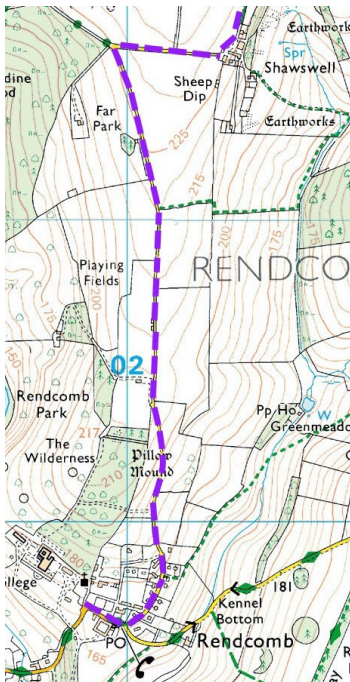


The Rendcomb Walk: Page 1



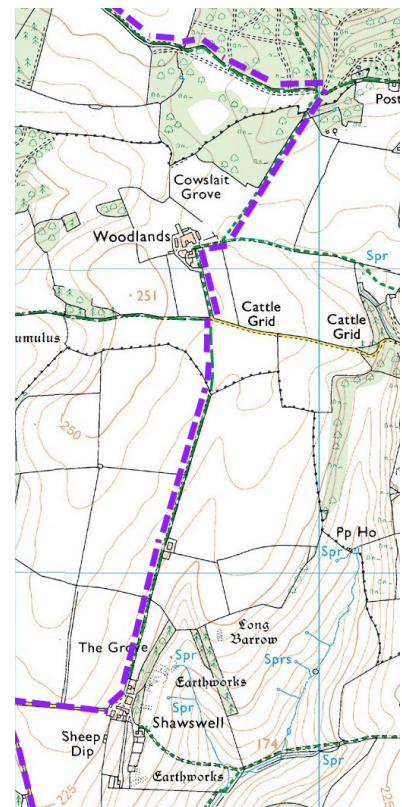
Take the road through the upper village past labs and P.O. The last houses on the left are the new bungalows. The map begins where the hedge beyond these ends. Go on past the games field and follow the road round the sharp right hand bend to Shawswell Farm.

At Shawswell, turn left on reaching the first building and follow the good track for 3/4 mile through four gates. At the fourth (footpath) make straight across the field for the avenue of trees which leads to Woodlands.

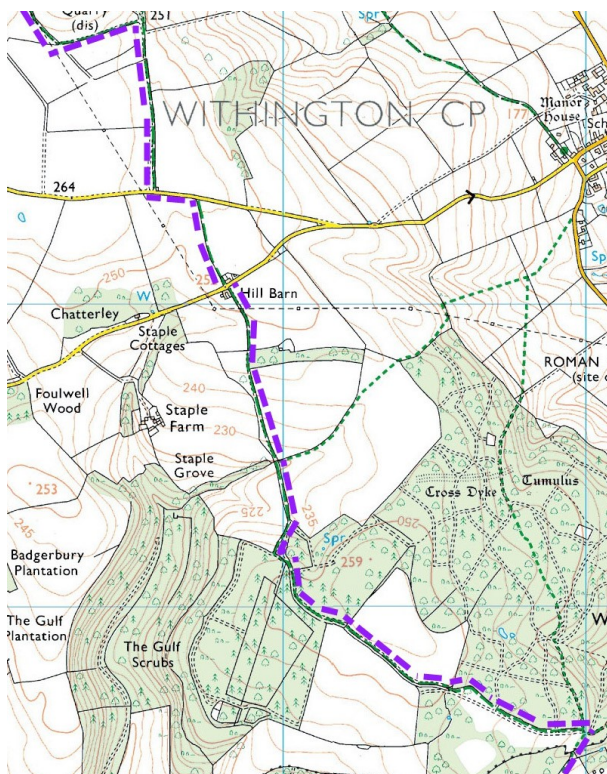
The avenue is entered via a cattle grid, and has a concrete surface. Follow it towards the farm and swing round to the left* with it in front of the house until the first barn/shed on the left is reached. Turn left just past this, pass through a gate and follow a faint track back round to the right across the field to another gate. As rougher ground is reached the path becomes more obvious.

