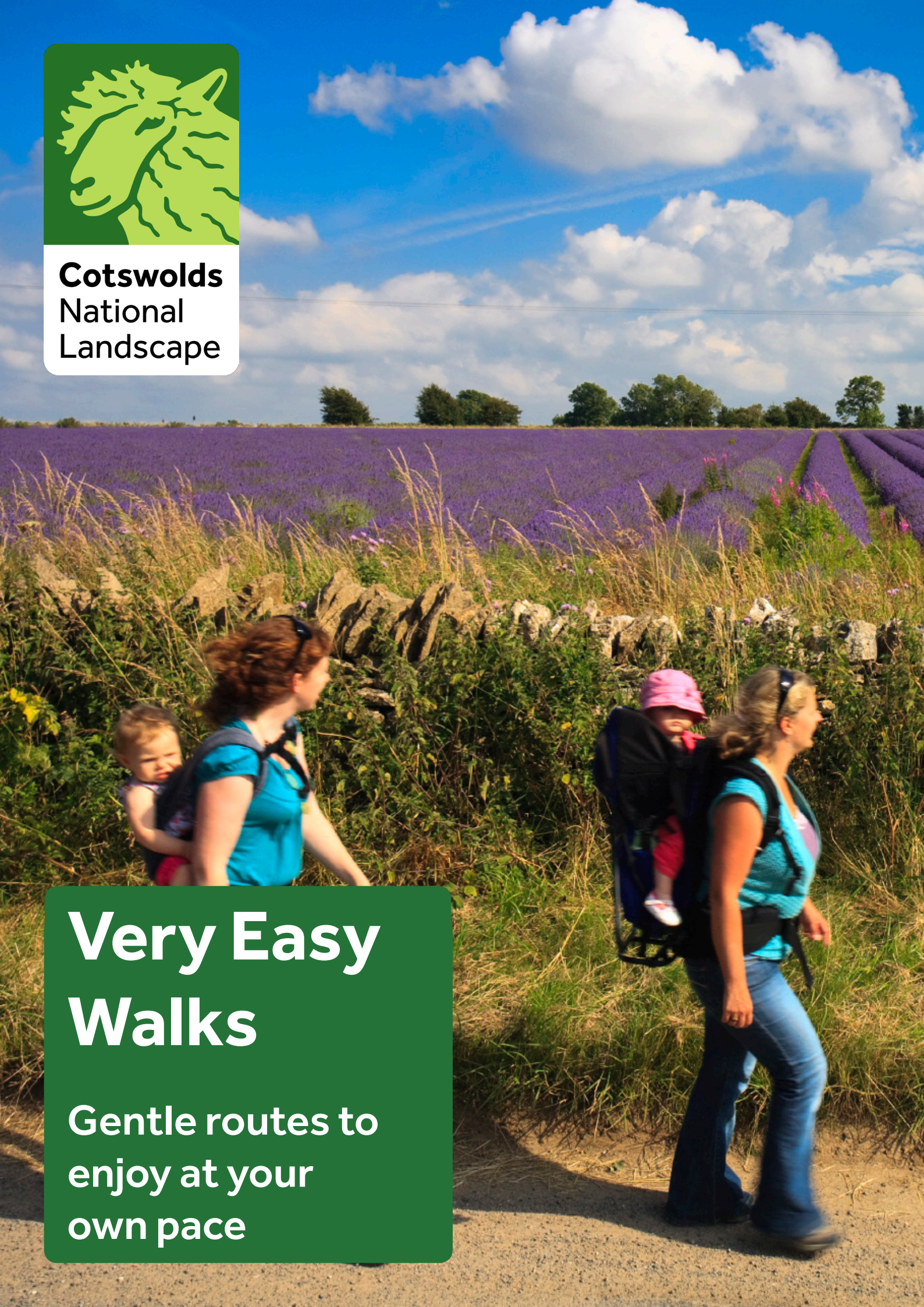




**Cotswolds**  
National  
Landscape

# Very Easy Walks

Gentle routes to  
enjoy at your  
own pace





## Welcome to the Cotswolds – and to some wonderfully easy walks!

There's nothing quite like getting outside and enjoying the beautiful Cotswolds countryside. While many walking guides feature long hikes, sometimes you just want a shorter, simpler stroll – and that's exactly what this guide offers.

We've put together a selection of easy, enjoyable, and attractive routes from all over the Cotswolds. There's something for everyone: some walks follow rivers or canals, while others take you through charming towns and villages.

Each route includes helpful information such as:

- Route distance
- Where to park
- What kind of path to expect (e.g. grassy or hard surface)
- Nearby places for food and drink

While not all walks start near a public toilet, many have one nearby. Most countryside routes are signposted with waymarkers to help you stay on track, and our maps and step-by-step directions are designed to make navigation easy.

Before you go:

- Take a moment to read through the walk instructions carefully.
- Remember that some Cotswold locations (like Bibury) are very popular and can be busy with visitors.
- Some routes may not be suitable for pushchairs or wheelchairs – check the symbols at the top of each walk for accessibility details.
- If you're walking between November and March, be aware that paths can be muddy or slippery. Check the weather and wear suitable footwear.

If you're visiting Bath, there's a separate set of local routes available through Bathscape: [www.bathscape.com](http://www.bathscape.com)

Some towns also have their own walking routes posted on noticeboards in the town centre.

**A big thank you to the Cotswolds Voluntary Wardens** for reviewing these routes and helping us make them better for everyone.

# Contents



**Cotswolds**  
National  
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These walks have been selected for people looking for easy, shorter walks.  
Ideal for young families and people with wheelchairs.

Walk				Walk			
1.	Badminton	2.5 miles		9.	Laverton	1.6 miles	
2.	Bibury	1.5 miles		10.	Leckhampton Hill	2.5 miles	
3.	Cleeve Common	2 miles		11.	Minchinhampton	2.8 miles	
4.	Crickley Hill	0.4 miles		12.	Naunton	3 miles	
5.	Dundas	0.5 miles		13.	Old Sodbury	2.5 miles	
6.	Finstock	2 miles		14.	Rollright Stones	0.5 miles	
7.	Great Rissington	2.75 miles		15.	Stinchcombe Hill	3.25 miles	
8.	Ilmington	0.7 miles					



# Very Easy Walks

## Badminton



The walk is generally level, on a tarmac route through village and park, suitable for all. The path is closed during the Badminton Horse Trials.

**Distance:** 2.5 miles (4km)

**Parking:** Village car park, Badminton.

**Public Transport:** Coachstyle 41.

**Toilets:** None.

**Refreshments:** Post office/shop in Badminton village. Pubs at Acton Turville (1 mile/1.6km) and Luckington (2 miles/3.2km).

**Terrain:** The walk is generally level, on village lanes and public rights of way.

**Start:** Badminton village hall. (GL9 1ET)  
W3W: skills.listen.bills

### Along the way

Badminton House, home of the famous horse trials and birthplace of the game of Badminton, developed as an alternative to indoor tennis. Little Badminton is the location of a medieval dovecote and sunken medieval village.

### Route:

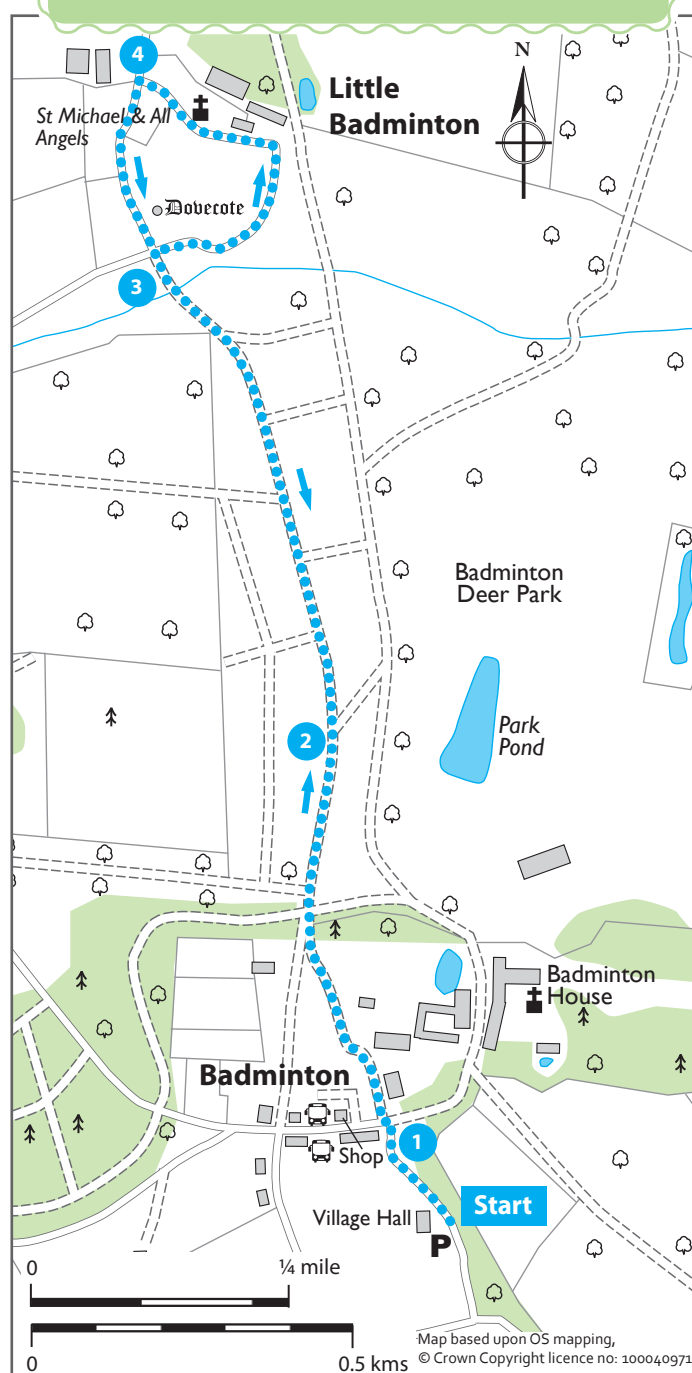
Facing the village hall, turn right and follow the lane into the village. At a sharp left hand bend, **1** go straight ahead into a lane marked PRIVATE ROAD (it is a public footpath) and carry on for 300 metres past farm buildings and paddocks.

