

Mid Wilts Way directions west to east, in 13 stages

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M1 MWW directions west to east – Mere to Kingston Deverill

Maps: OS Landranger 183, OS Explorer 143

Distance: 5 miles (8 km)

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 left, and cross over the A303. Take the bridleway which is the second turning to the right after the Manor House drive (note: **not** Manor Farm, which is further on). After approx. 70 metres of a metalled road, fork left 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 right. 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 left. Continue with fence on left before veering right to a gate onto a wide track, which goes towards two low, flat hills (tumuli and the remains of White Sheet castle) topped by a mast on White Sheet Hill to your left.

Cross the track, go through a gate and keep going in the same (north-easterly) direction through a field with a fence initially to right, then through a gap, after which the fence reappears on your left. Maintain direction on a track on the edge of the next field, then cross the third field aiming for the gate in the opposite fence. Beyond the gate is a sign warning you of gliders, and beyond the sign can be seen the runway of the local gliding club. This is open farming country with vast fields and lovely views to both sides.

Turn left after going through the gate to go slightly downhill to another gate. Here turn right, with fence on right, to walk approx. 1 ½ miles (2.4 km) following the contours of the hillside and passing below 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. (If there is a bull in this field, you can instead turn left down the track to the metalled road, then turn right along it to rejoin the correct route). Turn left for a few feet after this to reach a junction, then turn right to reach the road running through Kingston Deverill on a sharp bend.

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

M2 MWW directions west to east – Kingston Deverill to Heaven's Gate car park

[Updated on 25/6/20]

Maps: OS Landranger 183, OS Explorer 143

Distance: 4.4 miles (7 km)

If starting in Kingston Deverill, take the road off the B3095 signposted to Maiden Bradley, passing Bell Cottage on left after a junction.

If continuing from last stage, turn left at T junction to pass Bell Cottage on your left.

When the road bends sharp left, go right down the lane marked by a sign saying “Ford, 550 yards”. Soon reach a farm gate up a small slope on the left; pass through this and ascend the field with fence to left, then at the fence corner follow track ascending to right. Soon after, veer off to the left on a faint track going due north. Pass approx. 40m to the left of a metal water trough and aim for the lone tree on the right (one of two) on the horizon. On arrival, pass through the gate at its side and turn 90 degrees left with fence on left.

Follow the fence for approx. 1 ½ miles (2.4 km) along the ridge, ascending to a beacon on a hill top, then descending and climbing again. There are fine views on this section in all directions, with Bidcombe Down to the left and Whitecliff Down to the right. Shortly before reaching the end of the fence, strike out across the field towards the wood on your right, dropping down onto a farm track. Immediately on leaving the open area through a gate-sized gap, bear half left to enter the wood through a field gate. Follow the path, initially slightly uphill, then downhill, quite steeply at first, passing through two farm gates en route, to emerge into another field at the bottom.

There is a large memorial stone to Bernard and Joan Russell about 40 metres to the right.

Go down the field edge, with fence and occasional trees to left, to another gate, then along a tree-lined path to a quiet country road. Cross this and continue on the bridleway slightly to the left to reach a metalled road on a bend, just before the Horningsham place name. Turn left here.

(If it is desired to visit Horningsham, ignore the junction soon after on your right and continue along the road. This becomes Horningsham's lengthy main street. Pass its church on right to eventually arrive at the Bath Arms pub.)

Turn right at the first junction, signposted Longleat, Warminster and Salisbury, then left at the junction very soon after. Follow the road round to the right past a phone box, with houses 17, 18 & 19 on your left, and proceed uphill. When this road turns left, fork right up the bridleway to reach the road from Horningsham to the Longleat/Cley Hill roundabout. Turn left on this road to arrive at Heaven's Gate car park on the right soon after joining it. This is shown on the Explorer map as being in Nockatt Coppice, but is indicated only by the usual blue P in the Landranger map.

M3 MWW directions west to east – Heaven's Gate car park to Upton Scudamore

[amended in August 2022 to avoid walking along the A36, as well as a dangerous crossing of, and walk along, the A362]

Maps: OS Landranger 183, OS Explorer 143

Distance: 6.4 miles (10.2 km)

Turn right out of the Heaven's Gate car park along the road from Horningsham to the Longleat/Cley Hill roundabout and follow it, with care, for 1.2 miles (1.9 km), past the entrance to the Aqua Sana Spa (on right), Batsford Timber (both sides), the Main Entrance to Longleat for paying visitors (on left) and Center Parcs (on right).

