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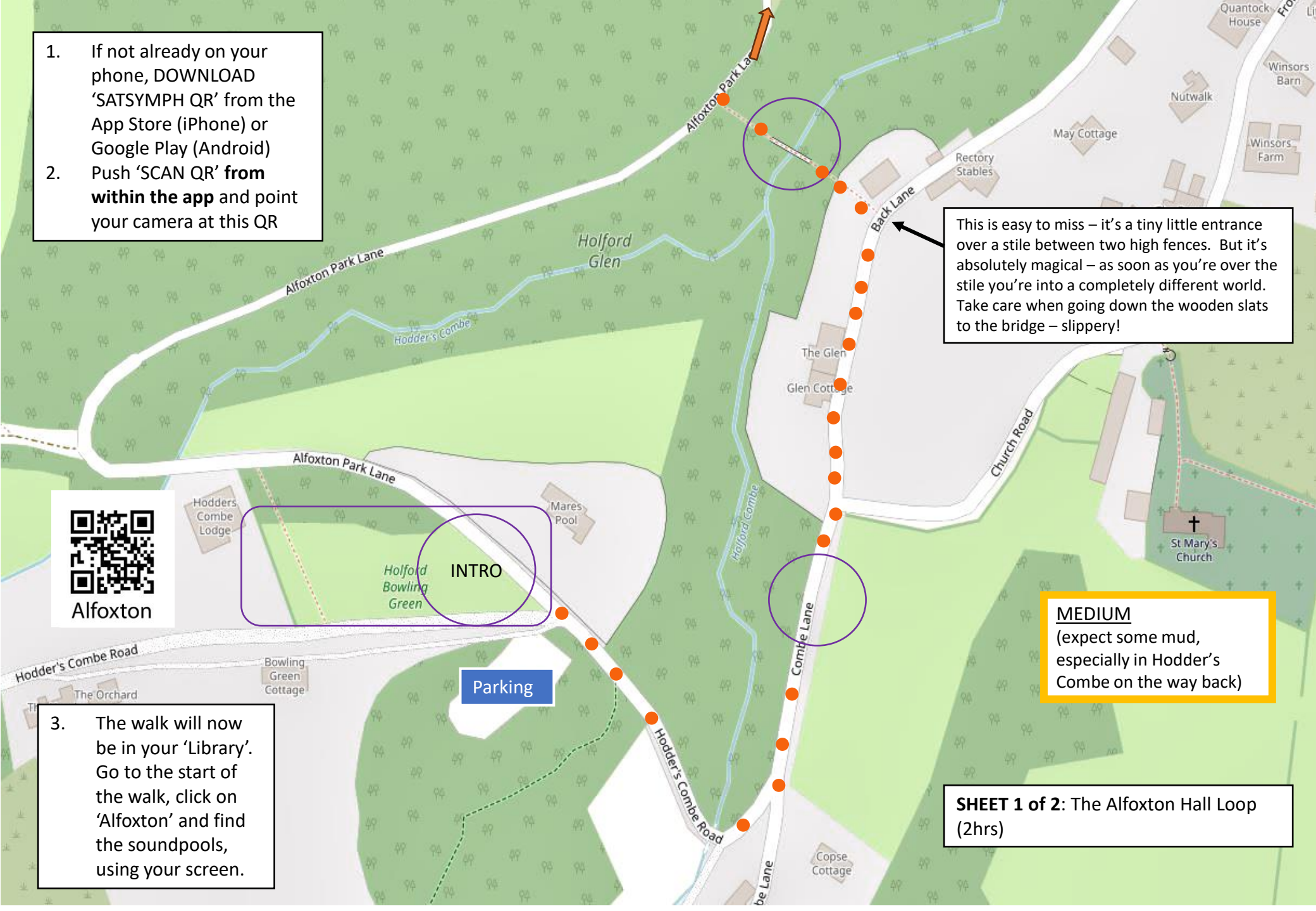
Alfoxton

