

- A** **Butt Moor:** a 'Butt' is a strip of ploughland that is shorter than the average length of a furlong; it can also refer to a ridge or strip of ploughed land which when ploughed does not form a proper ridge, but is excluded as an angle.
- B** **Kennard** is the modern spelling of Kinnard, which is actually derived from Cyneheard (Cyneward) who was brother to Sigebeorht the King of Wessex in the 8th Century. Pastoral farming has taken place across the Avalon Marshes since Neolithic times; a dairy was recorded at Baltonsborough in 1260 that produced over a hundred cheeses, in 1304 a record of 406 cheeses were made and another cowshed was built.
- C** The water levels on and around Butt Moor are regulated by flowing directly into the **River Brue** and also through a syphon that takes water underneath the river, into the South Drain and on towards the Huntspill. A mill, thought to be a water mill, was recorded on the moor in 1598; although destroyed by the 19th Century, the name 'Mill Butts' survives.
- D** It is possible that the **Mill Stream** was created by St Dunstan who diverted the Southwood Brook in a northerly direction to feed the stream and create power for the mill.
- E** Bridges are vital links for settlements across the marshes; in 1780 **Nogger Bridge** was rebuilt and noted as a horse bridge too narrow for wagons. The bridge was probably the stone Frogardsbrigg and has also been called Little Bridge. The **Gatehouse** is named after the family that owned and occupied in the building from 1699 until 1839. The earliest parts of the house probably date from the late 15th Century; two bays of the 16th Century house survive today within the rest of the building.
- F** The 15th Century church is dedicated to **St Dunstan** who was born in Baltonsborough in 909; St Dunstan was Abbot of Glastonbury Abbey for a time and went on to be the Archbishop of Canterbury. The tower is one of a characteristic collection known as Somerset Towers, which are spire-less gothic towers. St Dunstan was reputed to have several encounters with the devil, one of which resulted in the tradition of hanging a horseshoe above your door so that the devil cannot enter your home.

More information about this walk and others can be found at [www.avalonmarshes.org](http://www.avalonmarshes.org)

**Acknowledgements:**

More local history can be found in the book 'Baltonsborough: The past behind the present' (2000) by Louise F Clapp.

Special thanks to the many local people and organisations who have supported the development of this particular route.

**Feedback:**

If you would like to comment on this walk route, please contact us at:  
 Avalon Marshes Centre, Shapwick Road, Westhay, Somerset, BA6 9TT  
 T: 01458 860556 E: [info@avalonmarshes.org](mailto:info@avalonmarshes.org)

Specific footpath faults should be reported to Somerset County Council.

## Avalon Marshes Heritage Walks: Baltonsborough, Butt Moor and the Brue



**One of a series of circular heritage walking routes in  
the Avalon Marshes of Somerset.**

**This moderate 4.5 mile (7 km) walk starts in the historic village of  
Baltonsborough and takes you out onto Butt and Kennard Moors via a  
lovely wooded path and returns along the open landscape of the River Brue.**



**The Walk:** Parking is available at the northern edge of the playing fields along a lane with a 'Public Footpath' sign near Hayward Drive (BA6 8QY). A bus service runs between Baltonsborough and Street, and there is a nearby pub. There are a large number of stiles and gates to climb on this primarily pastoral farmland route.

- 1 Follow the lane, with the playing fields on your right, and turn left over the double stile looking towards the Tor. Follow the footpath to the road.
- 2 Cross the road to another stile and go half left across two fields to a gate facing Hestover Farm.
- 3 Turn right along the lane towards West Town Farm, past some silos, and onto the brideway (Ragged Drive).
- 4 Just before the drove bends right, turn left over the bridge and onto a permissive path (marked in red on the map) which passes a large farm pond on the far side of the field.
- 5 Turn right and make your way through the wooded path.
- 6 When you reach the road turn left and follow this to the river, but be aware of occasional vehicles and bicycles.
- 7 At the foot bridge turn left and up onto the bank and follow the river, and then the mill stream, back to the village via 15 gates/stiles!
- 8 When you reach the little bridge, do not cross the stile, but turn left, go through a gate and then another in the left-hand hedge, and turn immediately right along the hedgerow to a hidden stile in the corner of the field.

- 9 Turn right into the lane, then left and follow this until you reach the footpath on your right leading towards the church.
- 10 Follow this path through two fields which emerges opposite the church. Note the remnants of a flagstone path – perhaps it was laid to keep ladies' skirts dry as they walked to church in days gone by?
- 11 Turn left towards the village and left again at the crossroads, past the pub and Haywards Drive, then right into the lane back to the start point.

#### THE AVALON MARSHES WALKERS' CODE

1. Keep to the right of way to avoid trespass (drones are not rights of way unless shown as such on the map). If the path is obstructed you should seek a reasonable route around the obstruction.
2. Leave gates and property as you find them.
3. Keep dogs under close control at all times, and on a lead around farm animals and wildlife. However, if cattle chase you and your dog, it is safer to let your dog off the lead.
4. Where the route takes you onto a road, make sure you can be seen by traffic and be especially careful when approaching blind bends, using the verge wherever possible. The marshes can be very muddy at times, so always make sure you wear appropriate footwear and clothing.
5. Respect the local community and other people enjoying the countryside, and take your litter home.