You enter Badminton Park through the park gates with a distinctive lodge house on your left, and then follow the avenue ahead which is lined by young trees.

With Park Pond on your right, fork left **2** and pass the horse trial arena. The drive dips and rises gently to another lodge and a gate at Little Badminton. **3**

You return by the same route. All except wheelchair users may extend the walk by a circuit around (but outside) the irregular sloping village green of Little Badminton. Leaving the park turn right down a walled lane, then bear left up to farm buildings.

Turn left to pass Saint Michael's and All Angels, a tiny 13th century church in a very large churchyard. After the church turn left downhill on a minor road, **4** with a good view of a dovecote. The gate back into the park is opposite, go through and retrace your footsteps back to the start of the walk.





A walk taking in a beautiful river, the tranquil old village centre before exploring the surrounding countryside.

**Distance:** 1.5 miles (2.4km)

**Parking:** Park on street opposite toilets or opposite Trout Farm.

**Public Transport:** Pulhams 855.

**Toilets:** Main Street 40p.

**Refreshments:** Pubs and cafés in village.

**Terrain:** Pavements, tracks, grass with two short, steep slopes.

**Start:** Opposite Trout Farm, B4425.

W3W: unzipped.pictured.search

### Route:

Facing the Trout Farm turn right and cross the footbridge over the River Coln. Turn right and follow the pavement with the river on your right. Look out for trout, water voles, ducks and swans in the river. Walk downstream along the B4425. After a footbridge bear right into the village **1**, then left before the church uphill to the main road. Turn right along the pavement for 80m then fork right on a lane signed to Coln St. Aldwyns for 40m **2**. Here turn right downhill on a private road alongside Bibury Court.

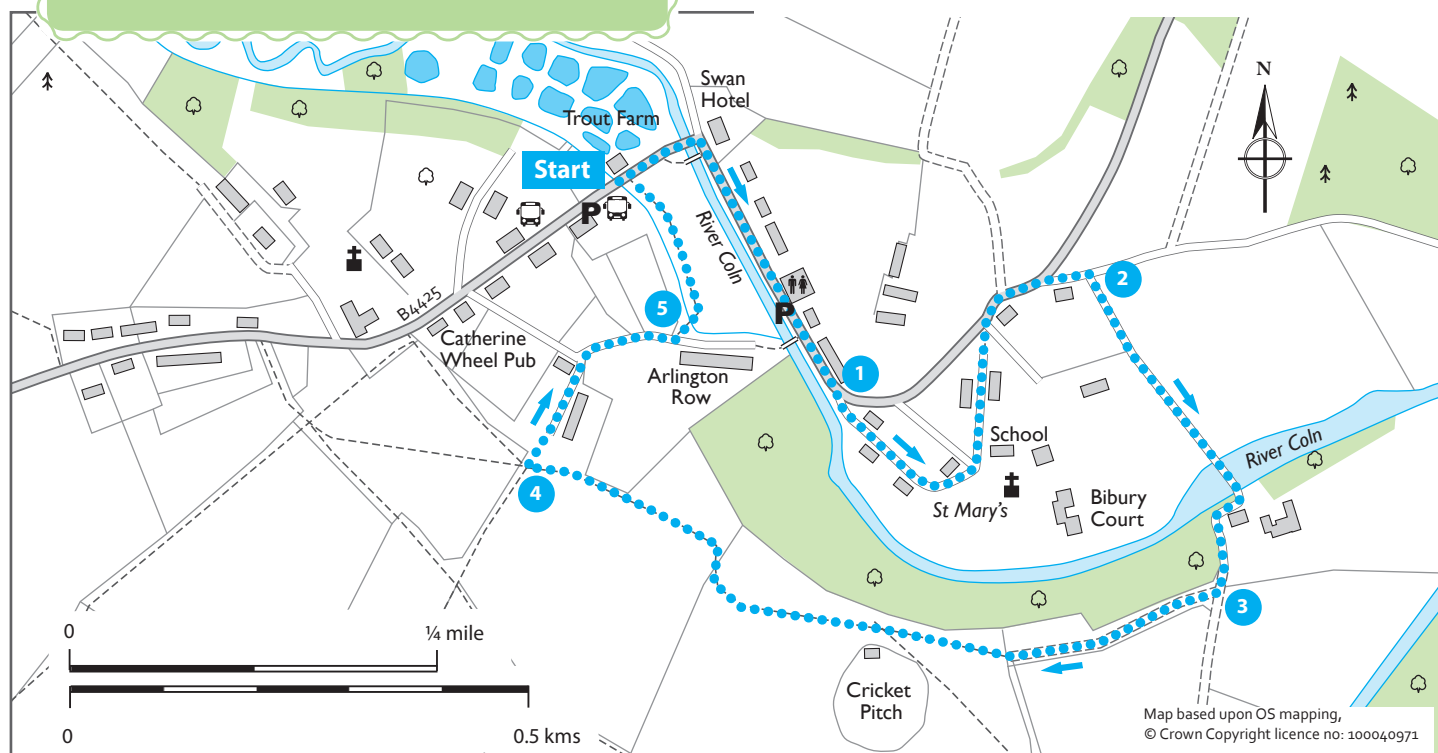
Cross the river and bear right uphill past the old mill stones following the tarmac up a short steep slope past a big house on your left. After a wide gate **3** turn right along the track to reach a cricket pitch. Continue right into the woods for a short distance, then slightly left to a gate in the wall. Go through the gate and straight on level, heading for two gates next to each other **4**.

Take the righthand gate with a path that leads between houses to a tiny triangular green. Fork right, down a short steep hill to the photogenic Arlington Row.

Here you turn left **5** before the cottages and walk alongside the meadow back to the bridge; or go past the cottages to the river and the road where you started.

### Along the way

Pass the Trout Farm, see close up views of the river before visiting the tranquil, oldest part of the village with its Saxon church. Pass an old mill and finish the walk with views of Arlington Mill and Rack Island, an ancient water meadow.





This route has also been designed for off road mobility scooters and is also a great route for families and anyone new to the Common looking for a short walk with fantastic views.

**Distance:** 2 miles (3.2km)

**Parking:** Cleeve Hill Golf Club or Quarry Car Park. Car parking £2/day.

**Public Transport:** Stagecoach W.

**Toilets:** Cleeve Hill Golf Clubhouse.

**Refreshments:** Cleeve Hill Golf Clubhouse has a café which is open to the public.

**Terrain:** Stone track with some loose stones, and grass.

**Start:** Quarry car park.  
W3W: pipe.blanking.irrigate

## Route:

Facing the Quarry car park, turn left along the Cotswold Way. Follow the track gently downhill for approx 400 metres to a waymarker post **1**.

Bear right off the main track onto the grass and continue to the left of the golf course before the route bears right up hill alongside a drystone wall.

Head uphill as the path passes between two patches of scrub and past a marker post. Continue uphill as the track bears slightly to the left and merges into a stone track.

Continue to follow the stone track. Airy views open up and behind one can see Winchcombe **2**.

The valley in front and left of you is called 'Dry Bottom'. The spoil heaps ahead are quarry spoil heaps from quarrying all over the Common, ceasing in the 1940's.

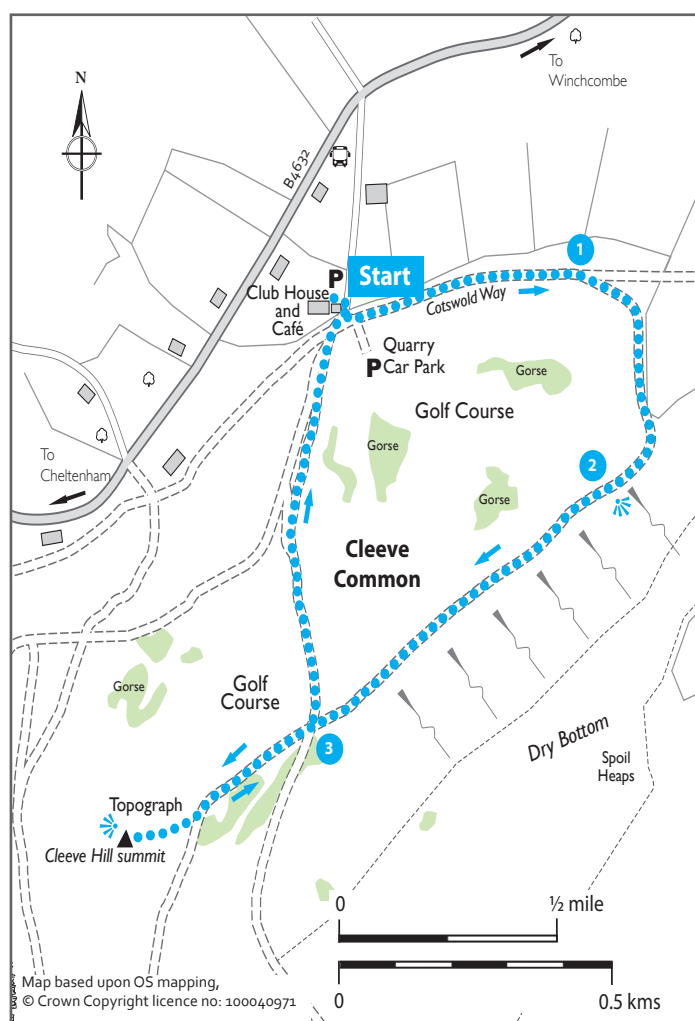
Continue and keep over to the right as you follow the track gently uphill with the view to the radio masts on your left.

After a while the track will start to rise into a steeper climb passing the golf course on your right. Keep to the right-hand side of the track for the flattest route. As the hill starts to flatten, the track forks. Stay right to meet another main stone track **3**.

