MWW website directions – stage 1, Mere to Kingston Deverill

Maps: OS Landranger 183, OS Explorer 143

Distance: 5 miles (8 km)

West to east

Starting in the centre of Mere by the war memorial and clock tower, go down the narrow, apparently unnamed road (it is called Manor Road) opposite the George Inn. Pass Castle Hill Lane, then Crescent, then Castle Hill itself, all on the L, and cross over the A303. Take the bridleway which is the second turning to the R after the Manor House drive (note: **not** Manor Farm, which is further on). After approx. 70 metres of a metalled road, fork L on a track for roughly the same distance. Go through two gates in quick succession, then follow the track uphill in a broad sweep to the R. It soon becomes apparent that we are ascending the western arm of a large semi-circle of hills. Eventually join another track ascending from the L. Continue with fence on L before veering R to a gate onto a wide track going towards a group of buildings (reservoir) topped by a mast on White Sheet Hill to your L. Cross the track, go through a gate and keep going in the same (north-easterly) direction for almost 1 1/2 miles (2.4 km), crossing several fields and going through a number of gates, with the fence changing from your L to your R in the process, until you reach a gate beyond which is a sign warning you of gliders. Beyond the sign can be seen the runway of the local gliding club.

Turn L after going through the gate to go slightly downhill to another gate. Here turn R, with fence on R, to walk approx. 1 $\frac{1}{2}$ miles (2.4 km) following the contours of the hillside past the bottom of two copses to reach a gate onto a farm track. Cross the track, go through the gate on the far side and cross the field bearing half left to another gate in the bottom corner. Turn L for a few feet after this to reach a junction, where turn R to reach the road running through Kingston Deverill on a sharp bend.

Turn L at the bend with small stream (the River Wylye) on L. At the next junction, just before a bridge over the stream, turn R and walk down the street between pretty cottages. At the T junction, with Bell Cottage on L, turn L.

East to west

If starting in Kingston Deverill, take the turning off the B3095 past the front of the church signposted "Gliding Club" in green letters. In 175 metres, when the lane bends R, take the no through road to the L.

If continuing from last stage, turn R after Bell Cottage. At the next junction, turn L (effectively straight on) with a small stream (River Wylye) on your R. When the road bends L, turn R down a no through road.

Soon after take the metalled bridleway to the L with a sign aimed at the Gliding Club members entitled "Important notice", and at once turn R through a metal gate into a small field. Pass through the gate on the far side, cross over a track and go through another gate on the other side. Continue on a gentle uphill gradient with fence to L. Keep going in the same direction for approx. 1 ¹/₄ miles (2 km) after crossing the track, following the contour of the hill, even when the fence veers L, passing the bottom of two copses before going through open country.

On reaching a cross fence, turn L through a gate going slightly uphill. The grass runway for the local gliding club soon appears to your L. On reaching a sign warning you of the presence of gliders, go through the gate to R opposite the sign. Proceed in a south-westerly direction across several fields, passing through a number of gates and with the fence changing from R to L in the process, for almost 1 ½ miles (2.4 km) to reach a wide track going towards a group of buildings (a reservoir) topped by a mast on White Sheet Hill to your R. Cross this, go through a gate and veer R towards the fence. Follow the fence on a well defined farm track, but before it has descended much, follow a green farm track which forks off at a narrow angle to the L. It soon becomes apparent that we are descending the western arm of a large semi-circle of hills, with the houses of Mere directly below us. Stay on this track to go through two metal gates, then turn R onto a farm track followed by a metalled road. This brings you to a T junction with another metalled road at the bottom by a house. Turn L and follow the road over the A303 into the centre of Mere