

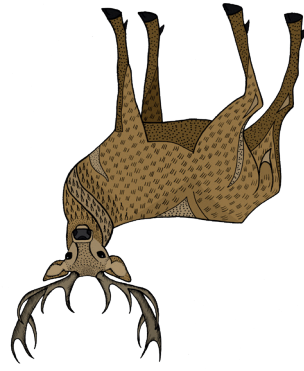
Points of Interest on this route (see map overlay for locations)

A The village of **Ashmore** was originally named Ash-*mere*, taking its name from the circular pond in the centre of the village around which are set stone cottages and farms, many of which have thatched roofs, and the church of St. Nicholas. At 220 metres above sea-level Ashmore is the highest village in Dorset. History suggests the possible existence of a Neolithic settlement and the Roman Road from Bath to Badbury Rings passes through the east of the parish. The situation of the village bears similarity to Romano-British sites in the area and may have been occupied continuously since that time.

The **Filly Loo festival** takes place every year on or around the summer solstice. Originally a pagan celebration of fertility and the filling of the village pond, a procession is led by **The Green Man** followed by Morris Dancers, a band, and other performers. Stalls sell food, drinks and crafts.



Ashmore Bottom, south of direction point 10



B **Ashmore Wood** is beautiful at any time of the year and boasts a magnificent carpet of bluebells in April and May.

C **Stubhampton Estate and Harbin's Park Pale** extend to more than 1000 acres (approximately 420 hectares). The estate was originally part of the larger Tarrant Gunville Estate. Comprising arable land, pasture land and woodland, the estate includes reputedly one of the oldest deer parks in the area, Harbin's Park. The earliest recorded mention of the deer park, then referred to as Tarrant Gunville Park was in 1279. Woodland surrounds the central grassland park on all four sides and its appearance is likely not to have changed significantly since medieval times.

D There are Stone Age, Bronze Age, Iron Age and Roman sites are all within a few miles of **Tarrant Gunville**. The area appears to have been widely settled between 8,500 to 4,000BC, when people began to learn to farm and keep animals.

Approaching direction point 9, just north of Dairy Farm



A circular walk from the village of Ashmore, through Ashmore Wood and Harbin's Park to Tarrant Gunville and returning through Stubhampton and Ashmore Bottom.

Start Point: The village pond in the centre of Ashmore.
OS Explorer 118 | ST912178 | W3W: pixel.lizard.prune.

Parking: Roadside parking is possible in Ashmore. Please park with consideration for residents and other traffic and ensure that you do not obstruct driveways and field entrances.

Terrain: Woodland field footpaths, bridleways and quiet lanes in undulating countryside. Some stiles and gates. Some of the bridleways and footpaths can be muddy in parts.

Length: Approximately 9.5 miles / 15.2 km.

Approximate time: 3.5 hours.

Dogs: Please keep on short lead wherever livestock is present.

Refreshments: The farm shop and café and Home Farm at Tarrant Gunville is open Wednesday to Sunday inclusive.

Good to know: Home Farm shop and café has toilets only for the use of customers.

The information is only intended as a general guide. Please check local arrangements.



Respect everyone
Protect the environment
Enjoy the outdoors
Follow advice and local signs

Share your pictures with us at [#cranbornechase](https://www.cranbornechase.org.uk)



[cranbornechase.org.uk](https://www.cranbornechase.org.uk)