Cross this track directly towards a marker post and continue uphill. When you reach a marker post and are almost parallel with the radio masts a pyramidal shape (trig point) becomes visible to your right.

When you are almost parallel with the radio masts, the Head for the trig point and to the right a topograph will become visible.

Return the way you came until you meet the stone track again **3**. Turn left and follow the track all the way back down to the clubhouse, keeping the view of the Vale to your left.



## Along the way

Panoramic views north towards Winchcombe, nestling in the valley. At the summit great views of the Forest of Dean, Malvern Hills and the Black Mountains in Wales on a good day.





Family walk for all in a country park, with views from the escarpment over the Severn Vale and then through woodland.

**Distance:** 0.4 miles (0.6km)

**Parking:** Crickley Hill Country Park. Pay and display (£2 all day).

**Public Transport:** None.

**Toilets:** Crickley Hill Country Park visitor centre.

**Refreshments:** Crickley Hill Country Park visitor centre.

**Terrain:** The surface is tarmac, crushed stone, short grass and earth.

**Start:** The walk starts at Crickley Hill Country Park visitor centre.

W3W: questions.stole.barmaid

## Route:

From the disabled parking area with the visitor centre opposite, turn right and follow the path through the gate with a red arrow to the topograph, **1** with elevated views over the Severn Vale to the Forest of Dean, Wales and Shropshire.

Continue in the same direction to arrow no 2, **2** where if you can manage the short moderate climb on a hard surface you will reach the top of the Iron Age hill fort, **3**. Retrace the route back to arrow 2 **2** and turn right picking up the trail of red arrows.

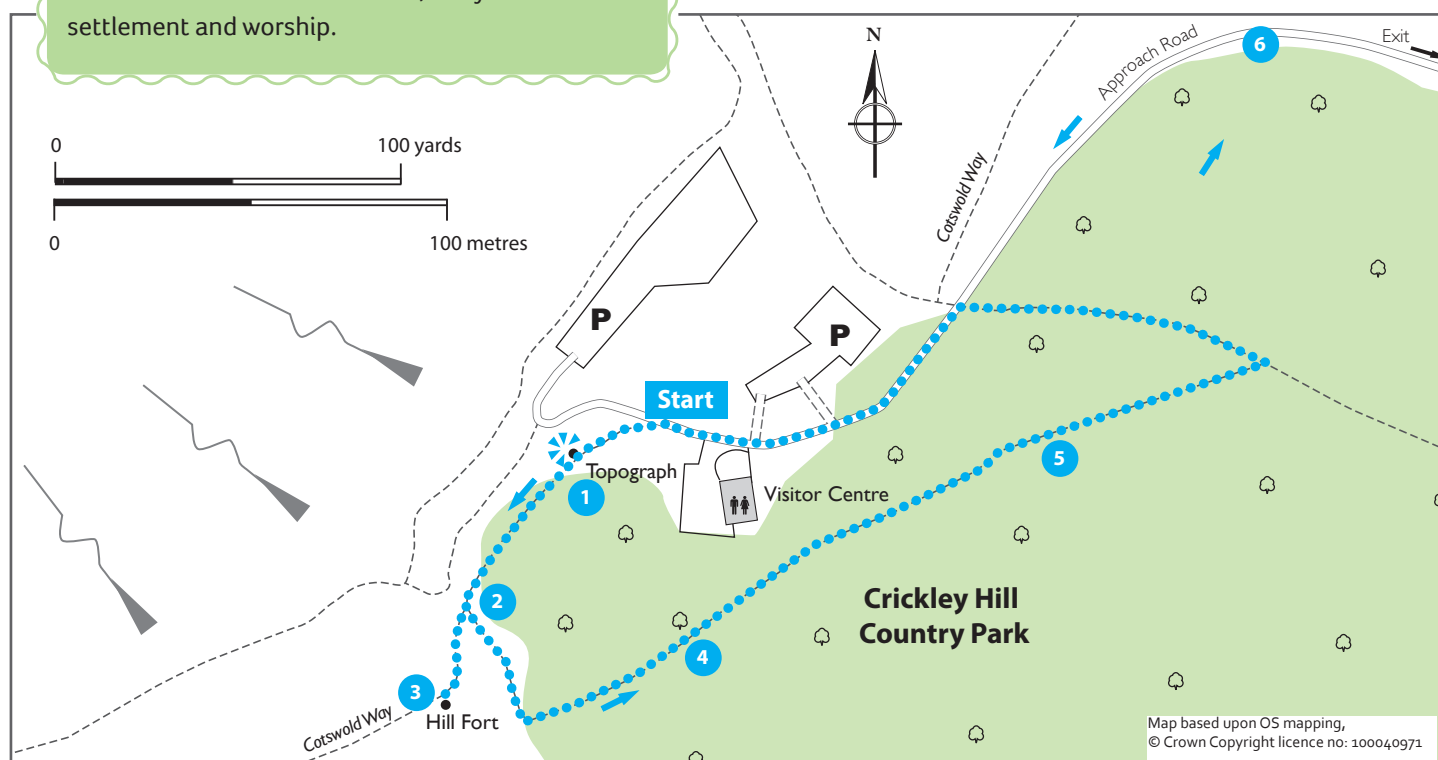
Those who have not taken the slope will turn left **2** and everyone goes across short but uneven grass for 30 metres to a gate with an red arrow. Go through the gate and turn left to cross a short bridge into the woods.

Follow the earth path through the wood past a red arrow, **4** to **5**. Follow the waymarked route eventually reaching a path. Turn left which will lead in 50 metres to the gate on the approach road.

Turn left **6** along the footway back to the visitor centre.

## Along the way

Crickley Hill is a prominent location on the Cotswold escarpment overlooking the Severn Vale towards the Brecon Beacons and Black Mountains. The hill was inhabited for over 4,500 years with settlement and worship.





A rural waterfront path along the Avon Valley to a magnificent aqueduct.

**Distance:** 0.5 miles (0.8km)

**Parking:** Brassknocker Basin Pay and Display car park. Car park gates locked at 9pm in summer and 6pm in winter.

**Public Transport:** Firstbus 94, X84 and D1.

**Toilets:** There are accessible public toilets at Dundas Basin Visitor Centre.

**Refreshments:** Angelfish café.

**Terrain:** The walk to the aqueduct is on gently climbing tarmac, and the canal towpaths are on level smooth grit.

**Start:** The walk starts at Brassknocker Basin car park by masts.

W3W: mice.headed.played

## Along the way

The Kennet and Avon canal towpath at point **2** leads over the aqueduct. Completed in 1810 by John Rennie. The towpath to the left crosses a lifting bridge over a blocked entrance to the Coal Canal.

## Route:

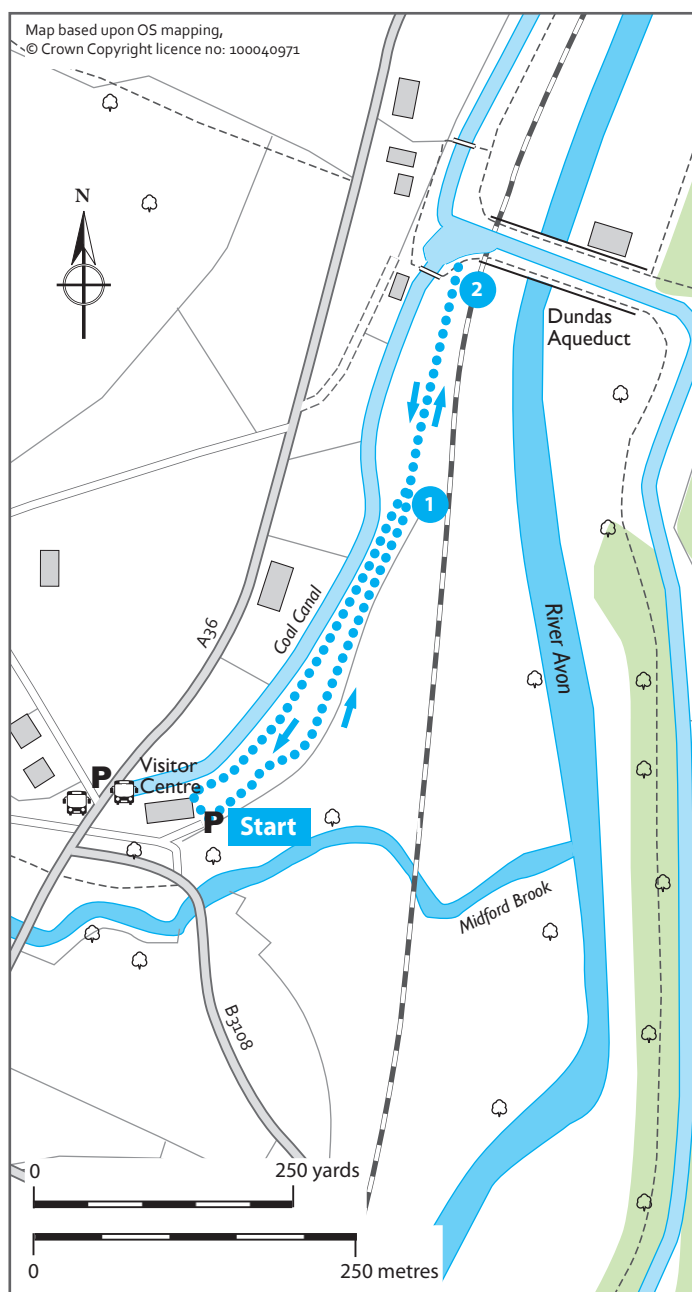
From the opposite end of the car park to the payment machine, take the level path between offset wooden gates which climbs gently alongside the valley. After 250 metres and a short steep ascent, take note of the gate on your left **1** with signs to the Angelfish Café and visitor centre.

Continue for 150 metres and after another short climb passing through gates locked at 9am summer/6pm winter you arrive at an information board on the Kennet and Avon Canal.

The aqueduct is on your right and the basin and wharf are on your left. Turn back here. **2** On your return it is well worth turning right at the gate **1** to walk alongside the Coal Canal, now used as moorings, to the visitor centre, café and boat/cycle hire (open all year).