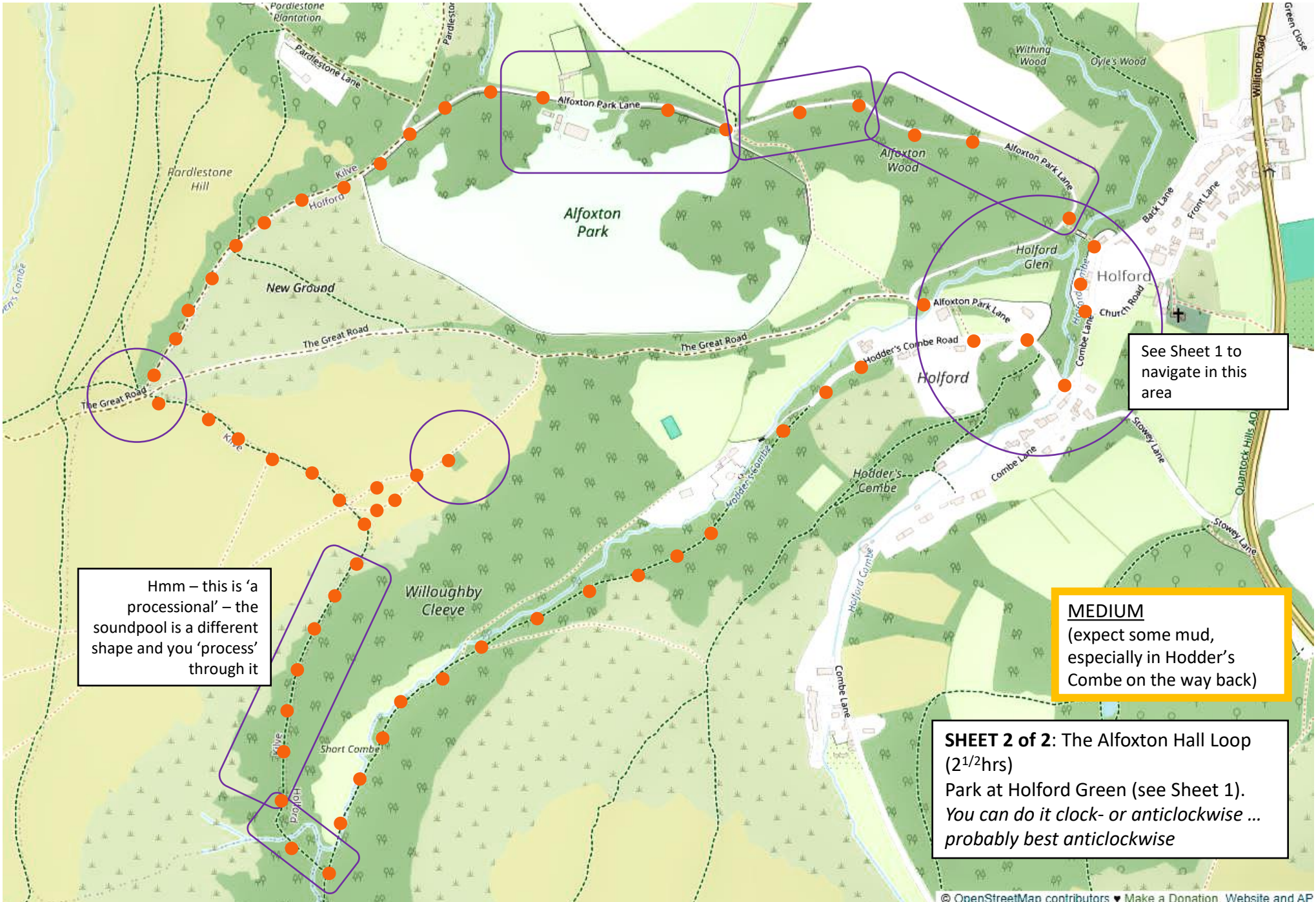
3. The walk will now be in your 'Library'. Go to the start of the walk, click on 'Alfoxton' and find the soundpools, using your screen.

This is easy to miss – it's a tiny little entrance over a stile between two high fences. But it's absolutely magical – as soon as you're over the stile you're into a completely different world. Take care when going down the wooden slats to the bridge – slippery!

MEDIUM
(expect some mud, especially in Hodder's Combe on the way back)

SHEET 1 of 2: The Alfoxton Hall Loop
(2hrs)





See Sheet 1 to navigate in this area

Hmm – this is ‘a processional’ – the soundpool is a different shape and you ‘process’ through it

MEDIUM
(expect some mud, especially in Hodder’s Combe on the way back)

SHEET 2 of 2: The Alfoxton Hall Loop
(2^{1/2}hrs)
Park at Holford Green (see Sheet 1).
You can do it clock- or anticlockwise ... probably best anticlockwise

SHEET 1 of 3: Bincombe is the longest of the walks (3-4hrs). Don't forget a proper map!

Nether Stowey is just off the map up here to the NE

Don't worry about this series of 'floating soundpools' – you'll be coming back this way

Walk starts here

INTRO

HARD
(expect a lot of mud, and some steep and slippery routes and slopes)