With the roundabout in sight ahead, turn right down a minor road with woods on both sides. After 200m, take the concrete track to the left beyond a white metal barrier, going straight ahead at a crossing of tracks and ignoring two turnings to the right. After 0.6 miles (1 km) turn left on a path which veers gradually right uphill through woods to arrive at a field edge. Continue ahead on an enclosed path, which widens to a track and arrives at a road. This is called Tascroft and later becomes Folly Lane. Go straight on and follow the road sharp right and past the Pine Lawns cemetery. It then bends left, then right, to arrive at the A362.

Cross this, with great care, and the stile opposite and slightly to the left. Follow the hedge line to right, then field edge round to the left, and strike out right across a field, passing two telegraph poles. Turn left along the hedge for 30m, then right down a small slope into a field. Turn right along its edge, as indicated by a prominent metal signpost. (Turn left instead to access Cley Hill, if desired, then return to the same place). Pass through a gap into another field, and arrive at a stile onto a minor concreted road. Cross this (although the fence to its left has been removed, giving an easier way to access the concreted road) and turn left, then right at a T junction to pass under the A350. Take the right hand of two parallel tracks. At the end of these, cross a stile next to farm gates, and turn left onto Victoria Road, which goes into Warminster.

After 1 km (0.6 mile), on reaching a Co-op, turn left down Grovelands Way. Just after passing Virginia Drive on the left, at a traffic calming area, turn left over a concrete bridge. Follow the path across a meadow and round to the left to a gap between hedges. Turn sharp right here, with hedge to right, and when it comes to an end, continue across the field. On arriving at a wood, turn right along it, and when it ends, continue ahead, then turn half left through a wood. Leave it through a gap into a field; aim slightly to the right and cross two fields to pass to the left of Cross House Farm via another stile.

Continue in the same direction on a path through trees to go through a squeeze stile very near the entrance to the farm, then go down the metalled road beyond to arrive at another of the roads, the B3414, leading into Warminster. Here turn left to arrive at a roundabout on the A350. (It may be more expedient if the grass verges round the roundabout have not been cut to go down the road to the services on your right approx. 100m along the B3414, then cut between the Burger King and Travelodge, and turn left past the garage, to arrive directly at the A350. If you do this, the stile you need will be in front of you on the other side of the road).

Take the third exit from the roundabout, signposted Chippenham, A350 and Trowbridge (A363) and almost at once cross a stile to the left. Cross over three fields on the other side connected by two small footbridges to arrive at another footbridge, this time over a railway, on your right, which you cross. Continue over the field beyond to pass through a gateless kissing gate onto a metalled road on the outskirts of Upton Scudamore. Turn right (effectively straight on) on this road, then take the first left turn, just before reaching the church. Stroll along this lane to arrive at the Angel Inn on your right.

M4 MWW directions west to east – Upton Scudamore to Lower Westbury Road, Bratton

[Updated in November 2023]

Maps: OS Landranger 183, OS Explorer 143

Distance: 4.9 miles (7.8 km)

With your back to the Angel Inn, walk down the road in front of you. After 200m cross the A350 and bear left down the slip road to the A350. Just before reaching it, take a metalled no through road to the right. Stay on this as it climbs quite steeply up to the top of Upton Cow Down and continue on it as it joins the Imber Range Perimeter Path, with firing ranges/restricted areas and two flag poles on your right, followed by a disused quarry. On arriving at a crossroads by the entrance to the quarry on the right, turn left downhill. Take the stile on the right after some 150m (but continue on the road for access to Westbury) and head directly downhill towards a rusty, square water tank. Turn right here along the escarpment, with trees initially to left, then a fence.

Go through a gap into another field, then through a metal kissing gate at the end of this. Continue up a slope to pass several benches, and with a plinth with a metal semi-circle on top giving information on the places below relative to the points of the compass. It also tells you that White Horse Hill is 754 feet above sea level. The plinth was erected by pupils of the Aldcroft School of Building in Trowbridge in 1968. The White Horse can be clearly seen to the right. A bit further on, pass an information board about the White Horse by a bench. The White Horse car park is up to your right. There are some superb views from here on a good day.