From here a steep zigzag path leads down to the car park, but it is not recommended for wheelchair users.

It is best to walk back to the gate **1** and turn right along the original tarmac path.







Finstock, used to lie in a clearing in Wychwood Forest that stretched from Woodstock to Burford. Enjoy the open views of farmland, rolling hills and distant woodlands.

**Distance:** 2 miles (3.2km)

**Parking:** Park along School Road, Finstock.

**Public Transport:** Pulhams A, X9.

**Toilets:** None.

**Refreshments:** The Plough Inn.

**Terrain:** Mainly gentle undulating terrain with some stony uneven ground in places.

**Start:** On School Road in Finstock, look for a road called Ward's Lane (opposite the post box).  
W3W: dupe.chose.accent

### Route:

Proceed down Ward's Lane, after 200m the lane ends at a metal gate. Take the footpath signed to the right.

Follow the side of a field with a hedgerow on your right to the corner of the field, keep straight on, leaving the field onto a narrow and short descending section.

At the bottom of the hillside **1**, turn right along the track which will take you back up towards the village. The track becomes Dark Lane and ends at the road opposite the Plough Inn. Take the signed path to the right of the pub by the side of the car park. Go through a wooded area, and a gate until you reach a second gate into a field.

Go through **2** and follow the waymark sign that points to the right by the side of the field. After about 200m, the footpath bears to the left across the field.

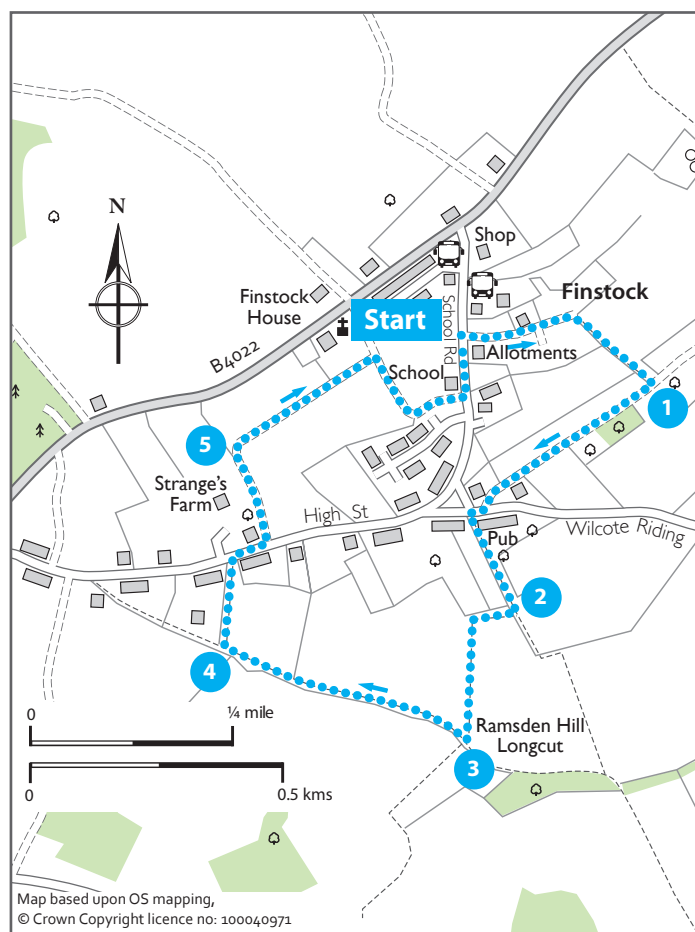
After 300m, on the far side of the field **3**, take the footpath signposted to the right. Walk along the side of the field and after 500m leads to a gate. Go through and proceed straight to a second gate in the corner.

Do not go through this gate **4**, bear right and proceed along the path that takes you past the garden boundaries of village houses on the left with an open field on the right.

At the end of the field, go through the gate. Continue on the track bearing downhill to the left. At the street turn right for about 100m. Take that footpath on the opposite side of the road which leads you up the side of a field. After about 400m, look out for a waymark post signed to the right **5**. Take this path across the field.

At the end of the field, pass through two gates alongside the cemetery until you reach a broad track. Turn right and head down the track towards the village. The track bears to the left taking you past a playground and the school on the left.

You are now back on School Lane and your starting point.



# Very Easy Walks

## Great Rissington



Offers beautiful scenery, water meadows and a section of the River Windrush

**Distance:** 2.75 miles (4.5km)

**Parking:** Marked parking in village, also on hill towards the church.

**Public Transport:** None.

**Toilets:** None.

**Refreshments:** The Lamb Inn.

**Terrain:** Grass, stony tracks, fields (sometimes ploughed with path not always clear).

**Start:** Continue along the road from the village to the entrance to St John the Baptist's Church, the start.  
W3W:timer.liners.outlooks

### Route:

With your back to the church gate, bear right into the private road until you reach the entrance to the Windrush Agricultural Estate **1**.

Turn right following the road passing in front of two houses to a gate. Go through and continue with the line of fir trees on your left for about 150 metres until you reach the corner of a field. Go half left, as indicated by the footpath sign, diagonally across the field to the far hedge.

At the hedge, go through the gap and turn right to follow the field edge for about 150 metres to reach a waymark pointing half left. Follow the path diagonally across the field to the far corner to reach the woodland bordering the Windrush **2**.

Turn left into the wood to follow the clearly defined path with the Windrush on your right. Opposite is the Sherborne estate wetlands and water-meadows.

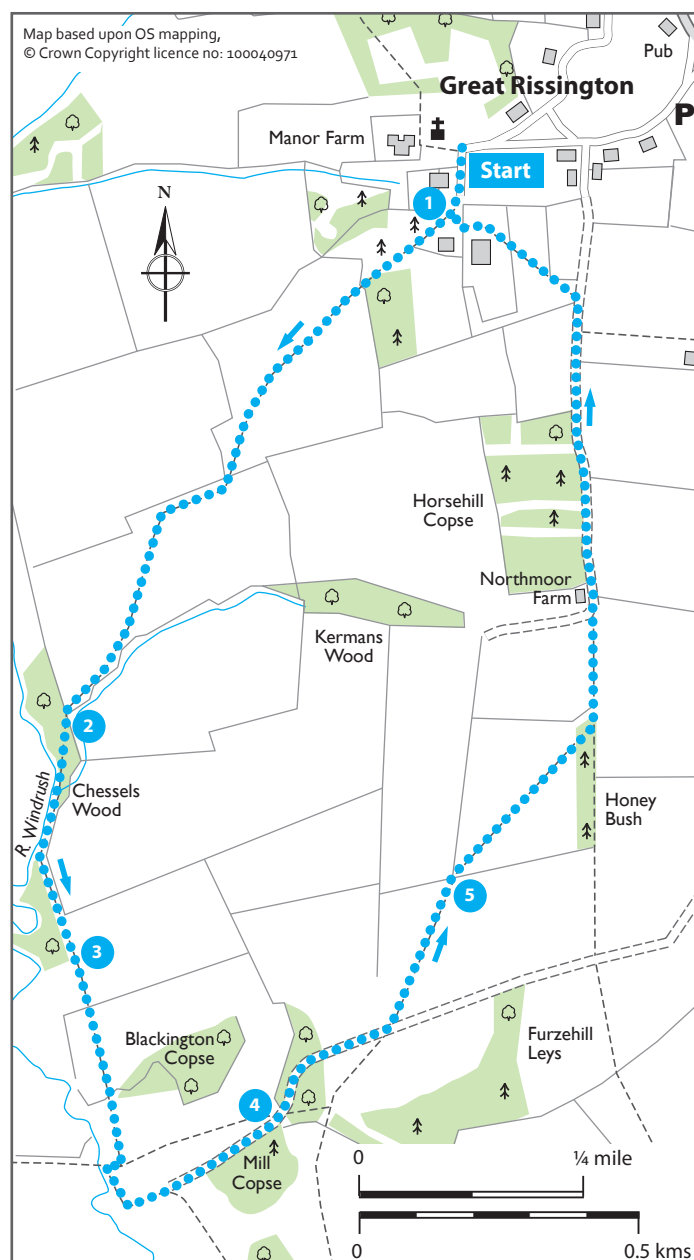
About 100 metres after passing through a gate and crossing a footbridge **3** turn half left to leave the wood and enter a field. Cross and go through a gap at the end of Blackington Copse, follow the waymarked sign across the next field to its edge, cross the next field and the following one until you reach the field edge. Turn left and follow the track uphill with Mill Copse on your right.

At the top corner of the copse, **4** turn left to follow the bridleway for 100 metres where you turn right across the field on a wide track to head to a small group of trees. At the trees, turn half-left to head cross the field towards the hedge.

At the hedge go through a gate **5** and go diagonally

across the field (if crops in the field, you should see a faint path) heading for the left hand of a line of trees ahead. Go through the gap at the end of the trees to reach a well defined track. Continue along this track for 0.8km until you reach a restricted byway on your right.

Turn left, then immediately bear right down a grassy track across the field towards a farm gate in the hedge with the church beyond. Turn left at the gate to follow a track round the end of the houses to reach the road leading to the entrance to the Estate **1**. Turn into this entrance, then immediately half-right to follow the private road back to the church.





Village walk on hard surface illustrates Ilmington's apple heritage, passing small orchards and visiting the magnificent Apple Map in Saint Mary's Church.

**Distance:** 0.7 miles (1.2km)

**Parking:** Park in Back Street near Saint Mary's Church, Ilmington.

**Public Transport:** Stagecoach 51, 75.

**Toilets:** Shipston on Stour and Chipping Campden.

**Refreshments:** The Howard Arms, Red Lion and the village shop/café on Upper Green.

**Terrain:** Paths, gentle incline and two sections of road.

**Start:** St Mary's Church, Ilmington.  
W3W:timer.liners.outlooks

### Route:

Facing the church notice board in Back Street, turn left and take the pavement alongside the churchyard (site of the old school) gently downhill past the Dower House on your left and a sheep field on your right. At the village school **1** cross the road and follow the pavement for 250 metres.