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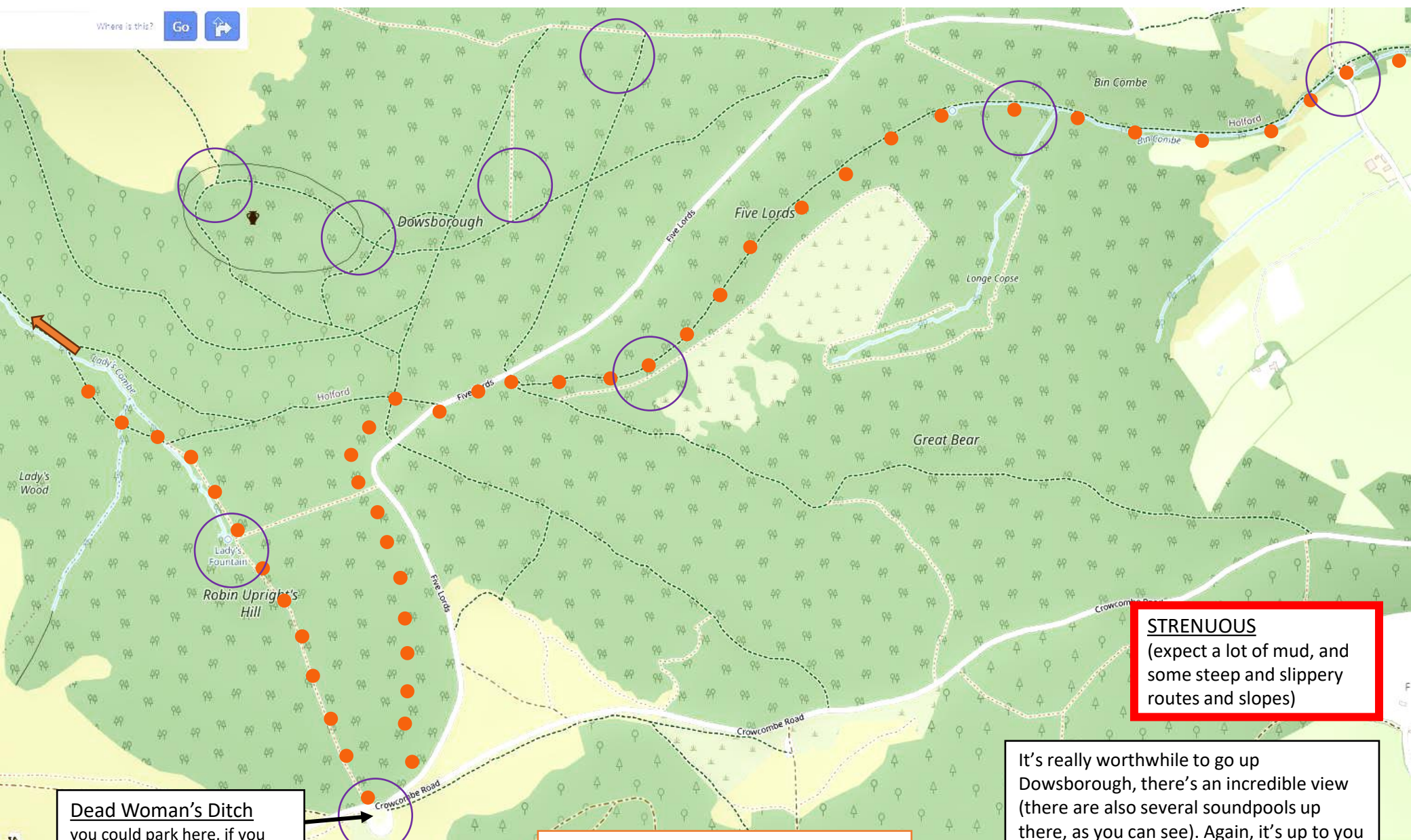
Bincombe

Sheet 1 of 3

3. The walk will now be in your 'Library'. Go to the start of the walk, click on 'Bincombe' and find the soundpools, using your screen.

There are many possible route variations on this walk. The one indicated takes in a bit of all the Quantocks have to offer!

There is max. parking for two cars at the start of the walk. The nearest other parking is in Stowey itself. You could park in Stowey and share a lift to 'Start', or you could walk from Stowey, it's not far