** Note that the described route deviates from the public footpath here, which goes to the right - see map.*

In due course, the path swings to the right, enters the wooded area and meets a wide and obvious, but muddy track.

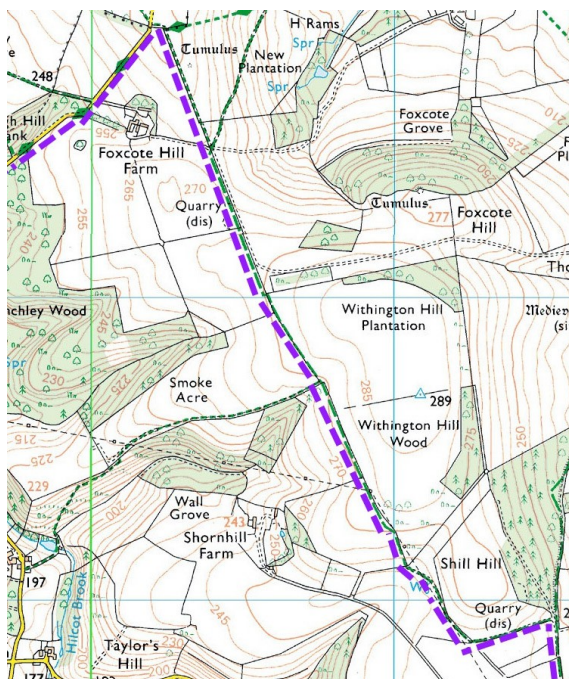


Turn sharp left onto this and follow it (gradually improving) for a mile to Hill Barn and the road.



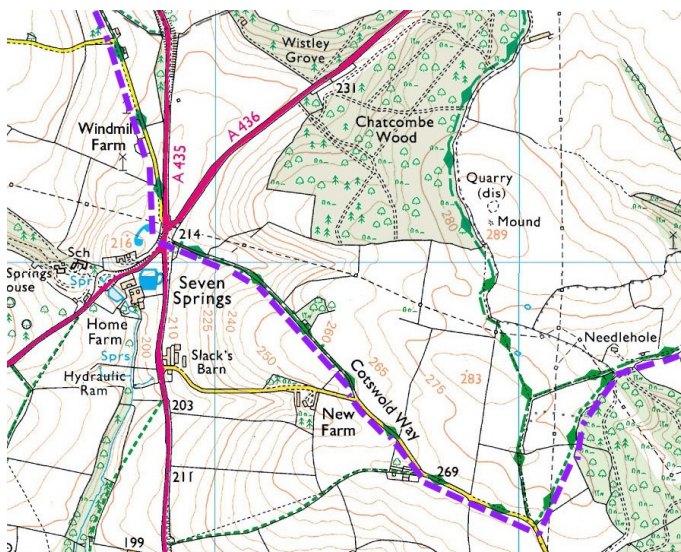
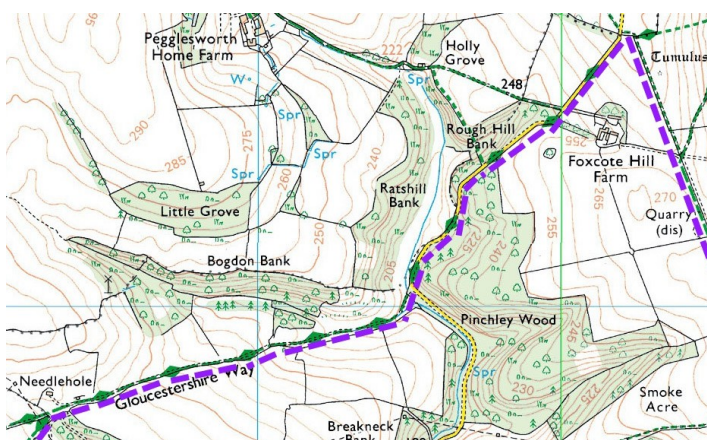
Cross the road and go over the stile left of the house. Continue until you emerge on the next road along which turn left for a short way. Turn right behind a brick shed (just before pylon line). A good track takes you nearly half a mile when a gate bars your way with an unfriendly notice!