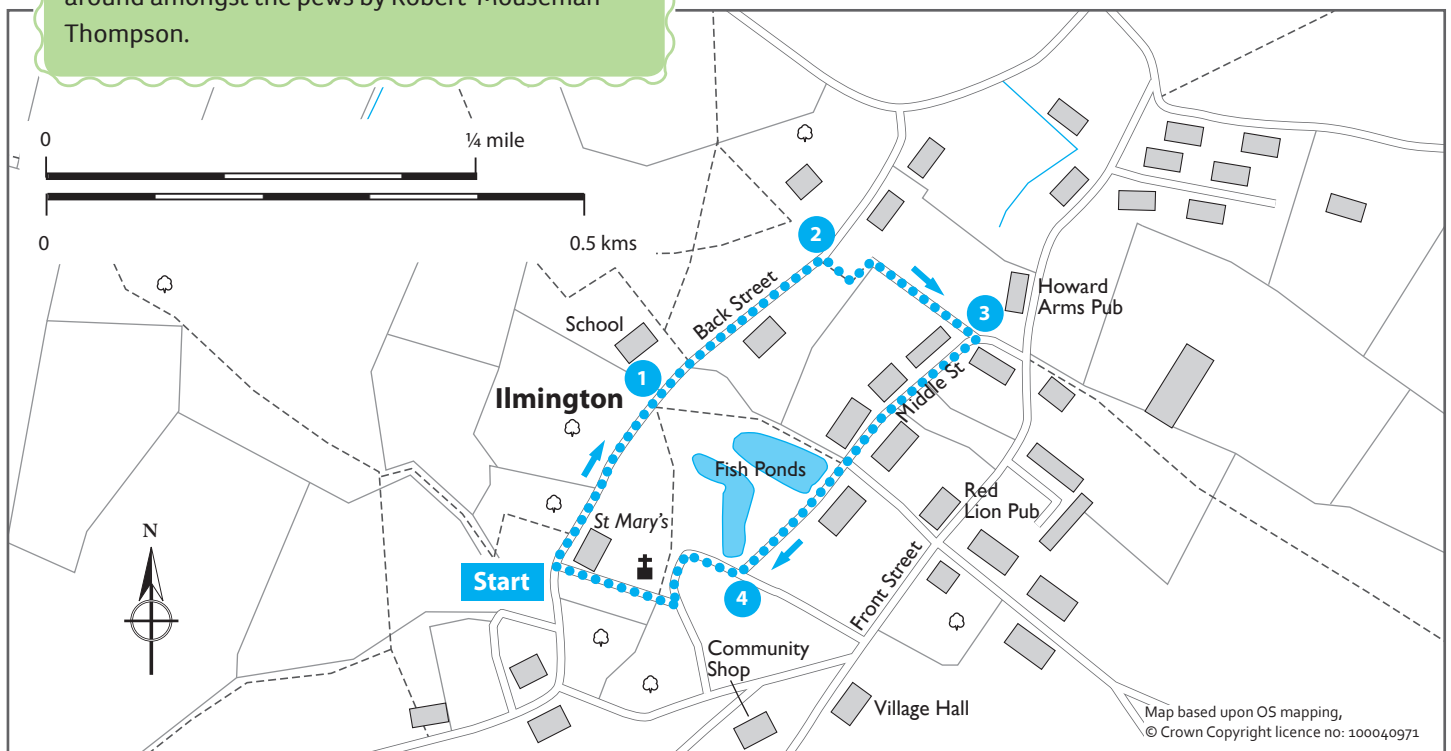
Just before a farmyard on your left **2** cross the road and enter a signed footpath on a gravelled driveway between houses. After the second house turn left onto a narrow path to the right of two garages and then turn right alongside a drystone wall. The orchard on the left has apple and plum trees that were planted and grafted by a villager who learnt his skills in the village school nearly 100 years ago. Soon you arrive at Lower Green, with the Howard Arms on your left and the village notice board facing you **3**.

Here turn right up Middle Street. After a bollard at 150 metres the street becomes a traffic-free footpath beside a stream and the fish ponds. Facing a thatched house **4** you turn right, left and then right again to follow the avenue of lime trees past the church to Back Street.

### Along the way

The church hosts some fascinating features. The embroidered Apple Map depicts the locations of the ancient orchards of the village.

The church has eleven carved mice dotted around amongst the pews by Robert 'Mouseman' Thompson.



Map based upon OS mapping,  
© Crown Copyright licence no: 100040971





Walk for all between two secluded villages on a level stone bridleway, pavement and quiet lane.

**Distance:** 1.6 miles (2.6km)

**Parking:** There are two roads which turn off the B4632 signposted Laverton. The southerly road leads directly into the middle of the village to reach a road junction with a small green and circular seat. The northerly road leads to a T-junction, turn left to arrive at the small green.

**Public Transport:** Pulhams 606 on B4632 0.3 miles (0.49kms).

**Toilets:** Nearest public toilets in Church Close, Broadway, 2½ miles (3.7kms).

**Refreshments:** Numerous places in Broadway.

**Terrain:** An easy there and back flat path of 1.6 miles (2.6kms) on stone and tarmac.

**Start:** The walk starts at the small green in the village by a 'No through road' sign on the left. Please park considerably beside the road.  
W3W:fevered.companies.anode

### Route:

At the T-junction with a seat, face up the road from the direction you arrived, there is a bridleway on your left by a 'No Through Road' sign, turn left along the bridleway. Follow the stone path past a redundant red telephone box, now the village library!

Follow the stone path passing fields on both sides, before the path bears slightly right to emerge between a house and driveway to meet a lane.

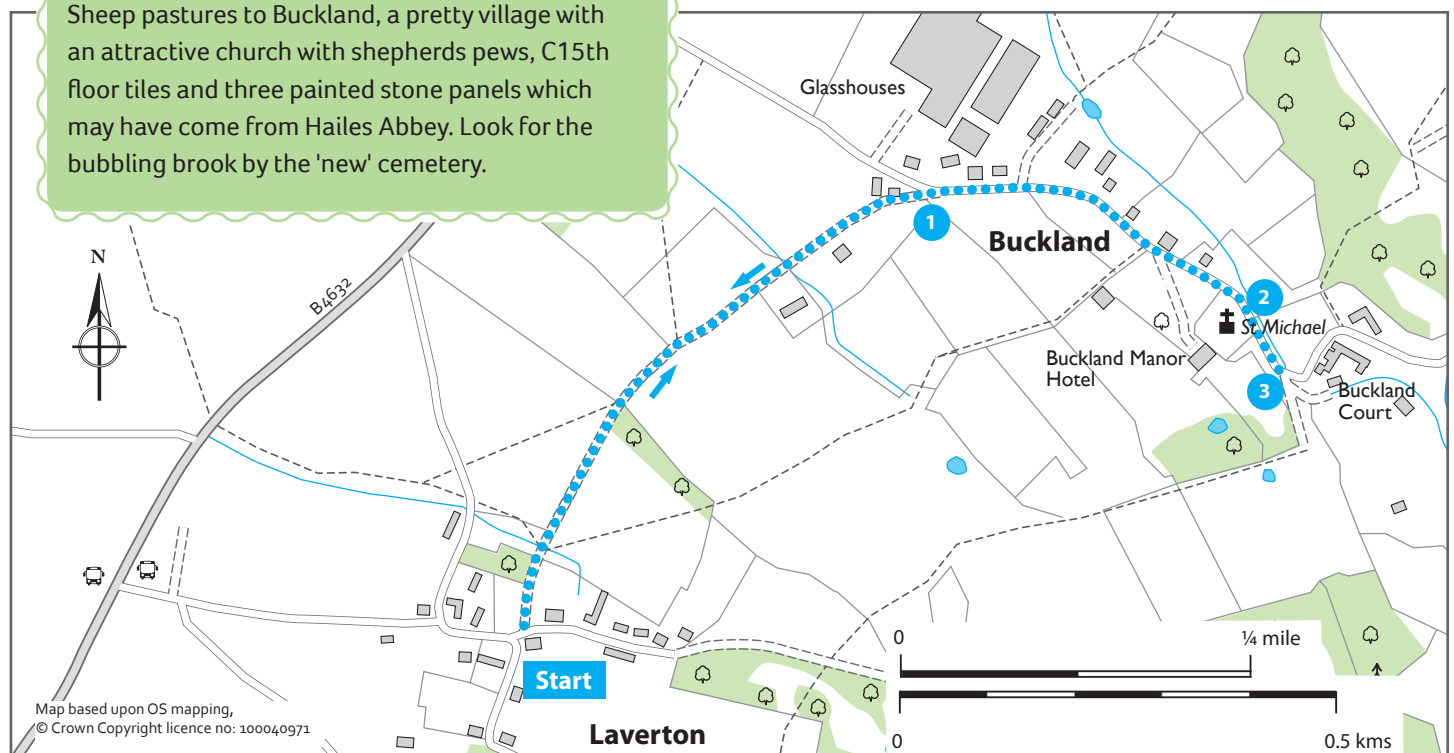
**1** Turn right along the lane until you reach a red telephone box on your left. Cross the road and join the pavement, set back from the grass verge. Follow the pavement into Buckland passing lovely drystone walls, beautifully kept cottages and gardens. The entrance to Buckland Manor hotel is on your right followed by the entrance to Buckland Church **2**, a sloping path taking you up to the entrance.

Here the pavement finishes and if you wish, continue along the lane past the newer cemetery with a lovely flowing stream beside you. Continue to the bend where you reach Buckland Court (now holiday accommodation)

**3**. Here the route finishes so please return the same way.

### Along the way

Sheep pastures to Buckland, a pretty village with an attractive church with shepherds pews, C15th floor tiles and three painted stone panels which may have come from Hailes Abbey. Look for the bubbling brook by the 'new' cemetery.



Map based upon OS mapping,  
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The route is a mix of hard or grassy and mostly flat surface accessible by any reasonably sturdy mobility scooter. Can be muddy after rain.