Go through the gate beyond the information board and walk all the way along the northern ramparts of Bratton Camp, which is an Iron Age hill fort, with the White Horse initially to your left. After approx. 500m go through a kissing gate into a grassy field (this is a permissive path) and continue ahead, staying close to the fence on the left. Cross the stile at the end and follow the path downhill along the right-hand side of a field. On arriving at the B3098, cross it and continue down the tarmac road on the other side. Soon follow the road round to the right at a sharp bend, along Lower Westbury Road. After 650m, arrive at a T junction with another tarmac road (Court Lane).

If terminating in Bratton, turn right at this T junction and walk uphill to the B3098. The Duke pub is to the left along the B3098.

M5 MWW directions west to east – Lower Westbury Road, Bratton to Steeple Ashton

[Updated on 26/5/20]

Maps: OS Landranger 183 & 173, OS Explorer 143

Distance: 4 miles

If starting from Bratton, take the road off the B3098 signposted Steeple Ashton, West Ashton and Trowbridge. Pass Lower Westbury Road, the first turning to your left.

If continuing from last stage, turn left at T junction.

Pass stately thatched dwelling called Court House, on left. Just before the speed derestriction sign, there is a choice of routes: the official route, which follows the White Horse Trail across fields and the railway, or the alternative route, which is a lengthy road section. The official route is slightly longer and can get boggy/very muddy when wet. It can also be quite difficult to follow if hedges are overgrown and stiles hidden in undergrowth, even though both sets of waymarks all point the way, so detailed directions are given. The alternative route can be used if there has been a spate of bad weather and/or in late summer when the vegetation has become unmanageable.

If following the **alternative route**, continue along the road past the speed derestriction sign and over a railway bridge to a crossroads. Turn left here, and after exactly a mile (1.6 km), at a left-hand bend in the road with a black and white arrowed “sharp bend” sign and a footpath sign to Easton, go through a gap in the hedge on the right into a field.

If taking the **official route**, cross a stile into a field on the left next to a sewage pumping building, immediately crossing a second stile over a wooden fence. Go half right across the field to a double stile and footbridge in the far corner. Aim in the direction of the far left-hand corner of the next field. (If it has been raining it would be advisable to go past the telegraph pole on the slightly elevated, rampart-like section across the middle of the field, turning left at the hedge at the bottom, to avoid swampy areas in the middle). Cross a small footbridge and stile and go half right for 10m to arrive at a metal kissing gate leading to a railway crossing.

Having crossed safely, pass through another metal kissing gate and follow the unofficial diversion of the legal route along two sides of the field. This has been created by the landowner to ensure that walkers do not follow the right of way, which goes half left across the field. Go through a rusty metal gate onto a footbridge and over a stile.

Turn right into the long, thin field beyond, and aim for the left-hand end of the hedge at the end, where there is a stile and a footbridge. Aim for the tree in the middle of the hedge to left in the next field (follow the fencing which is now there), where there is a footbridge and a very primitive stile. In the next field, follow the fenced green corridor ahead, then turn right to the field corner where there is a stile.. Cross this and walk down the narrow, fenced path to right to a minor metalled road (Capps Lane). (The occupant of the house has unilaterally diverted the right of way at this point, and it looks as though the diversion is here to stay).

Go left along this for 30m, then turn right through the metal kissing gate. Proceed across the field beyond, going a few metres to the left of the first tree in the middle. You may have to forge a route through crops in both this field and the next, although someone has usually done so before you. The route through the next field takes you about 50 metres to the left of the furthest of four trees in the middle of the field, to a footbridge and metal kissing gate at a dogleg hedge. Continue along the edge of the next field, with hedge to right, to a gap in the hedge (the footbridge and metal gate hidden in the far-right corner are no longer in use). Follow the hedge on right to arrive at a metal kissing gate onto a metalled road, just to the right of the drive to Lower Dunge Farm.

Go right along this road for 500m to arrive at the bend in the road mentioned in the official route above, but from the opposite direction. Go through a gap in the hedge on the left, signposted East Town. Here the official and alternative routes unite.