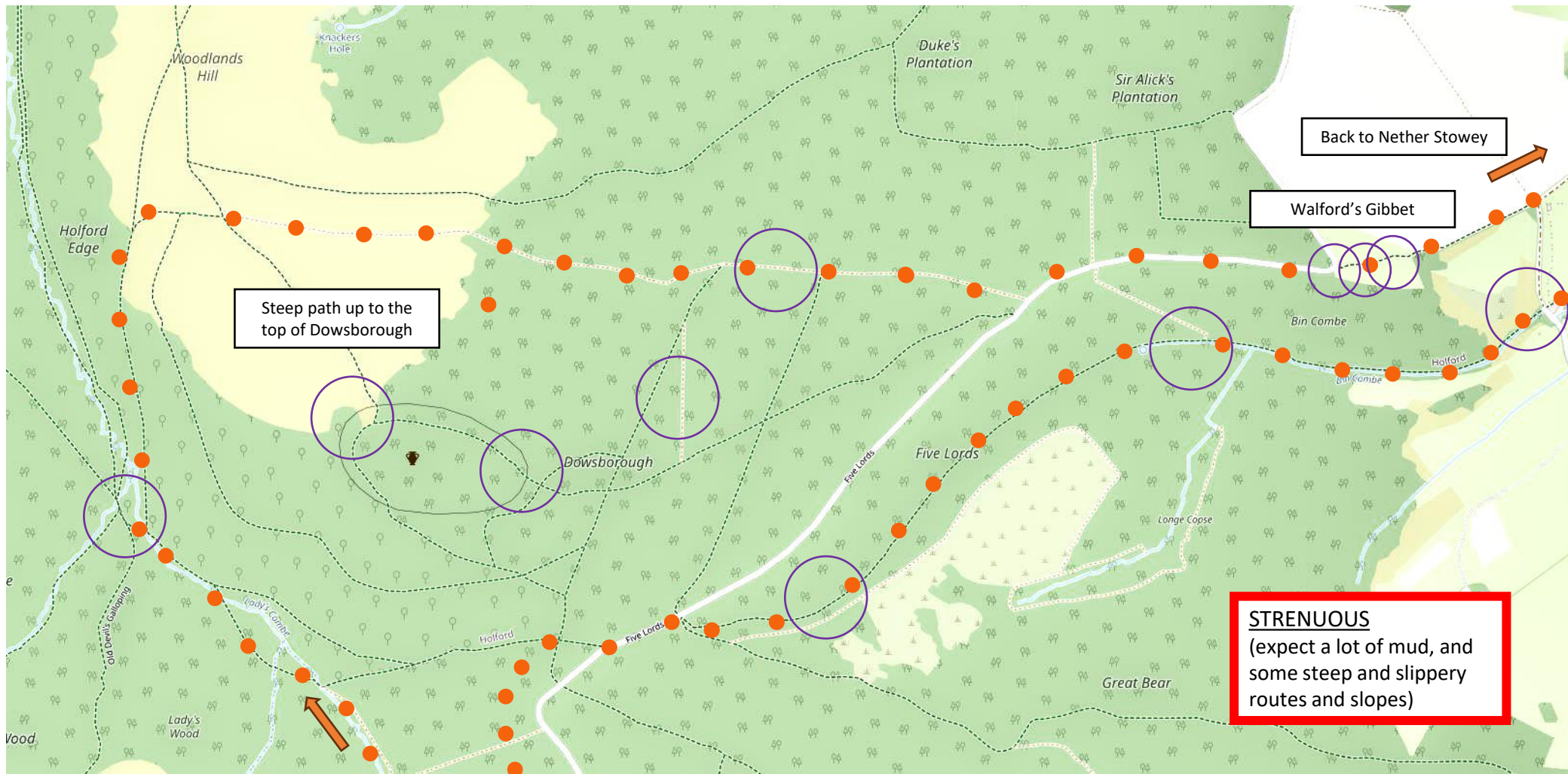


Dead Woman's Ditch
you could park here, if you wanted to *ps: no, Dead Woman's Ditch has nothing to do with the Johnny Walford murder of 1789!*

SHEET 2 of 3: Bincombe is the longest of the walks (3-4hrs), or you could spend most of a day on it. Don't forget a proper map!

STRENUOUS
(expect a lot of mud, and some steep and slippery routes and slopes)

It's really worthwhile to go up Dawsborough, there's an incredible view (there are also several soundpools up there, as you can see). Again, it's up to you – there are numerous routes up and down. Our (official) walk goes down into Holford Combe, then climbs back out and traverses Dawsborough to the north



SHEET 3 of 3: Bincombe is the longest of the walks (3-4hrs), or you could spend most of a day on it if you wanted. Don't forget a proper map!

Extension along to Hurley Beacon. There's a soundpool there. Take this route along a sturdy fence, then you'll see a sign at a stile. Definitely worth it (*note: adds nearly a mile to the walk*)

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Drove Road

3. The walk will now be in your 'Library'. Go to the start of the walk, click on 'droveroad' and find the soundpools, using your screen.

MEDIUM
(expect slithery mud!)

Parking

Start here

Always muddy along the Drove Road (title of a song?)

