

- A** **Wedmore**, or wet moor, has evidence of occupation dating back to neolithic times. Saxon kings used Wedmore as a hunting lodge for the royal forest of Mendip and the Isle of Wedmore also means ‘the hunting moor’. The **church of St Mary** is mostly 15th Century but 12th and 13th century works survive. There is a 15th century painting of St Christopher over the pulpit, many of these types of church decorations were destroyed by Puritans during the years of Cromwellian leadership. In 1995 the town of St Medard de Guizieres in France gave the ‘**grape press**’ to Wedmore to mark the 20th anniversary of the twinning association; Wedmore gave their French twin a traditional red phone box which now stands in the main square of St Medard.
- B** **Stone lined ponds** were often created in fields for watering livestock, agricultural use and aiding drainage. Ponds are difficult to age in the absence of documentary evidence but modern farming methods have seen a major decline in their use and creation.
- C** **Aller Moor and Old Rhyne** are part of the Tealham and Tadham Moors SSSI; they provide potential habitats for the European otter and a variety of wintering birds and waterfowl.
- D** Fields and places were often named after the landscape or use of the land; the name **Castle** suggests that there was once a castle in this area although no land features or physical evidence have been discovered to confirm this.
- E** According to Wedmore legend, **Madwoman’s Lane** got its name from a madwoman who used to live in a tree along this lane.
- F** **Sand Park** was first documented in 1539 along with Wedmore Park and New Park; it was a genuine deer park but was ‘disparked’ by 1553.

More information about this walk and others can be found at
www.avalonmarshes.org

Acknowledgements:

Special thanks to the many local volunteers who have been involved in the surveying of walking routes across the Avalon Marshes.

Walk adapted from Walk No.2 in ‘Walks around Wedmore’ published by the Parish Council in 2006, which contains other routes to explore.

Feedback:

If you would like to comment on this walk route, please contact us at:
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Specific footpath faults should be reported to Somerset County Council.

Avalon Marshes Heritage Walks: Wedmore, wetlands and Sand



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
 Wedmore and takes you down onto Aller Moor with its many rhynes
 and interesting wetland natural history, and returns via Sand.



The Walk: Wedmore is well-served by buses from Glastonbury, Street and Wells and there is free parking, and many other facilities, available in the village. The walk starts from St Mary's Church in Church Street.

- 1 From Church Street keep to the footpath alongside the B3139 towards Burnham, and look for the wine press on your right. Be careful crossing the road into Guildhall Lane, and at end of this lane turn right past the Methodist Church.
- 2 Where the road bends sharp right, turn left towards Sand. At Apple Dumping Cottage take the farm track on the left, which eventually becomes a footpath, passing an old stone lined farm pond on the left. Keep an eye out for livestock.
- 3 At the end of the field, go through the gate and continue straight ahead to the lane, keeping the hedgerow and farm buildings on your right. Cross the lane and stile towards the big oak tree and some fantastic views of the Avalon Marshes.
- 4 In the left-hand corner of the field, go through the gate and turn right through another gate, then look for a stile about 30m along the hedge on the left. Continue down the hill to the left hand corner of the field and into the lane. The footpath continues straight ahead across the lane down to the bottom of the slope, towards a concrete farm track.
- 5 At the end of the track, look quarter right for a gated bridge which crosses Old Rhyne, then continue to the next gate and turn right into Allermoor Drive.

- 6 Turn left and right to follow the bridleway, and after about 200m cross the bridge on your right.
- 7 Cross two more bridges, and then straight ahead up to a stile leading to Ash Grove Farm.
- 8 The gated path passes through the right-hand edge of the farm and garden; turn right when you reach the lane towards Sand.
- 9 Just before Old Wood Farm, turn left along Sand Road giving good views of the Mendip Hills, but beware of occasional traffic.
- 10 The lane bends right and leads back towards Apple Dumping Cottage, from where you can retrace your steps to the village.

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.