Ashmore, Tarrant Gunville and Stubhampton

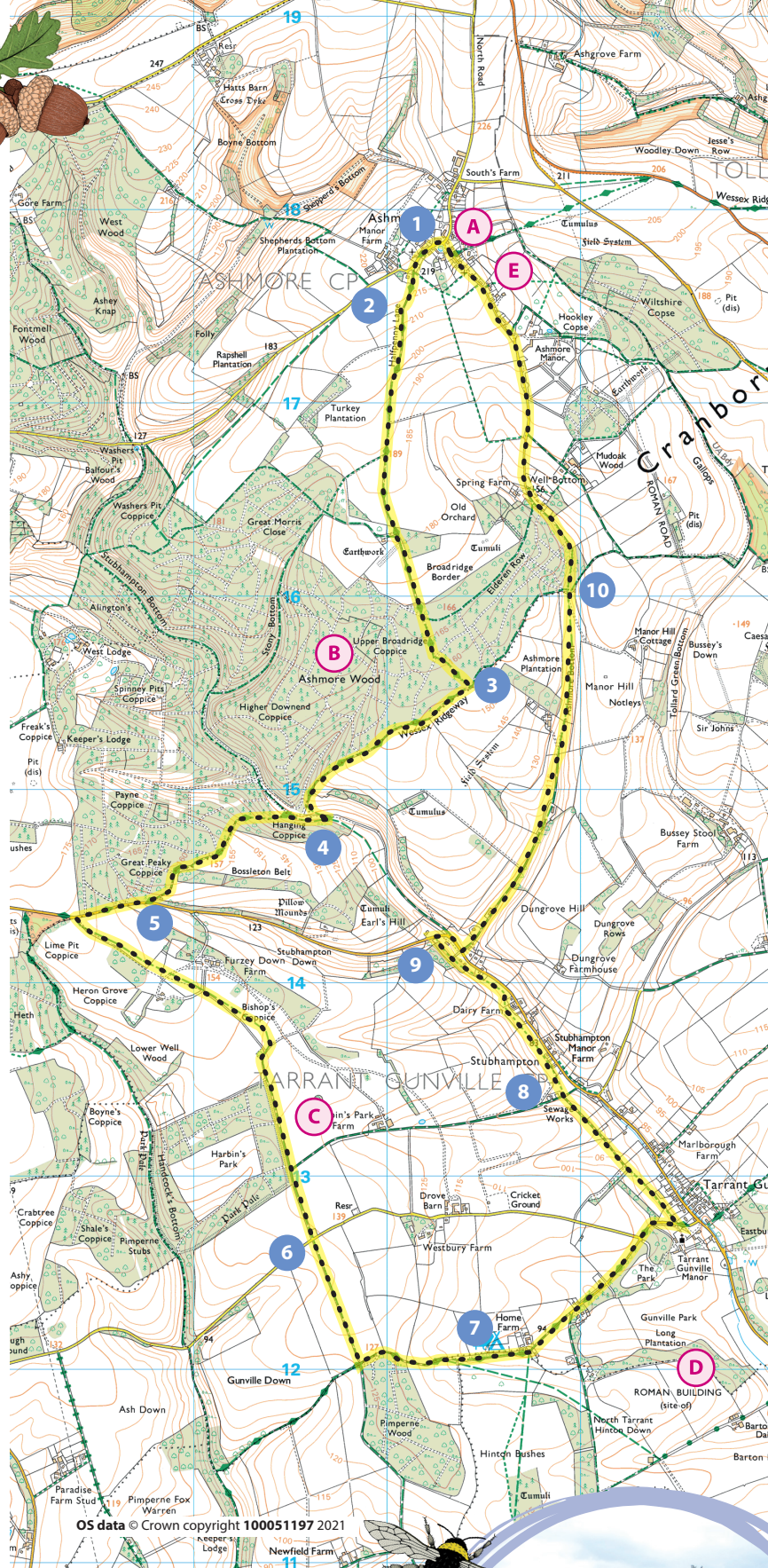
Dancing with The Green Man at the Filly Loo

WALK #
W34



Directions

- 1 Starting with your back to the village pond in the centre of Ashmore, at the junction of High Street and Green Lane, walk to your left along High Street to pass the church of St. Nicholas on your right, then turn left onto the signposted bridgeway along Halfpenny Lane.
- 2 Continue along the bridgeway between fields. On a clear day, the views to the south-east from this bridgeway extend all the way to the Isle of Wight. Continue past a small wood on your left, until you reach the much larger expanse of Ashmore Wood directly ahead. Go straight ahead on the bridgeway into the wood then follow it as it bends slightly to the left and continues to a T-junction with another track along the edge of the woods.
- 3 Turn right and walk along this track inside the edge of the wood, with extensive views to your left across the countryside. When the track takes you downhill into a valley and meets the path along the bottom of the valley, turn right and then after a few yards turn left and go through a metal gate onto the path which is waymarked as the Wessex Ridgeway.
- 4 Follow this path uphill through the wood and then beside it with fields on your left, until you reach a gate onto a road.
- 5 Turn right and walk uphill along the road, being careful to watch out for traffic. At the top of the hill, turn left through a metal gate onto a bridgeway signposted to Pimperne Wood, between trees recently planted as part of a wildlife conservation scheme. Stay on the bridgeway, ignoring all tracks which cross it, to reach the woodland at Park Pale, Continue along the stone-surfaced track with the wood to your right, until it turns sharply to the left. Keep straight ahead here along the wide grass bridgeway to meet the road.
- 6 Cross the road and pass a metal vehicle barrier onto a path which leads straight ahead between open fields, until you reach another metal vehicle barrier at the edge of Pimperne Wood. Pass the barrier and turn left along the bridgeway, with the wood immediately to your right. Stay on the bridgeway as it goes downhill then turns left to bring you to the farm shop and café at Home Farm.
- 7 From Home Farm, turn left along the stone track until it reaches the road. Go straight ahead along the road and downhill towards the village of Tarrant Gunville. Look for a signposted footpath to your left, into a grass field, and follow this path straight through fields then along a broad grass track alongside a field on your left until you go through a gap in the hedge at the end of this path onto a lane.
- 8 Cross the lane onto another footpath and follow this through the next three fields with the hamlet of Stubhampton to your right, until you cross a stile into a wood. Follow the path through the wood until you reach a road.
- 9 Turn right and go downhill along the road. Follow the road as it bends to the right, then turn left onto a signposted bridgeway to pass a white cottage with a thatched roof. Stay on the bridgeway to pass a house on your right and continue as it becomes a grassy track through fields along Ashmore Bottom.
- 10 At the head of Ashmore Bottom, go through a field gate and then a pedestrian gate into Ashmore Wood. Bear left and then almost immediately to the right onto a path that leads through the wood to reach the road, Green Lane, at Well Bottom. Go right along the road as it takes you uphill and back through the village of Ashmore to the pond.



Bridgeway to Harbins Park