Cross this field in the direction the footpath sign is pointing in (or go round the left-hand edge of the field if the route is blocked by crops, which it invariably is in the summer) to arrive at a second field with hedge to left. Follow the grassy path, which soon becomes a wide dirt track, to East Town Farm, then turn right keeping farm buildings on right. Continue on this track, which is East Town Lane. It has hedges on both sides after the farm buildings are left behind, with occasional gaps. At a Y-shaped junction, fork right. On arriving at a T junction at the bottom of a slope, leave the White Horse Trail briefly and turn right then immediately left, heading uphill on a bridleway. This soon arrives at the end of a metalled road, which is Acreshort Lane. There is a bench on the left at this junction and a byway sign. Turn left down this road for approx. ½ mile (0.8 km) to reach the road through Steeple Ashton. Turn left on this to arrive at the Longs Arms pub.

M6 MWW directions west to east – Steeple Ashton to the Barge Inn at Seend Cleeve

[Updated in May 2023]

Maps: OS Landranger 173, OS Explorer 156

Distance: Option 1, 4.1 miles (6.6 km), option 2, 5.2 miles (8.3 km)

Facing the Longs Arms, turn right along the main road. Soon rejoin the White Horse Trail. Turn right again opposite Bartlett's Mead down a narrow track signposted 2 Church View. At the end turn right past a rusty metal kissing gate onto a path between fence and hedge, then sharply back on yourself to left through a gate just outside the graveyard. Walk alongside the graveyard wall, then bear right onto a rough track. Go through a gate at the end, then immediately left past another one (the fence has been removed). Head half right across the field to go through a field gate at the bottom. Follow the tractor track to right and left to get to a gate/footbridge/kissing gate in the corner of the next field. Take the path through what can be a swampy area.

Cross a stile, then head slightly uphill along the edge of a field with fence, then hedge, to right. At the corner, ignore the farm gate on your right and go through the field gate in front of you, and a small metal gate just beyond. After 30 metres, go through a kissing gate on the right, and through a small wooded, enclosed area, to arrive at a stile next to a metal field gate. Here go left along the top of the field, passing a second field gate to left, and go through a third one in. Proceed down the broad track on the other side between fence to right and hedge to left, and through a double metal field gates at the end (**Warning:** these are hard to manoeuvre due to the heavy metal bar which joins them at the top, it may be easier to climb over the gate). Continue across the top of another field with hedge left.

Go through a wooden kissing gate into a brief, often very muddy, section between hedges to a metal kissing gate. Approx. 50m after this, go through the metal kissing gate in the hedge on the left. Cross the field diagonally towards the church to arrive at a sturdy footbridge between two metal gates. Maintain direction across the next field to the gate into Keevil church's graveyard. Go through this, keeping the church on your right, and down the short street at the end (Church Lane) to emerge onto the main road through the village. (The route is now on tarmac roads as far as the A361). Turn right here, passing Pyatts Corner/Butts Lane, Martins Road, Longleaze Farm and a byway, all on the right, leaving the White Horse Trail at the byway. After approx. ½ mile (0.8 km), on a right-hand bend, take the road on the left (effectively straight on). After passing Elmleaze Farm (on right) and The Old Dairy (on left), the road bends right and arrives at a T junction. Turn left to reach the busy A361 road. Cross it, turn left and after a few metres turn right down a quiet lane, signposted "Restricted Byway".

Cross the bridge over Semington Brook, passing Seend Head Mill on the left, and immediately after this continue ahead at the junction with a metalled road. This is Row Lane, and goes quite steeply uphill initially. Walk along this for $\frac{3}{4}$ mile (1.35 km) to arrive at a T junction. Turn left here down Seend Cleeve's main street. Pass the Brewery Inn (or go in if thirsty!) to right, to arrive at the Barge Inn after approx. 0.6 miles (1.1 km).

M7 MWW directions west to east – The Barge Inn at Seend Cleeve to Devizes Wharf Centre

[Updated on 13/6/20]

Maps: OS Landranger 173, OS Explorer 156 & 157

Distance: 4 $\frac{1}{2}$ miles (7.2 km)

Go left out of the Barge Inn car park, follow the road over the bridge over the Kennet and Avon canal, and descend onto its towpath by going left on the other side and under the bridge you have just crossed. Pass three locks, then go under a minor road (Spout Lane) at bridge 149, from which there is easy access to the Three Magpies pub. Quite soon after this, go under the A365 at Sells Green (bridge 148). Pass opposite the Caen Hill Marina for narrow boats, which incorporates a swing bridge, and cross over to the other side of the canal.