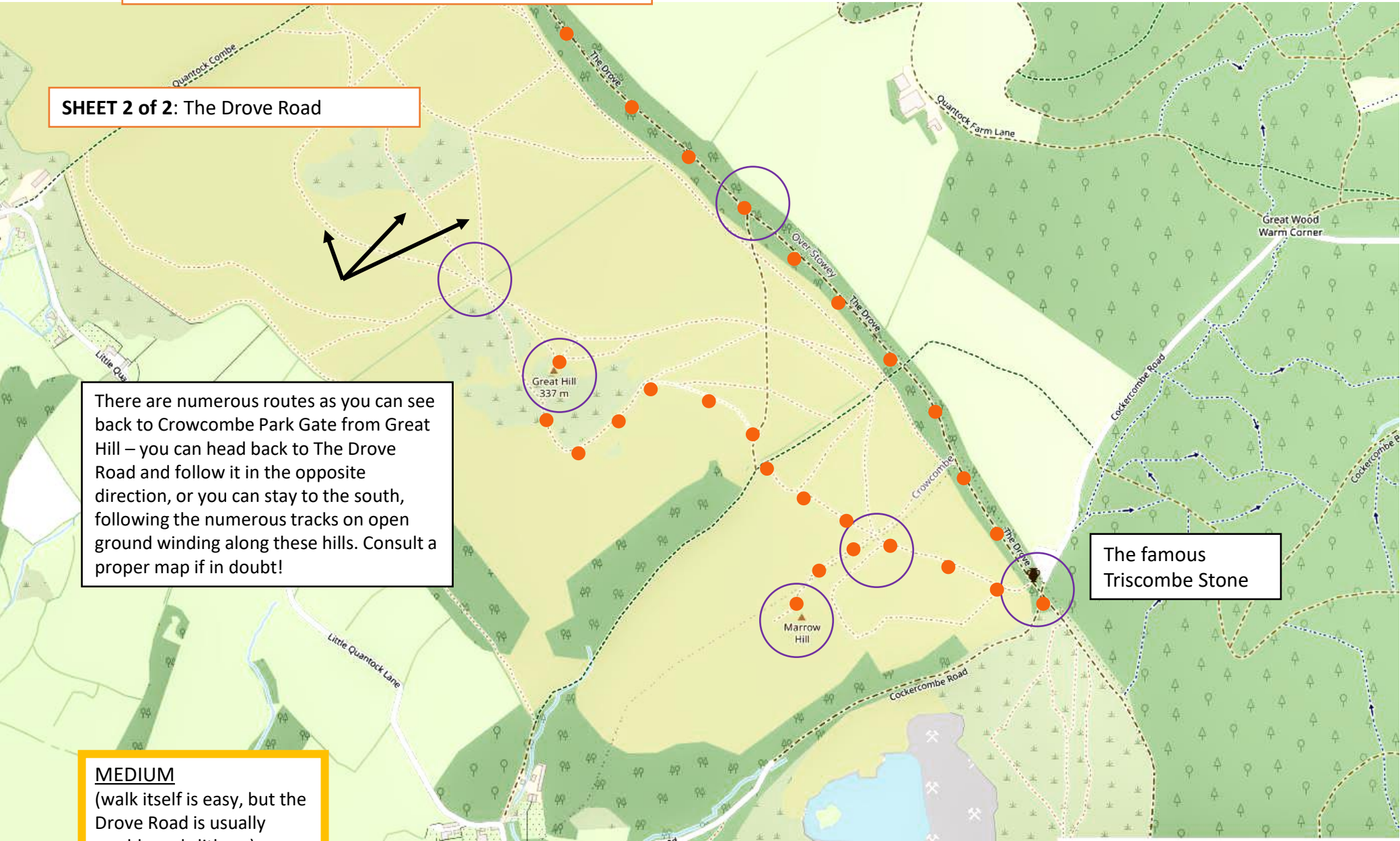
Back to Crowcombe Park Gate from anywhere up here...

SHEET 2 of 2: The Drove Road



There are numerous routes as you can see back to Crowcombe Park Gate from Great Hill – you can head back to The Drove Road and follow it in the opposite direction, or you can stay to the south, following the numerous tracks on open ground winding along these hills. Consult a proper map if in doubt!

MEDIUM
(walk itself is easy, but the Drove Road is usually muddy and slithery)



Down to West Quantoxhead and the A39 (and the Windmill Pub – recommended!!)

Start & finish here

car park

Weacombe is most glorious!

Staple Plain

EASY/MEDIUM

High road or low road – your choice

There's an interesting experimental layout of soundpools here at Bicknoller Post

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Staple Plain

3. The walk will now be in your 'Library'. Go to the start of the walk, click on 'stapleplain' and find the soundpools, using your screen.

**Sheet 1 of 2:
Watchet/St
Decuman's**

A good hour probably required to experience a fair sample of the soundpools in Watchet (depending on ice-cream consumption).

EASY
(just watch out for the seagulls!)

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3. The walk will now be in your 'Library'. Go to the start of the walk, click on 'watchet', find and listen to the soundpools, using your screen.

There are soundpools all the way around the harbour

2 soundpools over here, too

Turn on the spot, see what happens!!