**Distance:** 2.5 miles (4km)

**Parking:** Brownstone car park in Hartley Lane. Access is from Leckhampton Hill Road or the A435.

**Public Transport:** None.

**Toilets:** None.

**Refreshments:** Star Bistro (Mon-Fri) Ullenwood GL53 9QU. Hungry Horse pub, Seven Springs GL53 9NG or the Wildlife Trust Café at Crickley Hill.

**Terrain:** Hard or grassy surfaces mostly flat with mild slopes.

**Start:** The walk starts Brownstone quarry Car Park, Hartley Lane Leckhampton.  
W3W: fronted.goose.during

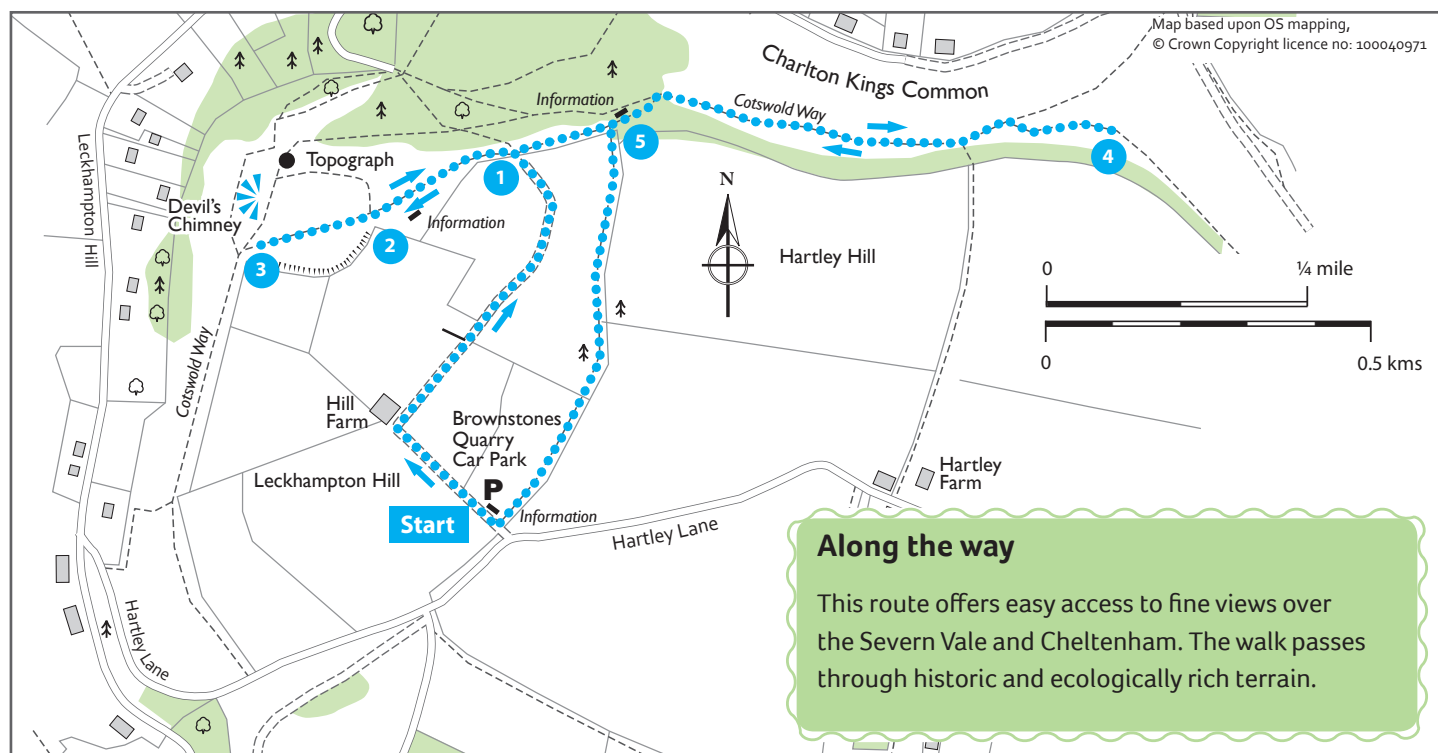
## Route:

From the car park turn right and take the track past the barn, continue through a gateway onto a tarmac path to meet a cross path at **1**. Turn left and shortly go through a gate to find an information board **2**. Follow the tarmac path through a gap in the earthwork and pick the leftmost or centre path ahead to proceed to find the Cotswold Way **3** as the ground falls away.

From **3** retrace your footsteps to **1**, continue ahead along the path with the fence on your right to go left through a gate rejoining the Cotswold Way and continue up a short sharp rise to another gate. Now take the gravel trail alongside the wall with an information board.

Towards **4** the path narrows at a Cotswold Way marker post, then forks. Take the right fork looping gently round through a copse to begin your return to **5**.

Turn left passing through the gate. now go ahead down a hard path back to the start, alongside a disused brownstone quarry to meet a gap, turn right to return to the car park.





Walk on the common, around an old market town, then a down-and-up through the village of Box. The last climb is steep, but there is a short cut.

**Distance:** 2.8 miles (4.5km)

**Parking:** Minchinhampton (near Stroud) free car park in Bell Lane.

**Public Transport:** Stagecoach 620, C59, C63, C69.

**Toilets:** Bell Lane.

**Refreshments:** Pub and café in Minchinhampton.

**Terrain:** Mainly grassy paths and pavement.

**Start:** Car Park, Bell Lane.

W3W: stunner.unspoiled.holdings

house on the far side of Windmill Road **2**. Cross the road in front of the house (Windmill Place), turn right and shortly left at Windmill Lodge to rejoin the common, with the wall on your left. Continue to follow the wall to playing fields. Follow the line of the wall to two trees and a seat at a road **3**. (If you don't fancy a climb at the end of the walk turn left along Common Road for a short cut back into town. Mind the traffic.)

Otherwise cross the road and go ahead downhill on grass towards a row of houses. Your target is the house on the left of the row with eight tall windows.

Walk to the right hand corner of the house **4** where a stone squeeze stile takes you down a walled path through a second squeeze stile to a road where you turn left and soon reach the church. After 200 metres follow the road left and immediately first right **5** on a track signed "to Longfords."

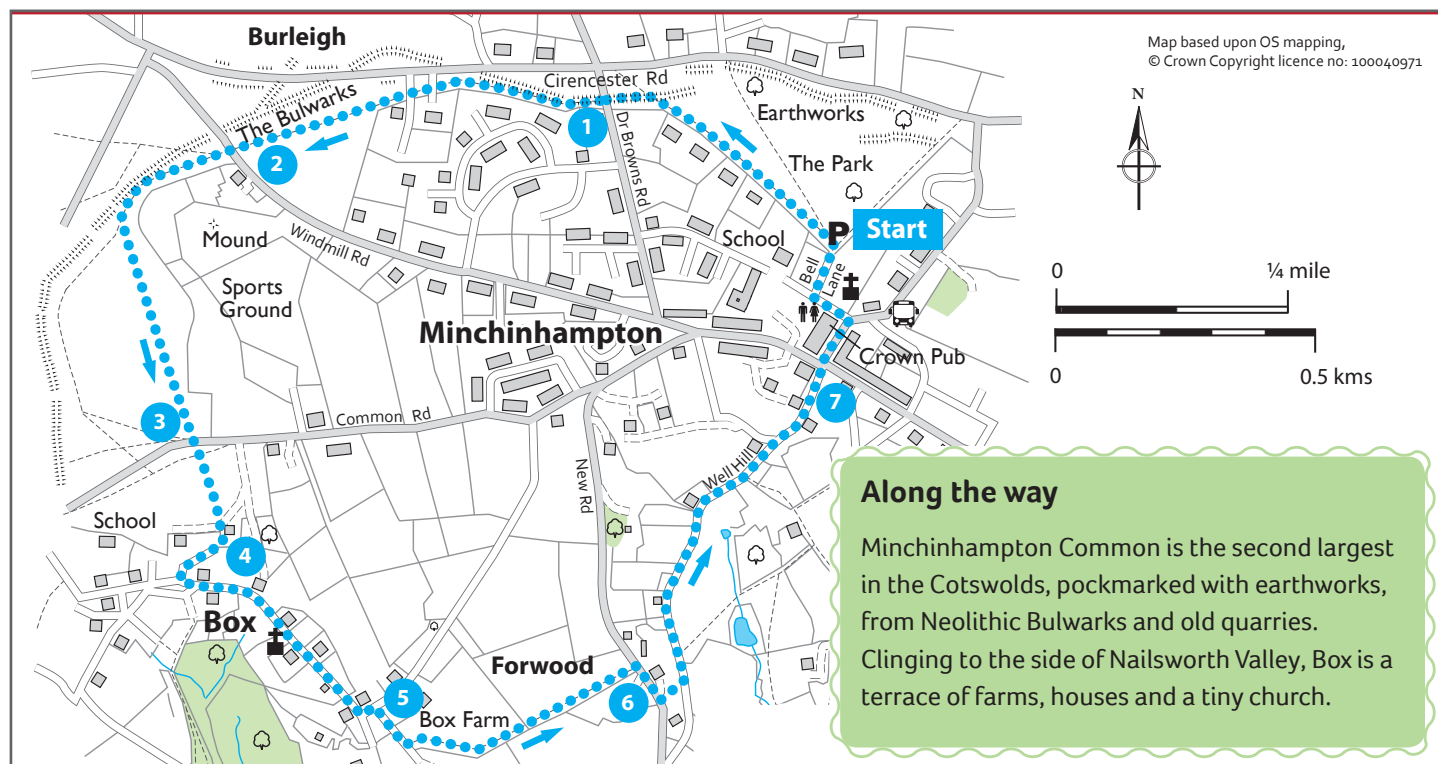
In 100m turn left through a gate and follow the wall on your right through a series of gates with views. After the last gate drop down to a lane at Forwood **6**. Turn right then left and left again for a view of Minchinhampton on the hilltop ahead.

Walk uphill on the lane before you follow pavement ahead to crossroads **7** and into the high street. At the war memorial turn left into Bell Lane and back to the car park.

