the left and. in 200m, just before the signs for the end of the 40mph speed limit, turn left, through a rusty gate and onto a wide footpath between two wooden fences, across a field.
- 2. On reaching a very minor road turn left for about 100m. At a road junction turn right, over a bridge and between two lakes (that used to be cress beds). After about 300m, at a cross road, turn left and walk towards farm buildings (note the old fuel pumps in a small building on the right). If the vehicle gate is padlocked, go around it and walk on, as you are on a public footpath. Go past the right of the green barn (footpath sign points the way) and turn right through a gate at the end of it. Turn left and walk along the field edge, through a gate and straight over the next field to a stile at a garden hedge.
- 3. Go over another stile and onto the very minor road, where you turn right. Faulston House is on the right, with what the map records as a dovecote: it was apparently one of the corner turrets of a walled farm initially. You could just continue on the road but a small deviation of about an extra 300m is more interesting. To follow it, turn right at the bridleway and then left on a crossing track around the end garden. This will take you past a now very dilapidated barn complex of characteristic local design. Turn left around it and go back to the road. Turn right.
- 4. Follow the road around two bends and then, after 300m note an old ford on the left, with a footbridge alongside it. At this point you may wish to take the bridge and then go diagonally across the field to about half way alongside the far side, by the largish trees. The gate there is on the return route for the main walk but you will have cut the overall distance in half. See Point 8 below for details of the rest of the walk If you choose ignore the shortcut, continue along the road for about 500m. You will pass what was once one of the village's water mills and a small thatched cottage before you have to make another decision.
- 5. The road runs by the river and then veers to the right. At that point a gate leads into the field ahead where the footpath runs parallel to the river (access to which is no longer allowed). The footpath ends at a stile. You can instead continue along the road and turn left at a junction where you will find the stile.
- 6. Continue along this road until you reach a bench on your left. There is an old clapper bridge to the left, behind it, which is worth a look. The road continues for another 100m, when the Church of St John the Baptist is on the right.



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3 miles (5km)

Ordnance Survey map: Explorer 130

Walk Start: SU 068 258

Countryside Code

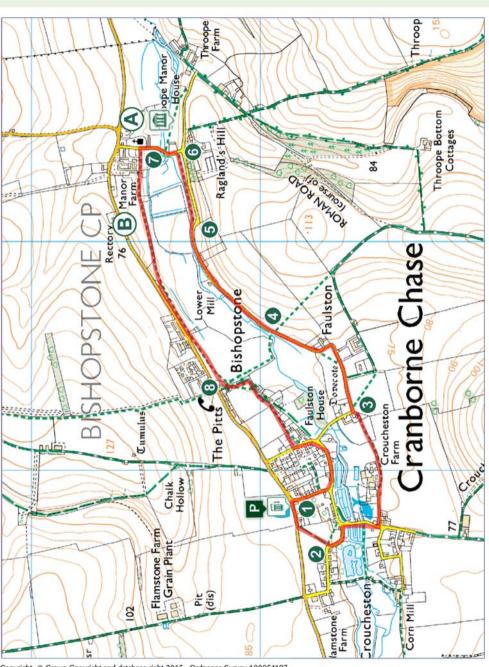
- Be safe plan ahead and follow any signs
- · Leave gates and property as you find them.
- Protect plants and animals, and take your litter home.
- Keep dogs under close control
- Consider other people



- 8. Just past the church turn left (signed towards Manor Farmhouse). Go straight over the stile by the gate and then over two more onto the slight rise. Continue through the fields towards the white house and roughly parallel to the road. Pass below the building and gardens and continue until you reach the field corner at the road. Cross two stiles located together and then go left over another by a gate. Go diagonally across the field towards the left of the largish trees at the side of the field, with a copse of poplars behind them. At the gate you will have reached the point the "shortcutters" got to
- 9. Go straight along the unmade road just past it. Note the remains in the field on your right of an unusual, mud-walled barn. At the third house, turn right onto the footpath and then along a short road to a crossroads. Turn left and then follow the road round to the right and along for about 200m. At the next junction turn right and then, in about 150m, you will be back at the pub.

Points of Interest

- A Church of St John the Baptist. The church is about 800 years old and was the centre of the original village of Bishopstone. It is a pleasant and interesting church and worth a visit. Note the bullet holes in the West door, reputed to have been inflicted during the Civil War when the then Rector and some roundheads disagreed over how the church should be used.
- **B** Deserted Village Note what appear to be platforms in this field and the next one (through an open gateway). They are house platforms. The plague struck the village in the 17th Century and the villagers' houses lay on them. The villagers who lived through it apparently burned their houses and built anew to the West, where the main village now is.



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