The famous Ancient Mariner statue

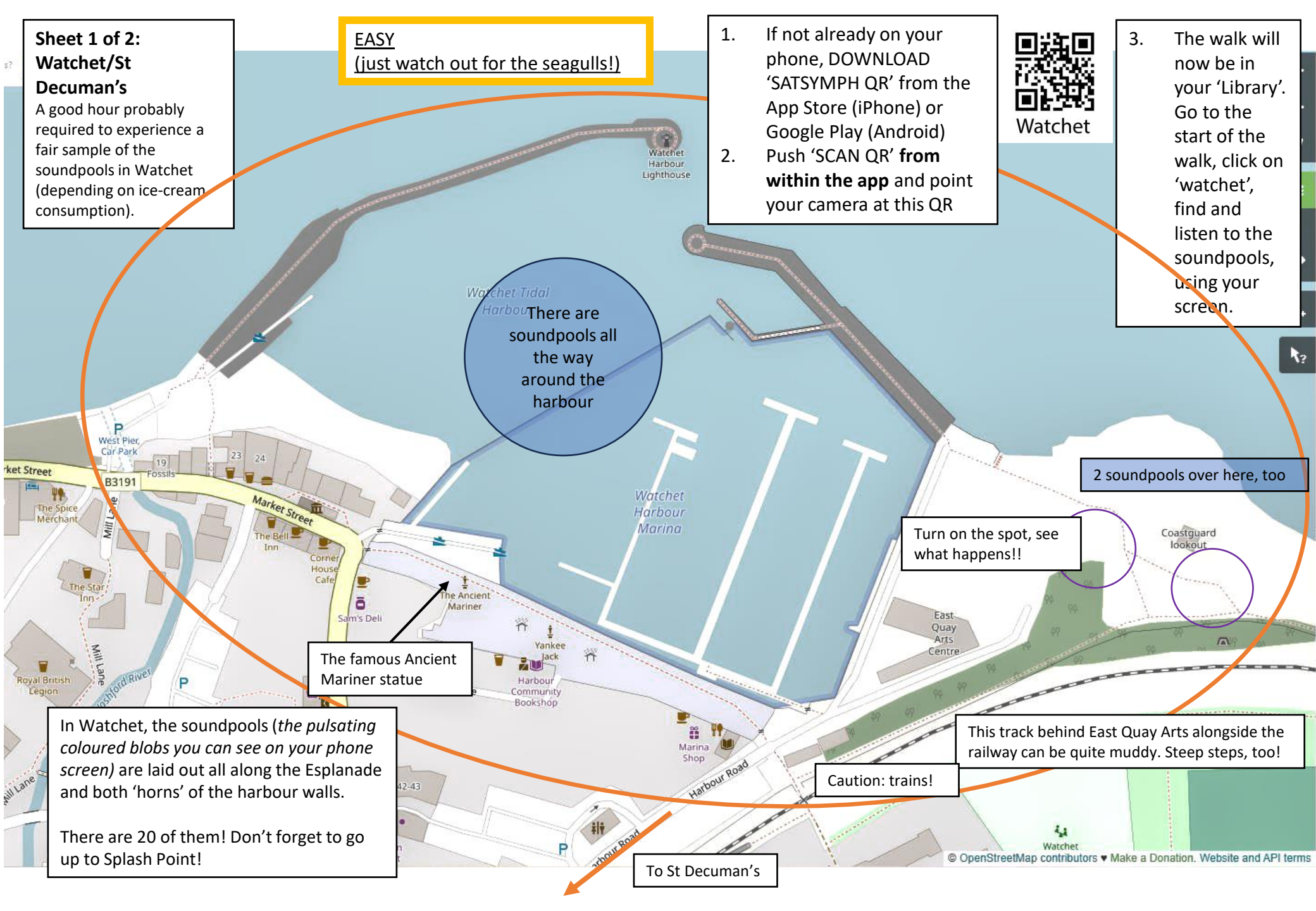
In Watchet, the soundpools (*the pulsating coloured blobs you can see on your phone screen*) are laid out all along the Esplanade and both 'horns' of the harbour walls.

There are 20 of them! Don't forget to go up to Splash Point!

This track behind East Quay Arts alongside the railway can be quite muddy. Steep steps, too!