This is the beginning of the famous Caen Hill flight of 29 locks, at the second of which (at Lower Foxhanger's Farm) we are joined by the White Horse Trail. After another five locks, pass under a road bridge. This stretch of the canal is famous for the series of 16 locks stretching away up Caen Hill, a wondrous sight! These take the narrow boat user (and walker) up into Devizes. At the top, pass two more locks, continue under the A361, then pass three more. Go under the A361 again, take the ramp on the right up to the A361. Turn right over the canal bridge then turn right again to continue along the towpath on the other side. The canal museum and cafe of the Wharf Centre soon come into view on the other side. Leave the towpath and cross the bridge to right (no. 140) just past the cemetery. After a few metres turn right into the Wharf Centre. There is a (paying) car park next to it.

M8 MWW directions west to east – Devizes Wharf Centre to A361 Shepherd's Shore

[Updated on 14/6/20]

Maps: OS Landranger 173, OS Explorer 157

Distance: 6.3 miles (10.1 km)

Pass under the bridge over the canal (no, 140) to the left of the canal museum and cafe in the Wharf Centre, using the towpath. Take the next bridge left over the canal and go through the gap next to the large iron gates in front of you into Quakers Walk, a pleasant tree-lined avenue popular with the local population. When this reaches a metalled road, with the entrance to Roundway House to your left, cross it and continue on a stony path between hedges. When the path bends right before a house, go left through a gap between hedges, with the house now on the right, then between two fields. Continue with hedge to right.

Go down shallow steps onto a tarmac road and turn left on it, then sharp left, to reach a kissing gate on the right very soon after the bend. Go through this, a copse, and another kissing gate, then walk uphill along the left-hand side of a large field, passing to right of a pylon as you do so. Go through the gap next to the double metal farm gate at the top, and turn left along the road. This soon degrades, then peters out, becoming a stony track. Where this goes sharp right, there is a parking area to left.

Here you can either go through the metal kissing gate at the top of the wood next to the parking area, and along a path beside the copse, or through the gap to left of a metal farm gate beyond the kissing gate and left down a path enclosed by fences. These paths are parallel and indeed the second one joins the first one via another kissing gate after only about 40m, but it is debatable which one is muddier in wet weather. Both lead to Oliver's Castle hill-fort. (Where the fence to right forms a corner with another fence, there used to be an information board about the Battle of Roundway, which was fought near this spot, but this has been removed).

Follow the ramparts of the fort in a wide semi-circle to the right, with wide-ranging views to left, passing a pointed wooden post with "R5" carved into it and an English Nature information board on Roundway Down at the end of the semi-circle. Go through a metal kissing gate as you leave the fort behind, then follow the fence on right in the next field. On arriving at the corner, the right of way goes through the small metal gate next to a farm gate in front of you onto the track beyond, where you turn left along it. However this can get very muddy and churned up, so there is the option to turn left along the inside of the fence at the corner until reaching a small metal gate to right. Go through this onto the track and turn left to rejoin the right of way. Branch right on arriving at a T junction.

After 500 metres, turn left at the turning/parking area along a metalled (but degraded) road. This soon passes a house (Hill Cottage) and some farm buildings on the right. Just before a large open-sided barn on the right, the road deteriorates into a rutted farm track. Just over a mile (1.6 km) after joining the metalled road, arrive at a crossroads of tracks. Turn left here to arrive at the clubhouse of the North Wilts Golf Club approx. ½ mile (0.8 km) later.

Cross over the metalled road and venture cautiously onto the golf course. Veer slightly to the right, aiming for a wooden signpost in a copse beyond the fairway, passing two more small wooden waymarked posts by clumps of trees on the way. Head in the general direction of the two radio masts on Morgan's Hill which have been visible for some distance already, and are a constant landmark on this part of the MWW. Go through the copse beyond the sign post to join a clear cut (literally!) path up the side of the golf course, with more clumps of trees and the golf course to left left and a fence to right. Follow this uphill and round to the left to arrive at a gate to the right. (There is an information board on the other side of the gate, which at the time of writing was devoid of any information!)