The Rendcomb Walk: Page 2



Turn left along the side of the field, and then right (no track) to a well. From the well go straight across the ploughed part of the field to the gap ahead. Continue up along the wall (and at first the pylon line) for 1 1/2 miles until a road past Pegglesworth is reached.

Turn left and walk (or run) easily down the road right to the bottom of the hill. A track leaves it here on a sharp bend opposite a small quarry. Turn right along this pleasantly sand and gravel surfaced track which takes you nearly one mile to Needlehole, where it breaks up into a maze of paths.



Just keep going in the same direction past a large solitary tree and make for the muddy path which enters the wood. Just before emerging the path starts to lurch dizzily (predominantly leftwards) and becomes indistinct. Find the telegraph poles and these can then be followed all the way to the next road. Turn right along this past New Farm until it turns left down hill. Your track straight ahead takes you down to Seven Springs.

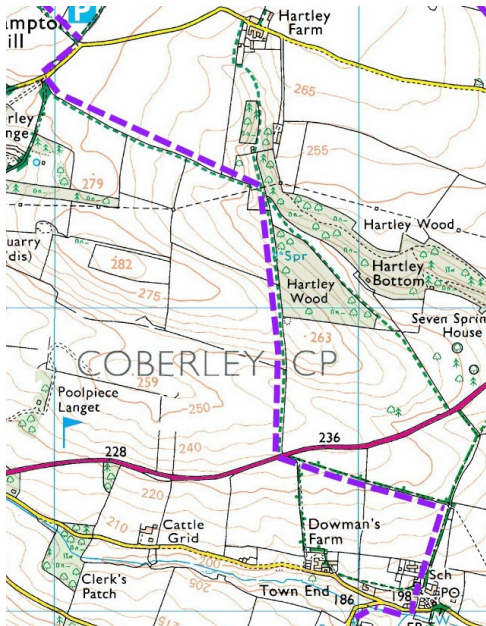
This is a busy and dangerous crossing. However, where you emerge you are well placed to see traffic coming along all four of the roads. When it is clear, cross to the AA phone. From the AA phone take the minor road parallel to the Cheltenham road.

When it turns sharp left leave it for the track straight ahead. Shortly, a gap in the fence allows you to turn left up the side of a field and then right along the top edge. At the end of the field find a break in the brambles a little to your right, whence a thin path rises steeply up the hillside. As you reach the common a magnificent panorama of Cheltenham is opened out below you. The multiplicity of paths threatens to confuse you but any of them will take you to the trig. point provided you do not descend at all. Most rewarding is to follow the run of the plateau as far as possible and then bear left for the summit..

From here run down the road to the car park where the minibus and lunch await you.



