

THE LIZ JONES SERIES OF COMMEMORATIVE WALKS



WALK No. 10 - Brilliant Bettiscombe

Country walk with outstanding views of Marshwood Vale to the sea. An attractive village with manor house and church.

LENGTH OF WALK - 4 miles (allow 1 ¾ to 2 ¼ hours.) **DIFFICULTY RATING** -

DIRECTIONS FROM LYME REGIS - From Lyme Regis take Crewkerne Road from Hunters Lodge to Marshwood and at crossroads at far end of village, turn right (signed Broadwindsor & Bridport). Take first right along this road (signed Shave Cross & Bettiscombe). Immediately on arriving at Bettiscombe turn left alongside Village Hall and park at rear.

OS maps	Explorer 116, Landranger 193
OS Grid reference	OS Grid Reference ST 398 999
Post Code	DT6 5NT
GPS Point	GPS 50.7964 - 2.8547



LOCAL AMENITIES - Bottle Inn at Marshwood. Shaves Cross Inn (2mils from start).

For details of all the walks go to www.lymeregis.org/walking.aspx
OR <https://www.whatsoninlyme.co.uk/U3A.htm> (walks)

Walk	Name	Difficulty	Length (Miles)	Description
1	Lyme Regis		5	Delightful walk including River Lym, Uplyme and great views from Ware Cliffs.
2	Charmouth		4.6	Country and village walk, featuring riverside, wildflower meadows and views.
3	Catherston Leweston		4.5	Country walk with sea and country views and walk along the River Char.
4	Rousdon		4.6	Country & village walk including the Peek Estate and the village of Combpyne.
5	Axmouth		5	Walk along the Axe Estuary, through Axmouth and with amazing sea views.
6	Battleford Hall		4.4	A varied country and village walk with good views and bluebells in season.
7	Lamberts Castle		6	Longish walk around Iron Age fort. Stunning views of countryside.
8	Eype & Eype Down		3.4	Varied scenic walk including coast and country views. Bluebells in season.
9	Membury		3.1	Country views and charming village of Membury and hamlet of Rock.
10	Bettiscombe		4	Country walk with outstanding views of Marshwood Vale to the sea.
11	Offwell		4.3	Country views, woodland and interesting buildings. Bluebells in season.
12	Barnes Surges		4.8	Countryside and woodland walk with good views and wild flowers.

The walk is easy; on the level and with few or no stiles.

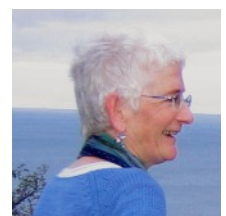
A little more difficult with more stiles and hills.

More demanding -there may be some steep hills and more stiles, but the walk should be easily achieved by anyone in reasonable health who is used to walking 4 or 5 miles.

Unexpected snags? If you come across any unexpected obstructions during your walk, please let us know- we would like to keep the instructions up to date. Please send your comments to: walks@lru3a.org

Liz Jones loved walking and sourced over seventy circular walks in the area. For several years she and her husband David led the U3A Walking Group and after she died in April 2013 members of this group decided to make some of her walks available to a wider audience as a tribute.

The Group would like to thank David Jones for his leadership and all his support for this project - rewalking each route and checking our efforts. Our thanks also go to Susie Gambie for creating the model for the walk maps, Sue Wilson for her layouts and technical expertise and Maurice Liddiard for coordinating the project



No. 10 Brilliant Bettiscombe

Follow track leading away from Village Hall and at Manor House turn left in front of barn ahead, go through gate and follow wall to right to corner of field.

Turn left here and follow right-hand hedge to a gate about two thirds of way up field. Go through gate and immediately turn left on to path uphill. Go through another gate and follow the right-hand field boundary to gate at top of hill. Go through gate and cross the road to the right into Attisham Farm Road. Follow road past farm and on track ahead pass large white house on left and turn right at T junction.

Follow track and then along right-hand boundary on to road by Pilsdon Hill Farm. Turn right on road and walk 50 yards down and turn left on to bridleway (signed).

After 30 yards turn left into track between banks (signed). Follow to end into field on top of the hill with magnificent views over Marshwood Vale to the sea. Go through gate on left and go straight ahead down the field through a gap in the fence and into the next field, which cross diagonally to the right down to and through a large double metal gate. Turn right and follow the road for 150 yards to a crossways. At this turn right onto a track (signed footpath) and follow this across one field and into the next.

The track now turns sharply left and after 30 yards sharply right. Follow this track until you come to a junction with the farm road. Turn left here past the farm and follow the farm road to a "T" junction with the village road. Turn right here and follow the road back to the Village Hall.

