

- ✓ With your back to the Rd follow the wall on your L. Fork L @ next junction, follow wall to path X Rd near Countisbury church @ Wp1.
- 1 Go straight ahead, signposted "coastal path" to path junction by gate @ Wp2.
- 2 Fork R downhill on steps, signposted "coastal path". Do not go through gate. Follow path to old AA gun site @ Wp3.
- 3 Fork R. Do not go up to Rd, to junction @ Wp4.
- 4 Go R signposted "coastal path" to join Rd Wp5.
- 5 Turn R on Rd to Lynmouth. Soon after enter wood via path on R. Zigz zag downhill towards sea ignoring paths on L. Just before you reach the sea swing R onto promenade @ Wp6.
- 6 Follow promenade round to bridge @ Rock House café. Do not cross bridge, turn L up tarmac path to meet Rd @ Wp7.
- 7 Cross Rd. Go up Torrs Rd. Follow river on R for 100 mtrs to riverside path on R. Take this path & rejoin Rd near footbridge. Continue up Rd to path sign posted "Watersmeet" @ Wp8.
- 8 Follow river to footbridge by "Sparrows Walk" @ Wp9.

- 9 Follow river on R to Lindhay path on L @ Wp10.
- 10 Fork R to Watersmeet & path junction @ Wp11.
- 11 Fork R on path to "Watersmeet riverside walk" to Bridge @ Wp12.
- 12 Cross bridge & go L. Pass house on L. Ignore track on R. Turn L over 2 bridges to Watersmeet House @ Wp13.
- 13 Turn R passing house Watersmeet house on L then pass "Fisherman's path Rockford & Brendon". Just after a short flight of steps look for path on L signposted "Countisbury" @ Wp14.
- 14 Turn left up very steep path zig zagging through woods. Exit wood & continue straight ahead between gorse to gate @ path junction Wp15.
- 15 Go through gate & straight ahead following wall on R to gate @ far corner of field. Through gate & aim for mast of old wireless hut on horizon to meet Rd by Sandpiper Inn @ Wp16.
- 16 Turn L & immediately R across Rd to go up track to Countisbury church. Walk through churchyard to rejoin coast path. Turn R back to Wp START.