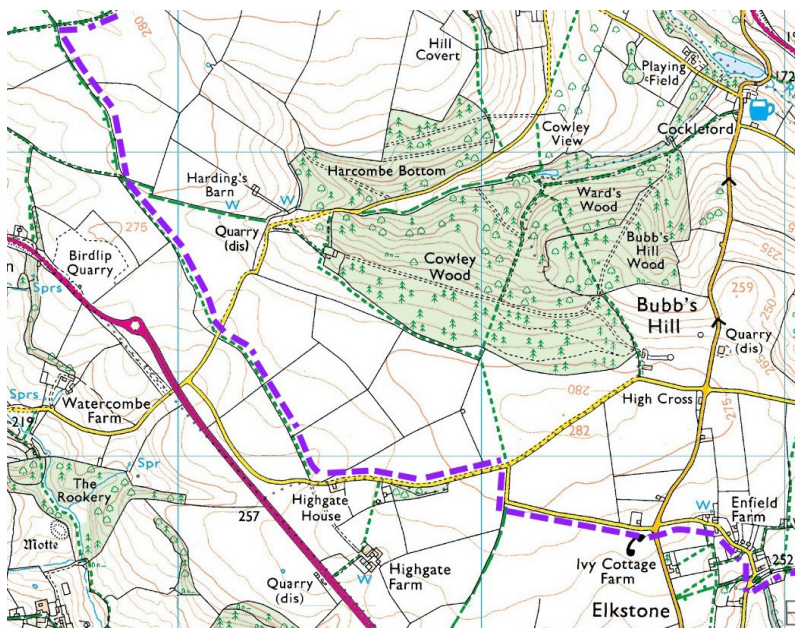
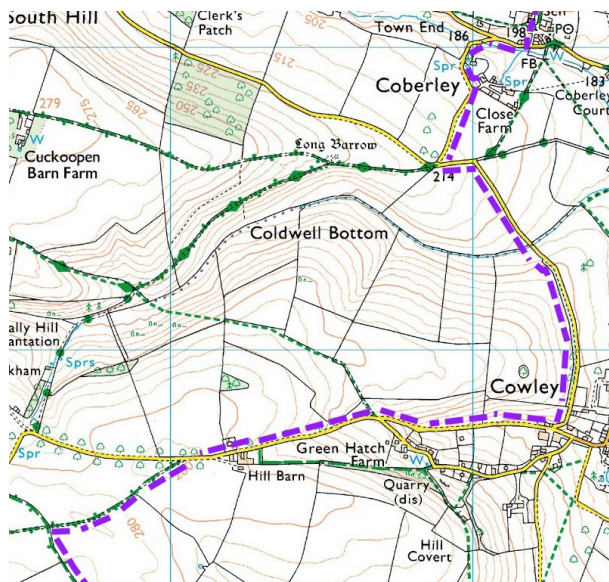
The Rendcomb Walk: Page 3



From the car park turn right along the road a short way until you see the footpath signs on your left. Officially the right of way goes diagonally across the field to a small gate (not visible from here) in the far corner, but that objective is better achieved by following the right-hand edges of the field. Go through the small gate and down the hedge on your left. Cross the barbed wire just to the right of the pylon to find yourself on a good track. Go right along this, soon left and later right again, and you are brought out on the A436. Go straight across (carefully) and through the gateway opposite. Follow down the right hand hedge a little until you can turn left along a wide grass strip through the cornfield. In 1/2 a mile turn right onto a good track leading down into Coberley.

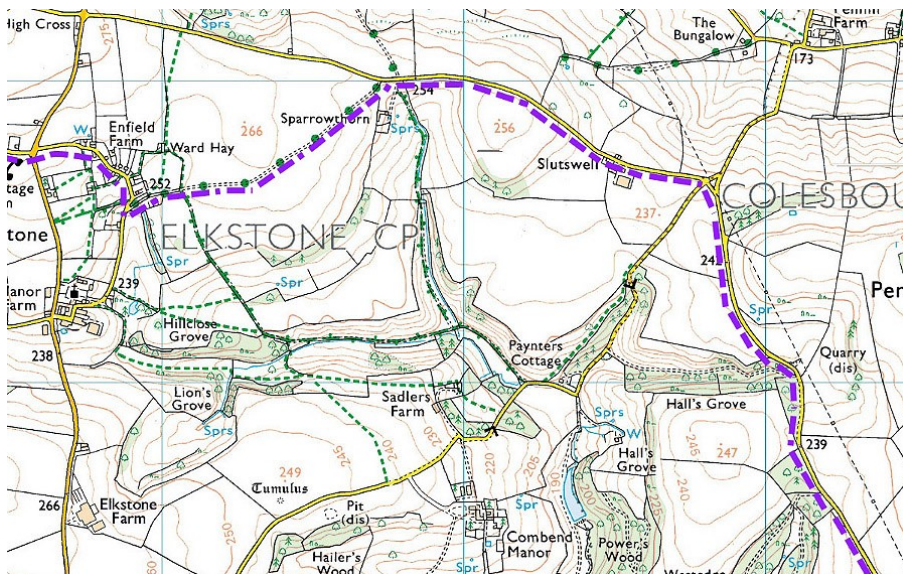
Pass two cul-de-sacs on your right and turn right when you reach the principal village road. (You now have two miles respite on tarmac before the final battle with the mud is joined!). Soon bear left and follow the roads easily to Cowley.

