



**Broadway and Snowhill**

Ascending from Broadway this moderately strenuous walk visits the beautiful villages of Snowhill and Stanton, with Stanway as an option

**Essential Facts**

- Route distance: 13.4 km (8.3 miles)
- Approximate time: 4 hours
- Optional extension: 2.9 km (1.8 miles)
- Approx. total ascent: 310 metres
- Start point Grid Ref: SP 095 375
- GPS Ref: SP 09516 37511
- Recommended O.S. Map: Explorer OL45
- Toughness Rating: Cotswolds 3

Please see the notes on Toughness Ratings at the end of this report

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CHALLENGE ?**

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## THE ROUTE

Broadway village is well signed from the A44, west of Morton in Marsh.

The walk starts from the war memorial in the centre of Broadway at **S**. Take the Snowshill road that leads off the main street opposite the Swan Hotel. Just after the church, cross the road and go down the track signed for the Cotswold Way. The path is well signed, crossing a minor road and climbing through woodland. The path now leads over fields to Manor Farm, **A**. Here depart from the Cotswold Way, taking the track ahead, signed for Snowshill.

At the top of the slope there are views over the valley to our next destination, the village of Snowshill. Just after Great Brockhampton Farm take the path on the left, which drops into the valley to meet a concrete track. Follow this to the right to climb to a road. The centre of Snowshill is to the left.

From the Snowshill Arms at **B**, return along the road by which you entered the village. Just outside the village turn right along the road signed for Sheepcombe House and Shenbarrow Farm. Turn left where the road turns sharply right, passing through a gate and then heading diagonally across the fields. Go briefly left on meeting a crossing track. On the right is a pedestrian gate, **C**. Go through and head diagonally across two fields to arrive at a woodland corner. This is the point at which to decide whether to take the standard route, which goes off just inside the woodland on the right, or the longer option which takes the bridleway ahead.

The main route leaves the woodland and follows the fields edge. Go through a gate on the right and keep to the side of the wood on the left. After passing through a gate head diagonally down the field. This takes you to the road at the edge of Stanton. Take the road ahead and turn right up the village street. The pub is at the top of the hill, our route continues from the church at **D**, which is set back on the left of the main street .

The optional longer route follows the bridleway into Lidcombe Wood. The track descends quite quickly – at one point you might hear the characteristic “thud” of a hydraulic ram, part of the extensive system that serves the Stanway Fountain. There is an excellent information hut with a picnic table part way down the track. Look out for the turn off onto a path to the right at a corner of the woodland. This will take you to the hamlet of Wood Stanway.

Carry on down the hill on a footpath alongside the road. Go right at the Cotswold Way sign, passing the old mill to arrive at the road. Go right, passing the impressive gateway to Stanway House, **E**, then go through a gate on the right signed for Stanton. This leads across the fields, with ample Cotswold Way markers, to arrive in Stanton. Go straight ahead and turn right to rejoin the standard route. Make your way into the churchyard at **D**.

At the back of the churchyard a path leads off, through the graveyard extension and across fields. Note a waymark post, indicating the point to leave the field edge and gradually climb diagonally to a slightly challenging stile in the hedge ahead. There is an opportunity to drop down a track on the left into Laverton, should you so wish, but our route continues ahead. Buckland Manor comes into view, then the path curves to join the road at **F**.

Unless exploring the village of Buckland turn to the right, then take the path leading off at the side of The Bothy. Take the fork to the left, the path contours around the hillside, passing through woodland. We then descend to rejoin the outwards route, with Broadway church in view ahead. Soon we arrive back at **S**.



Buckland Abbey



Gatehouse



A Cotswold Manor House

## Refreshment

Snowhill Arms Public House Snowhill Tel: 01386 852653 Meals and bar snacks available	Crown & Trumpet Public House Church St, Broadway Tel: 01386 853202 Traditional pub serving lunches and dinners
Mount Inn Public House Stanton Tel: 01386 584316 Pub with great views and large beer garden	The Lygon Arms Hotel High St, Broadway Tel: 01386 852255 Prestigious hotel - We can't guarantee it's walker friendly

## LOCAL INFO

**Broadway** is the archetypal Cotswold village, sometimes described as the "Jewel of the Cotswolds". Its name is derived from the very wide high street, originally intended to allow drovers to guide their sheep through the village. Later, Broadway became a major coaching stop and used to boast 33 inns. Not surprisingly it has attracted many famous people, including the Broadway Group of artists and writers. These included John Singer Sargent and Henry James. Even today there are some notable art galleries in the village.

**Snowhill Manor** is noted for the remarkable range and number of objects collected by Charles Paget Wade, who actually lived in the cottage next door. The organic gardens are designed as outdoor rooms. The church of St Barnabas seems a little too new for the village, as it was only built in the 19<sup>th</sup> century. If it seems familiar, it may be because you saw it in the film "Bridget Jones' Diary", covered in artificial snow.