## Route:

From the car park follow the left path with the open space on your right along the grass path until you reach a road. Cross the road **1** and carry on between the houses and the Iron Age bulwarks on the right alongside the wall as far as the last house (Westfield).

Where the wall turns left carry straight on, heading for a large





# Very Easy Walks

## Naunton



Take in the deserted medieval village of Lower Harford, the area around Naunton Village and a small section of the Windrush Way.

**Distance:** 3 miles (4.8 km)

**Parking:** Park considerably in Naunton Village.

**Public Transport:** None.

**Toilets:** None.

**Refreshments:** Black Horse Pub, Naunton.

**Terrain:** A mixture of road and grass with one ascent and descent of approx 35 metres.

**Start:** Black Horse Pub, Naunton.  
W3W: ponies.uncouth.drum

### Route:

With your back to the Black Horse pub turn left to proceed along the lane for approx 1 mile (1.6 km) until you reach a cross roads with the B4068. **1**

Cross the road to follow the right hand lane opposite to Lower Harford Farm. Near the farm entrance, cross the footbridge over the River Windrush. The bumps in the field south of the river indicate the site of the deserted medieval village of Lower Harford.

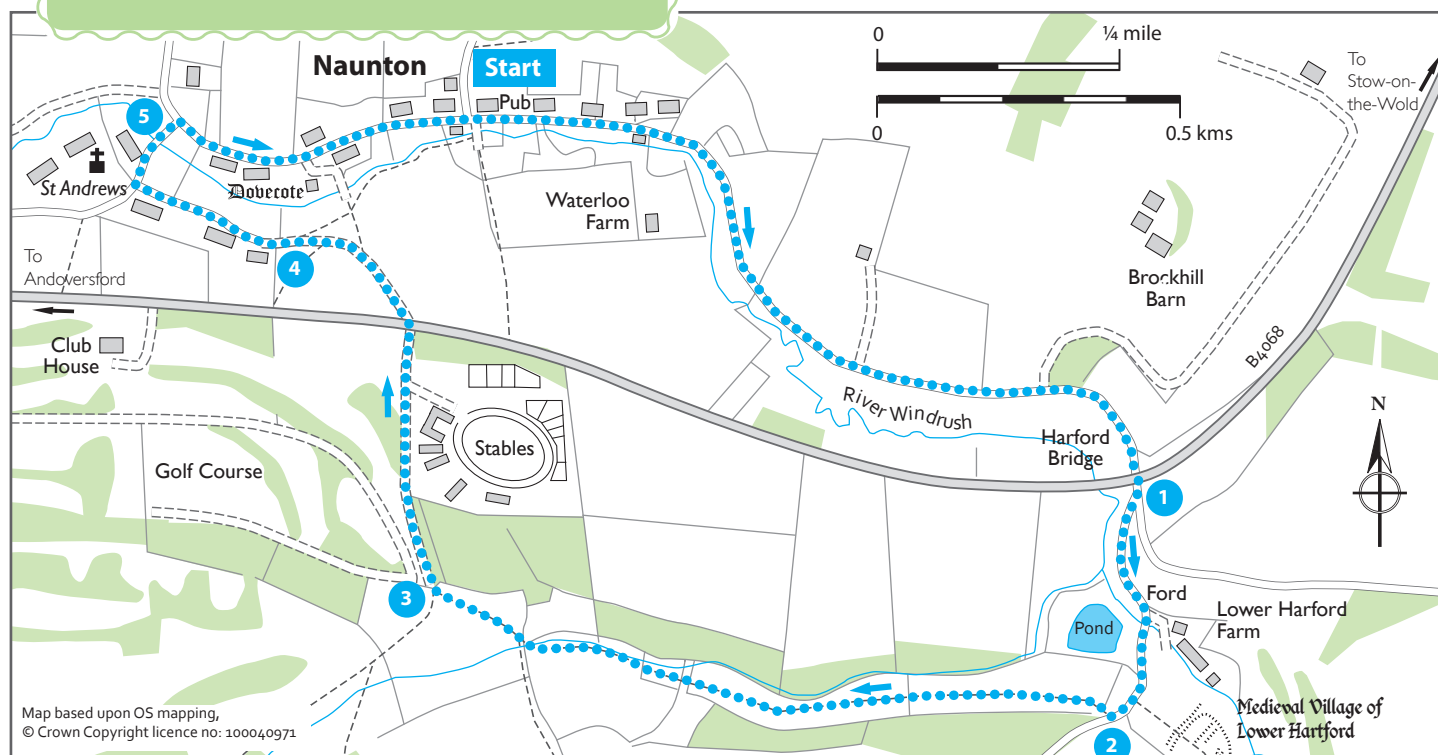
Leaving the farm, follow the lane a short distance uphill to a signpost in the hedge on the right hand side marked 'Windrush Way' **2**. Turn right at the signpost and then left downhill to follow the Windrush Way along the valley floor for approx 1/2 mile (0.8 km) passing through a field gate and over a stile and through a third field until you reach a gate. Go through and turn right over a stone bridge and stream. Follow the steep path uphill to a gate **3**.

Follow the blue arrow to a road, cross (B4068) to a farm gate. Follow the track downhill, bearing left at a fork in the path and through the field gate **4**, signposted Wardens Way. Follow the lane to a T-junction, turn right cross the Vicar's Bridge **5**. Bear right at the junction, then uphill and follow the road.

Continue along the street to the Black Horse Pub.

### Along the way

Panoramic view of the river, village and church. St Andrew's Church has been much modified over the centuries, it has a wineglass pulpit and look out for its two sundials. By the village hall look on the right for a sign 'To the Dovecote'.



# Very Easy Walks

## Old Sodbury



A fascinating walk taking you back to England in the Iron Age, the Roman era and Saxon period.

**Distance:** 2½ miles (4km)

**Parking:** Limited parking by St John's Church.

**Public Transport:** Coachstyle 41, Stagecoach 620, C62.

**Toilets:** None.

**Refreshments:** The Dog Inn.

**Terrain:** A flat walk apart from the hill fort which has short steep inclines.

**Start:** St John's Church, Church Lane, Old Sodbury.  
W3W: scrap.eagles.weds

### Route:

Go through the lych gate and cross St John's churchyard for a wonderful view across the Vale of Berkeley.

Through the church kissing gate bear diagonally right on the grass downhill towards (but not through) a kissing gate ① in the hedge at the bottom. Thirty metres before the kissing gate turn right to head north alongside a large depression on your left which was a medieval fishpond. Carry on through a series of gates until you see a lane ahead. The gate is a little to your right under a pylon ②.

Cross the lane into a meadow and head to the right of a white house behind a hedge. Take the gate onto a lane ahead into Little Sodbury and St Adeline's Church ③. It's only 150 years old, but is based on the medieval chapel of Little Sodbury Manor, where William Tyndale was chaplain and tutor while starting to translate the New Testament into English.

Don't leave the church without reading his letter from a Flemish prison cell (asking for a warm coat, a candle and his Hebrew bible) before he was burned at the stake. It hangs on a nail beside the lectern.

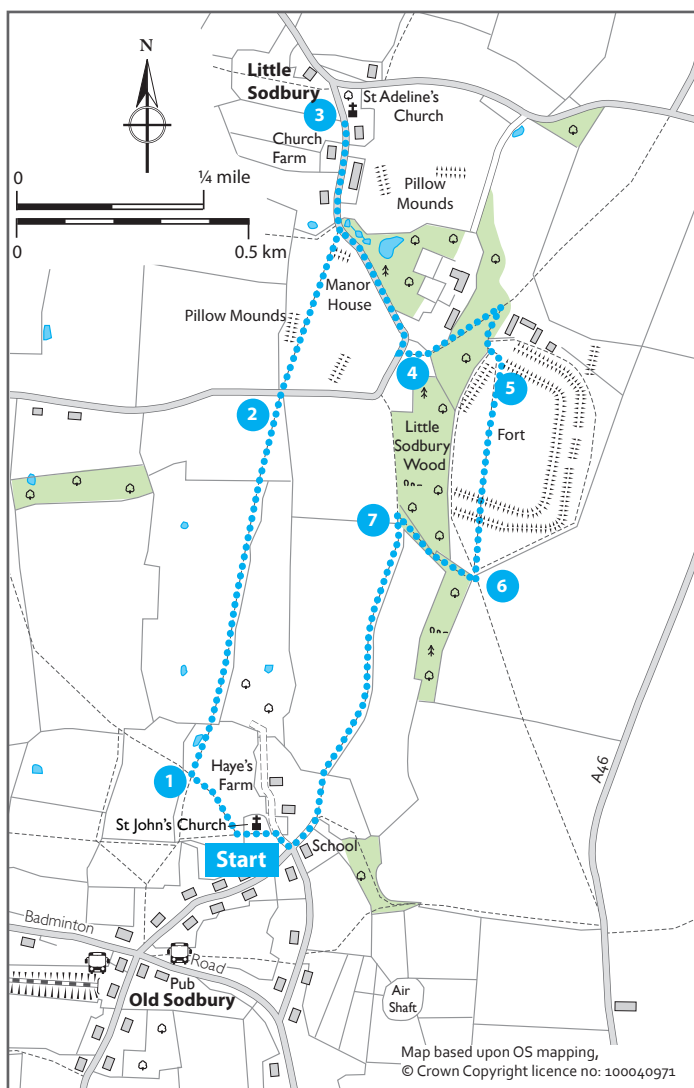
From the church go back along the lane (following Cotswold Way signs) as it bends left and climbs to two stone gateways on the left. Just past them ④ take a wooden gate on your left into a small orchard and follow the Cotswold Way into the woods and a short climb towards the fort above you. When the slope eases, turn right on an easy path below a stone building, through another gate and you are at the entrance to the fort ⑤.

The Cotswold Way goes straight across the fort, please keep to the path and not walk over the ramparts on your left to the far side ⑥ at a gate. The path drops quickly out of the wood and turns sharp left ⑦.

From here it's an easy walk with views on your right. The next gate leads into a short muddy path between the school and the church back to the start.