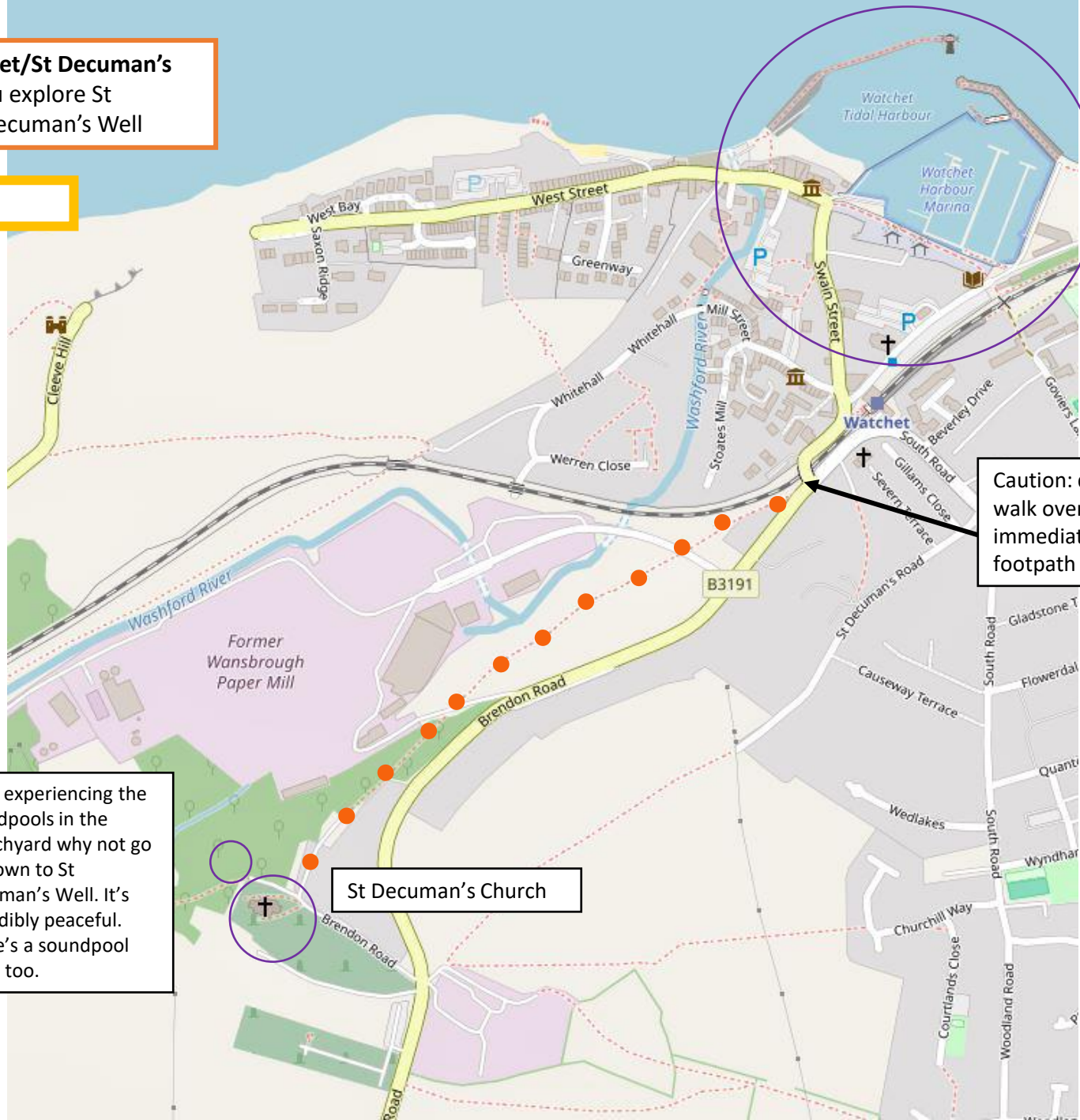
Caution: trains!

To St Decuman's



Sheet 2 of 2: Watchet/St Decuman's
1¹/₂hrs, longer if you explore St
Decumans and St Decuman's Well

EASY-PEASY



Caution: dangerous corner –
walk over the bridge, turn
immediately right onto the
footpath

After experiencing the
soundpools in the
churchyard why not go
on down to St
Decuman's Well. It's
incredibly peaceful.
There's a soundpool
here, too.