**Stanway House** is a beautiful Jacobean manor in a lovely grouping with an ornate 17<sup>th</sup> century gatehouse, church and 14<sup>th</sup> century tithe barn. The gatehouse was thought to have been designed by Inigo Jones, but it is now attributed to a local man, Timothy Strong. The 18<sup>th</sup> century water garden is outstanding, with a canal, the largest cascade in Britain, and the 300ft fountain, installed in 2004 and the tallest in Britain and second tallest in Europe. Inside the house you will find period furniture. On the walk you will pass the thatched cricket pavilion built on staddlestones and donated to the village by Sir James Barrie, the author of "Peter Pan".

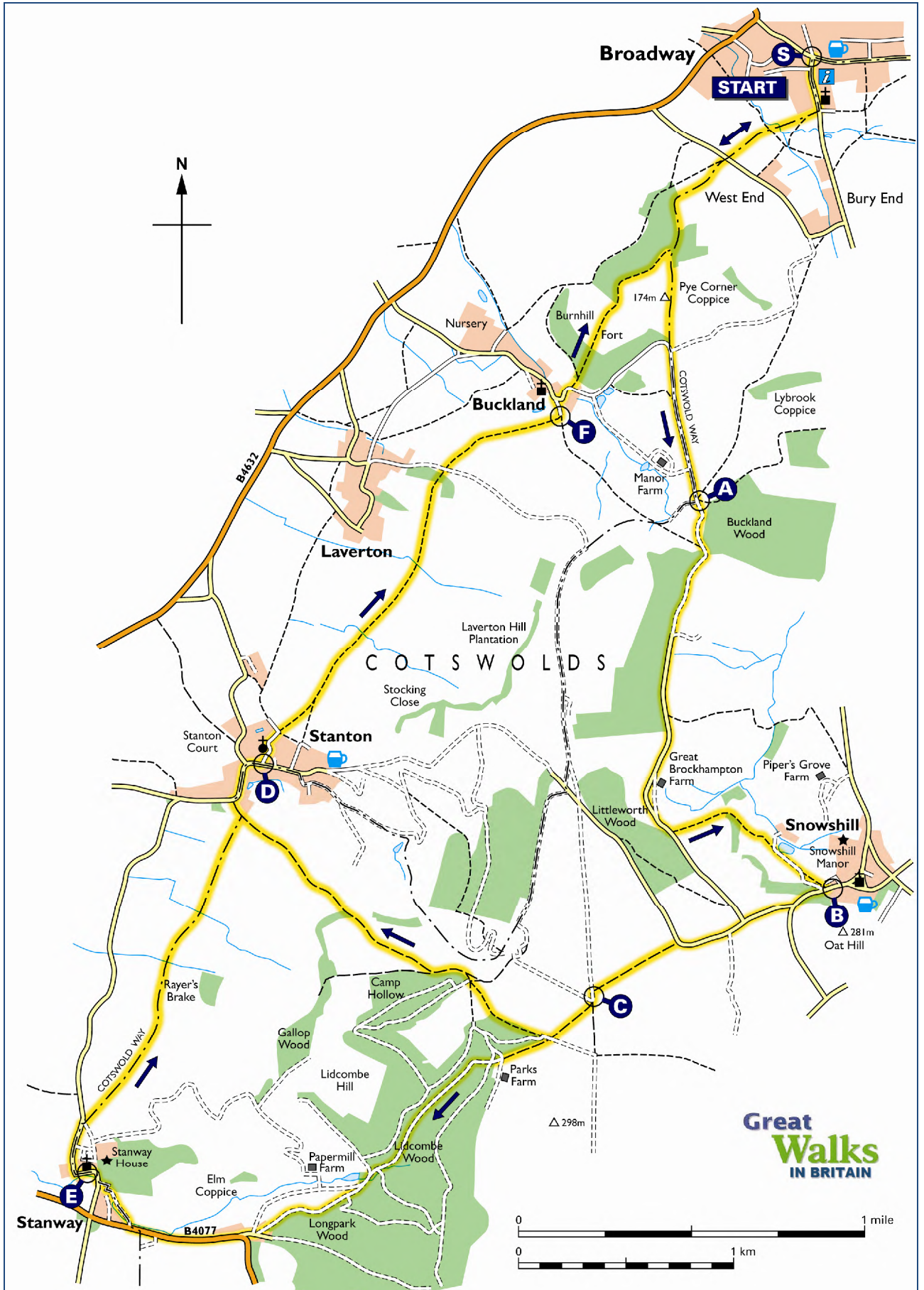
**Stanton Church** epitomises this lovely village, displaying Norman arcading, a Perpendicular tower and spire, 14<sup>th</sup> century wall paintings, 15<sup>th</sup> stained glass and sympathetic 20<sup>th</sup> century restoration by Sir Ninian Comper. John Wesley preached here.