On entering the field beyond, **the official route** (this is not as indicated on the map, Ordnance Survey have been advised of this error), follows the path through the earthworks and then turns right on the other side. The earthworks are part of the Wansdyke, an ancient fortification which stretches for 50 miles through Wiltshire. The path sticks closely to the Wansdyke initially but gradually drifts to the left to pass through a gate. As you follow the path along the contours of the hill, the communications masts move to your right and then behind you. On reaching the end of the field, turn right uphill for 20 metres, then go through another gate. Walk uphill with fence to the left and communications masts on your right. The path gradually drifts away from the fence towards a **fence corner** ahead. When you reach this, turn left onto a path which goes downhill to another bridle gate, with the Wansdyke to your immediate right.

Alternatively, on exiting the golf course you can take a short cut by walking along the Wansdyke, as opposed to along the path beside it, going through a gate nestling between the two ramparts of the Wansdyke into the field containing the radio masts (which are now on the left) and following the Wansdyke to the **fence corner** mentioned above. This route takes walkers directly along the Wansdyke and to the right of the communications masts, rather than in an extended arc to their left.

Follow the path as it winds right, then left and right again in harmony with the Wansdyke, to a bridle gate in front of a small copse. Go through the copse on a path across tree roots onto a byway. Turn right for a few paces, then go through another bridle gate to the left. Walk beside the Wansdyke for the length of two fields to arrive at the A361.

M9 MWW directions west to east – A361 Shepherd's Shore to Knap Hill

Maps: OS Landranger 173, OS Explorer 157

[Updated on 12/7/20]

Distance: 5 ½ miles (8.8 km)

The Mid Wilts Way crosses the A361 at Shepherd's Shore farmhouse, where there is also a shot blasting and powder coating business. Go up the driveway of the farmhouse on the eastern side of the road, but almost at once branch right onto grass. Go through a metal gate and begin/continue a lengthy perambulation along the Wansdyke. This is an ancient fortification which stretches for 50 miles through Wiltshire (you will already know this if you have walked the previous stage!). In the course of your perambulation, cross several farm tracks, at each of which you drop down from the Wansdyke and negotiate a stile or metal kissing gate on each side of the track. After 1.2 miles (1.9 km) arrive at two barns; pass to the left of the first one, then go right and left over the (often extremely muddy) track leading to it to resume the path along the Wansdyke beside the second one.

Just over a mile (1.6 km) from the barn, having passed through two more gates en route and after a moderate ascent, arrive at a stony track leading to Manor Farm (per notice on gate on right). The official route continues beside the Wansdyke and is accessed via a gate opposite, but is often too overgrown to follow. If this is the case, turn left and almost immediately right along another stony track parallel to the Wansdyke for 100m, then branch right through a farm gate along a track for 20m to arrive at another gate. Turn left on the other side and continue your progress along the Wansdyke. There are superb views on both sides along this stretch, which lasts for approx. one mile (1.6 km).

Finally, leave the Wansdyke by going through a gate and turning left onto a track. After 10m, when a broad, stony track cuts across the Wansdyke, you can either rejoin the Wansdyke, which can get badly overgrown in the summer, via a stile, or take the track beside it. On reaching a gate on the right into the Pewsey Downs Nature Reserve after 120m, turn right through it. (You leave the Wansdyke Path behind at this point). Turn left through a gate at the end of the first field. Go in a broad semi-circle to the right along the crest of a ridge, passing through another gate as you go. Milk Hill, the highest point in Wiltshire at 295m (968ft) is to your left. After a third gate, go left in a tight semi-circle round the stunted trees and bushes on the shoulder of Milk Hill, then follow the contour on the other side to a gate. The Alton Barnes White Horse is 200m or so beyond this gate, but is not visible until the last moment due to folds in the hills.

Continue past the White Horse along the contour path. Ignore the fork to the right approximately 130m from Adams Grave at the top of Walkers Hill, and instead continue on the main path beside a low earthwork, with the whale-like shape of Knap Hill directly in front of you. After around 150m, veer left towards a metal kissing gate, with the car parking area at Knap Hill in your line of sight. Follow the well-beaten path through two more metal kissing gates to arrive at a final metal gate onto the Lockeridge to Alton Barnes road. The car parking area is on the other side.