St Decuman's Church

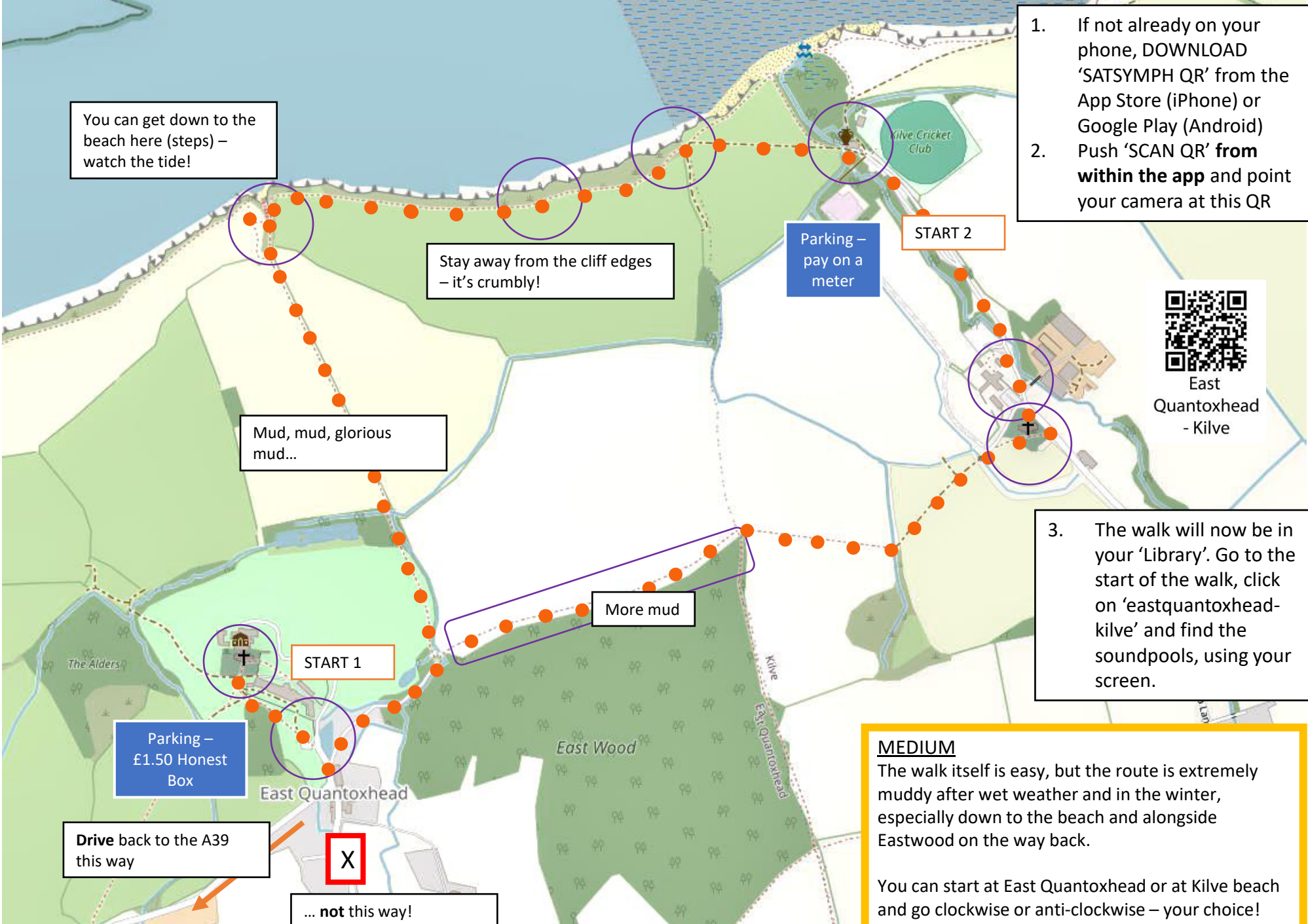
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East Quantoxhead - Kilve

3. The walk will now be in your 'Library'. Go to the start of the walk, click on 'eastquantoxhead-kilve' and find the soundpools, using your screen.

MEDIUM
 The walk itself is easy, but the route is extremely muddy after wet weather and in the winter, especially down to the beach and alongside Eastwood on the way back.
 You can start at East Quantoxhead or at Kilve beach and go clockwise or anti-clockwise – your choice!



You can get down to the beach here (steps) – watch the tide!

Stay away from the cliff edges – it's crumbly!

Parking – pay on a meter

START 2

Mud, mud, glorious mud...

More mud

START 1

Parking – £1.50 Honest Box

Drive back to the A39 this way

... not this way!



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Nether Stowey

3. The walk will now be in your 'Library'. Go to the start of the walk, click on 'Nether Stowey' and find the soundpools, using your screen.

Sheet 1 of 2:
Nether Stowey/Walford's Gibbet/Over Stowey



Local landmark
Walford's Gibbet

Local boy Johnny Walford was hanged and gibbeted here in 1789 for murdering his wife, Jane nee Shorney

Car Park

You can park here – but there is max. parking for two cars. The nearest other parking is in Stowey itself. You could park in Stowey and share a lift to here or walk back to Stowey, it's not far, or simply retrace your steps from Walford's Gibbet

Do make it to Over Stowey if you can – there is a soundpool in the churchyard!

EASY (about 3 miles)
expect stony, somewhat muddy tracks

- If you just want to experience what 'a soundscape' is, why not walk up to Stowey Castle, then return to Stowey!
- ... or continue on to the very atmospheric Walford's Gibbet, then return either the same way or along Bincombe

Sheet 2 of 2:
Nether Stowey/Walford's Gibbet/Over Stowey

Do make it to Over Stowey if you can – there is a soundpool in the churchyard!

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Nether Stowey

3. The walk will now be in your 'Library'. Go to the start of the walk, click on 'Nether Stowey' and find the soundpools, using your screen.