The Lygon Arms Hotel

**BROADWAY AND SNOWSHILL  
G.P.S. WAYPOINTS**

WAYPOINT NAME	MAP REF		CO-ORDINATES		ELEVATION: Metres
BRO S	S	SP	09516	37511	85
BRO A	A	SP	08806	35508	183
BRO B	B	SP	09670	33708	231
BRO C	C	SP	08414	33145	287
BRO D	D	SP	06899	34326	103
BRO E	E	SP	06098	32350	105
BRO F	F	SP	08253	35949	106



MAP LEGEND					
	Great Walks route		Church with tower		Spot height - metres
	M6 Motorway		Church with spire		Information centre
	A23 Main road		Other place of worship		Parking
	B2116 Secondary road		Cathedral / Abbey		Public convenience
	Minor road		Building		Public house
	Other road		Built up area		Picnic site
	Track		Woodland		Camp site
	Footpath		Sand, shingle or mud		Major tourist feature
	Bridleway		Water feature		Other tourist feature
	National trail				
	Railway				

## Safety First

**Safety should always** be your first priority in planning and undertaking a walk, whether on your own or leading a group. Please read these Safety First and Walking Our Routes notes.

**Lead a group** of other walkers only if you have leadership and navigational experience adequate for the 'worst case' conditions which may be encountered on the particular walk, bearing in mind the terrain, possible weather and navigational demands.

**Weigh up the capabilities** of your party, in terms of fitness and walking speed. Adjust your time expectations accordingly.

**Ensure** all your party are adequately clothed for the weather and conditions. Footwear is particularly important. Clothing must protect against cold, wet or strong sun according to the time of year.

**Emergencies** are quite rare, but it is essential to think ahead about what to do if someone in your party sustains an injury. Will you have a First Aid kit? Is there a qualified First Aider in the party? How could help be summoned in a serious eventuality?

**Refreshment**, particularly water, can be vital. Dehydration in hot summer conditions can be rapid, and frequent intake of fluids is essential.

**On tougher walks** it is a good idea to tell someone where you are planning to go – and when you expect to be back. Remember - mobile phones often lose reception in mountainous or isolated areas.

**All our walks use legitimate routes:** Public Rights of Way, Public Footpaths, Bridleways, Permissive Paths, Access Land, Byways and Roads.

**Road** walking calls for particular care. When there is no defined footpath or verge wide enough for safe walking it is usually best to walk on the right – facing oncoming traffic. An exception may be a tight bend, where walkers would be more visible on the left.

**Occasionally** you may find a public footpath blocked or unuseable. It is perfectly in order to take the shortest available diversion without damaging crops, perhaps around a field margin.

**It is courteous** to close gates after passing through, sometimes even if the gate was open when you arrived – particularly if it is obvious livestock may escape.

**Mutual respect** for farm animals is to be encouraged! Don't frighten or annoy them, but equally don't put your party members in danger or discomfort. You certainly wouldn't be the first walkers to go round the outside of a field of frisky bullocks.

**Dogs** should always be kept on a lead anywhere near farm animals, and under close supervision elsewhere in the countryside.

## Walking Our Routes

**Our walks** are designed to be negotiated using the route directions in conjunction with the map section provided. We suggest walkers also take the Ordnance Survey Explorer or Outdoor Leisure map recommended for each walk.

**On mountain, moorland and open heathland** walks it is **ESSENTIAL** to have navigational expertise and tools, including the recommended Ordnance Survey map(s).

**Take care** to observe any cautions in the route description; exposed paths, areas liable to flooding etc.

**Consider conditions before setting off.** Will heavy rain have made a water meadow impassable? Will frost or snow make a path slippery?

**When navigating the route** look for clues to confirm you are in the right place. Are map features where you would expect on the ground? Are features mentioned in the text where expected? If you suspect you may have taken a wrong turn, take action sooner rather than later. It is better to re-trace to a known point rather than carry on regardless with the possibility of becoming increasingly confused.

**All our routes are carefully checked** before publication, but features can change on the ground – sometimes surprisingly quickly. Footpaths may be re-routed, buildings can appear or change significantly and these days pub names seem to change frequently.

**The approximate time** given for each walk is based on an average walking speed of 2.5 miles per hour (4 km/hour), plus an allowance for ascent, descent and any difficult terrain.

**Total ascent** is the approximate total ascent over the whole walk.

**GPS users** can enter in the waypoints provided in each of our walk reports. It is important to read our guide **Introducing GPS for Walkers**, available as a PDF file from the Great Walks in Britain web site.

**Remember that GPS** is a great navigational tool, but only one of those available to the navigator. Never dispense with conventional map and compass – and the training and skills to use them, especially on mountain, moorland or open heathland walks.

### TOUGHNESS RATINGS

All our **Cotswolds** routes can be undertaken by reasonably fit walkers able to utilise our map segments, together with the route guidance notes. Always consider recent and forecast weather.

Each walk has been allocated a **Toughness Rating**:

1. Easier walks with modest ascent and generally on well defined paths. There may be stiles or narrow gateways to negotiate.
2. Routes which are more demanding. They may include more ascent and possibly paths which are looser or more difficult underfoot.
3. More strenuous walks with some steep sections, higher paths or places which may be wet and boggy.
4. The most demanding walks in this edition. There may be prolonged steep ascents. Conditions may be challenging underfoot.

Toughness Ratings are allocated in the context of the terrain in the edition area. For example a walk rated as demanding in Cambridgeshire may be equivalent to an easier or moderate route on Dartmoor,