M10 MWW directions west to east – Knap Hill to Oare

Maps: OS Landranger 173, OS Explorer 157

Distance: 3 1/2 miles (5.6 km)

[Updated on 7/5/23]

Walk through the car park and beyond the two large boulders at the end. After 100m, turn left through a clearly waymarked gate with a sign on it forbidding the flying of model aircraft; ignore the path that follows the fence on your left, and follow the path uphill to a gate in the middle of the fence on the far side of the field, with Knap Hill rearing up to your right. The path climbs more steeply on the other side of the gate but you are soon on top of a ridge of hills with arguably the best views of the whole MWW spread out beneath you to your right. The path goes through several fields and is clearly waymarked. In the last of these, with Gopher Wood in front of you, turn half left in the direction indicated by a signpost and go over a stile. Continue ahead along the edge of a field beside the wood, then turn left. Go right over another stile to descend to a crossroad of tracks. You join the White Horse Trail at this point.

Follow the clear green track straight ahead up the side of the field. This track is soon bordered by two earth banks. Go through the gate in the top left-hand corner of the field, then immediately right through another gate into a large field. Walk round the edge of the field with fence to right. Go through a bridle gate at the end of the field, and cross another field in the same direction. The right of way is a green bridleway accessed by a bridle gate, to the right of a track accessed by a field gate. The bridle way can get so overgrown as to be impassable, in which case taking the track instead is an option, although this is not a right of way. Regrettably the track can get extremely muddy in wet weather. Both routes bring you out on the driveway of a house, Huish Hill House; if on the bridleway, turn left, and if on the track, continue ahead.

After a few metres, turn sharp right onto an enclosed path. Go through a pedestrian gate into a field dotted with gorse bushes. From here the village of Oare is clearly visible below, with the brooding mass of the Giant's Grave, the next stage of the MWW, beyond.

Go downhill, keeping the fence on your left as near as the gorse bushes allow. On reaching a bench, continue ahead steeply downhill to the field below, where the incline slowly levels out to reach the lane into Oare. Turn left along this to arrive at the A345, then right along this to arrive at the White Hart, which is sadly now permanently closed.

M11 MWW directions west to east – Oare to Wootton Rivers

[Updated on 19/1/23]

Maps: OS Landranger 173, OS Explorer 157

Distance: 4.6 miles (7.4 km)

With your back to the White Hart pub, go right down the A345, turning left after 25 metres into Pound Lane. Go down this for 350m, well beyond where the houses end, and go through a gate on your left on a signposted footpath, joining the White Horse Trail in the process, to cross a field. Just beyond where the path reaches the other side, go through a gate into another field and begin the ascent of the Giants Grave; the gradient, gentle at first, gets steeper and steeper, but the views at the top are well worth the effort. Continue past the trig point along the gently undulating spine of the hill and go through a gate. Soon after, arrive at a metal kissing gate, dedicated to the memory of Mark Rendall of the Long Distance Walkers Association. (At this point, you leave the White Horse Trail).

Pass through the kissing gate and take the permissive path along the right-hand side of the field. (The official route, as shown on the Ordnance Survey maps, has fallen into disuse, and is no longer waymarked as being part of the MWW).

In the far right-hand corner of the field, continue with fence on your right into a small wooded area, emerging on the other side to a bench close to another gate, where you can pause to admire the view at your leisure. Pass through the gate and follow the path round to the left, with fence left. At the corner after approx. 300m, turn left for 50m, then turn sharp right downhill, past woods to the right. On arriving at more woods at the bottom of the slope, continue ahead, with woods to your left, to arrive at a small car park by a road. On the other side of this road is the start of the well-named Mud Lane.

As an alternative to slipping and sliding along the well-named Mud Lane, it is possible to reach Wootton Rivers by taking quiet country roads, which also provide good views of Martinsell Hill. To do so, turn right on reaching the road above, and after approximately 0.6 miles (1 km) arrive at a junction to right (signposted New Mill and Milton Lilbourne).

Do not go right but follow the road round to the left to pass East Wick Farm on your left. Approximately 0.7 miles (1.2km) after the junction, arrive at a T junction. Turn left here and after 50 metres or so arrive at the Royal Oak pub opposite.