As you enter Cowley, turn right and climb out of the village to another 'Hill Barn'. Shortly, an obvious track leaves the road on the left across the fields. Follow this to the second hedge on your left. Turn down the field (no track) keeping the hedge on your right.

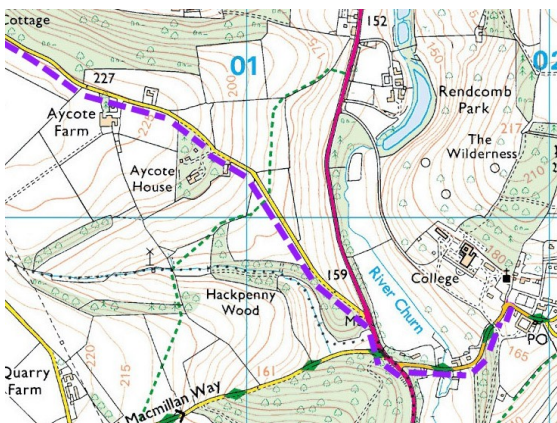
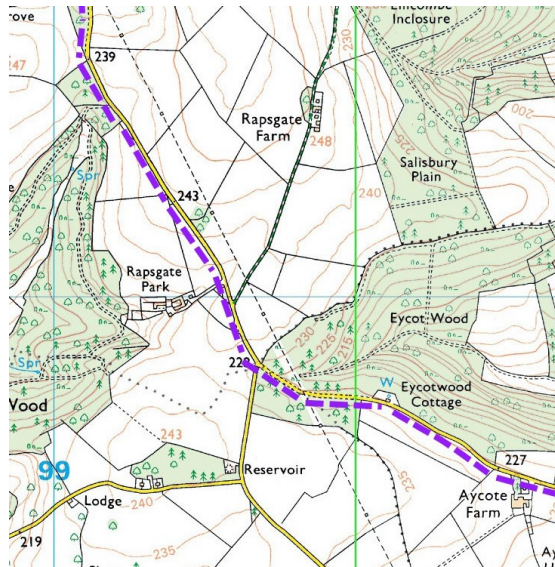


Plough your way laboriously through the clods always along the same line, though passing to the other side of the fence at one stage. A road is reached and crossed, but there is still another field. Then, miraculously a good track materialises, and from now on, all is plain sailing. On reaching the next road turn left and walk briskly. Take the first turning on the right (narrow) and cross the crossroads into Elkstone.

The Rendcomb Walk: Page 4



The village school is on a sharp bend. Shortly after the bend is a cul-de-sac on the left with a post box. You take the next lane left just below. This becomes a good farm track and leads back to the road. Now follow the roads easily back to Rendcomb.



Take care on the main road. Cross where you join it and walk on the grass verge on the Rendcomb side.

Your twentieth mile is completed at the foot of the village hill, and so this final climb is for pleasure only.

The route notes are as were originally written in the 1970's by John Willson. Obviously, some described features may have changed since.