### Along the way

C13th St John's the Baptist Church which underwent substantial restoration during 1869. The Iron Age hillfort possibly strengthened by the Romans. In 577 the Saxon army camped here before the Battle of Dyrham and in 1471 Edward IV rested here before the Battle of Tewkesbury.



# Very Easy Walks

## Rollright Stones



**Cotswolds**  
National  
Landscape

Short walks on stone and grass paths round a prehistoric site with wide views.

**Distance:** 0.5 miles (0.8km)

**Parking:** A left turn off the A3400 signed to Little Rollright and Little Compton appears very quickly after the crown of a hill. Take the lane for 0.5 mile (0.4km) and park in either of the lay-bys on the left.

**Public Transport:** None.

**Toilets:** Public toilets in Chipping Norton, at the Worcester Road car park.

**Refreshments:** Chipping Norton or Wyatt's farm shop and tea room 1 mile (1.6km).

**Terrain:** A mixture of crushed stone and grass paths, and gentle slope.

**Start:** Off A3400 signposted 'Little Rollright' in lay-by.  
W3W: case.reverses.dove

### Route:

The walk leads to the all three sites which make up the Rollright Stones.

Enter the site through the gate by the lay-by. The short first section is on smooth rolled limestone. At the end **1** turn either left for the Whispering Knights or right if you wish only to see the King's Men circle.

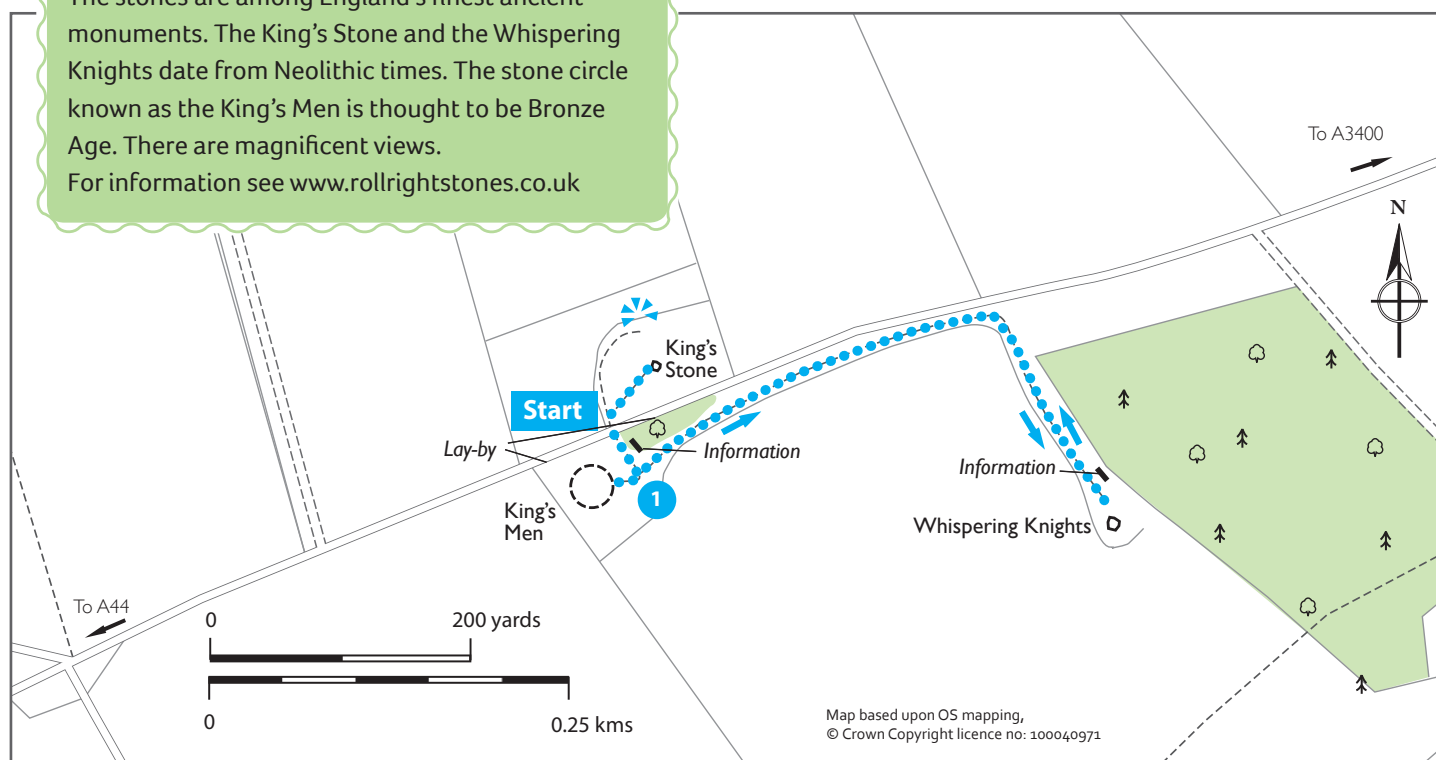
The path to the Whispering Knights leads between the hedge and the fence, turning right after 290 metres to descend very gently to an information board. The final approach to the monument is across 30 metres of uneven grass. Return the same way that you came.

The site is open from dawn until dusk. To visit the King's Stone cross the road. When manned there is a requested charge of £2.

### Along the way

The stones are among England's finest ancient monuments. The King's Stone and the Whispering Knights date from Neolithic times. The stone circle known as the King's Men is thought to be Bronze Age. There are magnificent views.

For information see [www.rollrightstones.co.uk](http://www.rollrightstones.co.uk)





# Very Easy Walks

## Stinchcombe Hill



Walk around Stinchcombe Hill offering stunning views of the Cotswold Escarpment, Severn Vale and Forest of Dean. Enjoy snippets of local history and a monument.

**Distance:** 3¼ miles (5km)

**Parking:** Public car park on Stinchcombe Hill, not the Golf Club car park.

**Public Transport:** None.

**Toilets:** None.

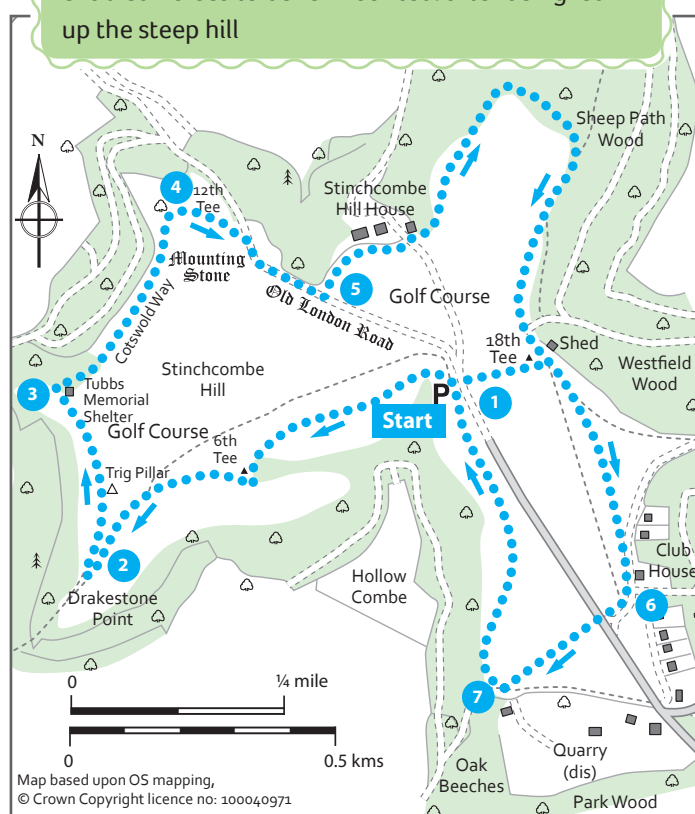
**Refreshments:** Golf Clubhouse.

**Terrain:** Much of the hilltop is leased to the golf club. Please keep to the hard/grass paths and respect the golfers.

**Start:** Public car park on Stinchcombe Hill.  
W3W: smaller.clerk.mavericks

### Along the way

The stone seat is a monument to Sir Stanley Tubbs a local benefactor who gave the hill in trust to the local people for recreation. There is a mounting stone on the side of the old London Road, a coach road from Berkeley Castle. The mounting stone enabled horses to be re-mounted, after being led up the steep hill



### Route:

Park opposite the wide view down the valley **1**. Proceed to the information panel on the north side of the car park. Walk past the panel towards a black iron bench in front of you, then follow Cotswold Way (CW) marker posts to bear left around the top of Hollow Combe with the golf course on your right. Follow the CW marker posts to pass between the woods and the sixth tee to the slope overlooking Stancombe Park. Turn right and follow the path out to Drakestone point **2**.

Here are fine views. Take the path back along the spine of the hill to reach the OS Trig Pillar and Topograph. Bear slightly left to follow the path down to the memorial shelter **3**. Go around the shelter and follow the path through woodland and emerge to pass behind the 11th tee and on to the mounting stone **4**. (Carefully cross in front of the 12th tee on your left, shortly before the mounting stone).

Turn right on the hard track at the mounting stone and then swing left **5** to follow the wood edge on your left. Cross a tarmac road in front of Stinchcombe Hill House and follow the track ahead through a short stretch of woodland then cross open grassland with views to your left.

After passing three wooden benches enter woodland at the right hand of two marker posts and continue to reach a viewpoint and seat overlooking Dursley.

Continue on keeping high with the woods on your left (do not take track descending into woods). When you reach the groundsman's sheds there is an option of a shortcut back to the car park, see option A. Otherwise, pass between the groundsman sheds and the 18th tee and proceed on the waymarked track across the open grass to reach the clubhouse **6**.

Just past the clubhouse turn right on the waymarked path to cross the road and on towards the woods ahead **7**. Turn right before entering the woods and follow the path along the edge of the hill back to the car park.

### Option A

To shortcut back to the car park, follow the footpath marked by posts from near the groundsman's shed across two fairways to the car park. Take particular care when crossing the fairway closest to the car park.