If you wish to stick to the **official route**, make your way along Mud Lane, past three vast fields to your right, with a barn between the first and second. On reaching the end of the third field, turn right down the edge of the fourth field, with hedge on right. However before doing so, it is worth making a small detour; if you continue along Mud Lane for perhaps 15m you will see, carved onto the end of a tree stump at head height to your left, the lugubrious face of the Green Man. Once back in the fourth field, follow the edge round to the left at the bottom and after 150m turn right down a green bridleway. This leads directly to Wootton Rivers. On reaching the metalled road, turn right and you will soon arrive at the Royal Oak pub on your left.

M12 MWW directions west to east – Wootton Rivers to Wilton

Maps: OS Landranger 173 & 174, OS Explorer 157

Distance: 5.4 miles (8.6 km)

Turn left on coming out of the Royal Oak pub. Pass the village hall on your right en route to the Kennet & Avon Canal. Cross the bridge over the canal and turn left onto the towpath. Walk along the canal for approximately 4 ½ miles (7.2 km), passing three bridges over the canal, each accompanied by a lock, before reaching a fourth under the A346 at Burbage Wharf. Not long after this, the canal disappears into a tunnel (Bruce Tunnel). Here go right up steps and through a low tunnel under the railway, and then past a field and what used to be the Forest Hotel to right, to cross a minor road (Savernake Road). Continue along the path opposite, past houses to left and right, soon rejoining the towpath. After four more locks and a road bridge, the Crofton Pumping and Beam Engines station will be on your left, on the other side of the canal. To visit these, when open, cross the canal by the footbridge by the last lock.

At this point the MWW leaves the Kennet & Avon Canal by means of a footbridge to right, just past the pumping station opposite. Follow the path round to the right on the edge of a verdant meadow beside a small lake (Wilton Water) to right. Exit in the far right corner of the meadow onto a metalled road by a duck pond and turn left to arrive at the Swan Inn in Wilton on your right.

M13 MWW directions west to east - Wilton to Ham

Maps: Landranger 174, OS Explorer 157 & 158

Distance: 7.9 miles (12.6 km)

Turn right out of the Swan Inn car park along the main street (signposted to Great Bedwyn, NOT Hollow Lane). Turn right after approx. 150m, signposted Tidcombe, Marten and Wexcombe, along a Roman road. On reaching the A338 after almost one mile (1.6 km), turn left and immediately right, signposted Marten. Pass Sir William Bentley Billiards on your left, and shortly afterwards, as the road bends right, take the track to left just past the letter box and notice board outside Rose Cottage. The hedge to right is soon replaced with an open field, and when the track bends right, go through double metal farm gates on your left into a field, with hedge right. Continue along the edge of the field, then go through a gap and uphill to a tarmac road. Turn right here, and after 700m turn left uphill onto Riva Down on a signposted byway.

Follow this for 1.3 miles (2 km) to another tarmac road (to Shalbourne). There are fine views from the track to the left. Go right uphill for a few metres to a junction with a side road, signposted Fosbury 2, and take the track which leads left off this side road after a few metres. This is Ashley Down. Follow this track (which is deeply rutted and can be overgrown) for just over a mile (1.6 km) to another tarmac road (to Ham). The fine views continue along this section, trees and hedges permitting. Cross the road and go straight on, signposted Buttermere 1, and after a few metres veer left onto a byway along the crest of Ham Hill (also deeply rutted). Follow this track for exactly a mile (1.6 km), until you reach a small metal gate in the fence approx. 25m to your L. Descend gently to the gate (which has "No footpath" notices to left and right) and pass through it. Follow the obvious path half left downhill, and go through another metal gate in an "empty" fence into the next field. Maintain direction downhill to a gate on the edge of a line of trees.

Turn left along the edge of the field to your left. At the corner, go right for a few metres, then left through the gap in the hedge. (This is not the official right of way as the landowner has shifted it to the west, presumably to minimise the space taken up by the path in the field you have just left). Turn right across the (second) field (the landowner leaves a broad path to follow through any crops) to arrive at a wooden post next to an information board about the Ham Estate.

Turn left onto a wide, stony track to arrive at a tarmac road after half a mile (0.8 km), at the end of the second field. Turn right here and follow the road into the village of Ham, where the MWW ends outside the Crown and Anchor pub (which is now an Indian restaurant).