



**Chipping Campden & The Ascent of Dover’s Hill**

**A sometimes strenuous walk from Chipping Campden, ascending Dover’s Hill – twice. Perhaps pausing for refreshment at Weston-sub-Edge**

**Essential Facts**

- Route distance: 8.5 km (5.3 miles)
- Approximate time: 2 hours 30 minutes
- Optional shorter route: 6.7 km (4.2 miles)
- Approx. total ascent: 270 metres
- Start point Grid Ref: SP 149 391
- GPS Ref: SP 14943 39169
- Recommended O.S. Map: Explorer OL45
- Toughness Rating: Cotswolds 4

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

**Up For A  
CHALLENGE ?**

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**Full Info from the Great Walks web site**

## THE ROUTE

The walk starts from the signed car park situated in Back Ends, a quiet road in Chipping Campden, north west of Moreton in Marsh. From the car park, **S**, go down Back Ends and turn right up Hoo Lane, signed for the Cotswolds Way. Continue up the bridleway track, steadily ascending. At the road, turn left and soon cross with care to follow the path to the right, again steadily up hill.

The gate, **A**, opens on to the ridge which forms the summit of Dover's Hill. Turn right, keep the fence on your right and pass through a wooden gate. Go along the tree-lined track as it curves left and descends to another gate. Continue leftwards over open grassland down to the gate near the corner of woods at **B**. Do not go too far down-hill and miss the gate. Enter Lynches Wood and follow the main path as it wanders left and right descending, sometimes steeply, through the wood to reach and cross a stile at **C**, opposite a sign to Dover's Hill.

Walk down the field and turn left at the hedge corner. Cross stile **a** ahead and then right, over another stile on to a narrow path between overgrowth and a fence. The path arrives at a makeshift football pitch. Follow the hedge to a wooden gate by some garages, and then go ahead to the village road, **D**.

The building on the right was the local school; note the defunct water fountain in the wall fronting onto the road. Opposite is the parish church of St Lawrence at Weston-sub-Edge.

Turn right and walk along the pavement for about 700 metres to the main road. The Seagrave Arms pub is on the left, **E**. Walk past the pub, or call in for refreshment, and follow the road left. Soon, at a right hand bend, continue ahead along Chapel Lane until reaching a signed footpath, **F**, to the right, just before a house called 'The Hague'. Go along the grassy path to a footbridge. Go right (following an overhead transmission line to its junction) at **G**, then turn left to follow the new power line. Proceed to the stile in the far right-hand corner with a row of houses ahead on the left-hand side.

The undulating ground over which we have passed is the site of a medieval manor house. The outline of the moat is clearly visible as are the various hollows that served as fishponds.

Cross two stiles. Turn right then left to follow the left-hand fence to another stile. Continue towards a metal gate – but before reaching it, strike off right at **H** (there is no way marker), across rough grass to a stile in the opposite hedge. Turn left and walk about 320 metres along the byway to the walker's equivalent of a major interchange. Turn left at **I**, over the stile on the Donnington Way

Now keep the hedge on the right, to a stile and a plank bridge. Turn right and ascend to an isolated footpath sign and then climb to the stile, **J**, at top of the hill. Continue with a fence on your left to gain successive stiles. Pass through a kissing gate and follow the route left across a field to a stile, with awkward steps down to a road.

Go through a gate on the opposite side of the road, to walk up grassland parallel with the road. Soon you will reach the top of Dover's Hill. Pass the topograph at **K** and continue on, to pass the triangulation point. Turn right through the kissing gate back at **A**, picking up the Cotswold Way footpath down hill to retrace the outward route back to the car park, **S**. You now have an opportunity to walk round to Chipping Campden High Street, sampling one or more of the numerous tea shops, inns and shops.



Chipping Campden  
High Street

An alternative, shorter route may be started at the Dover's Hill car park, **K**, and then following the footpath to **A**. From here you can take the major part of the route in its anti-clockwise loop, perhaps returning to Chipping Campden by car for tea.

### Refreshment

The Seagrave Arms  
Public House  
Friday Street,  
Weston-Sub-Edge  
Tel: 01386 840192  
Meals and bar snacks  
available

There is a wide choice of pubs, restaurants  
and teashops in Chipping Campden



The Seagrave Arms

## LOCAL INFO

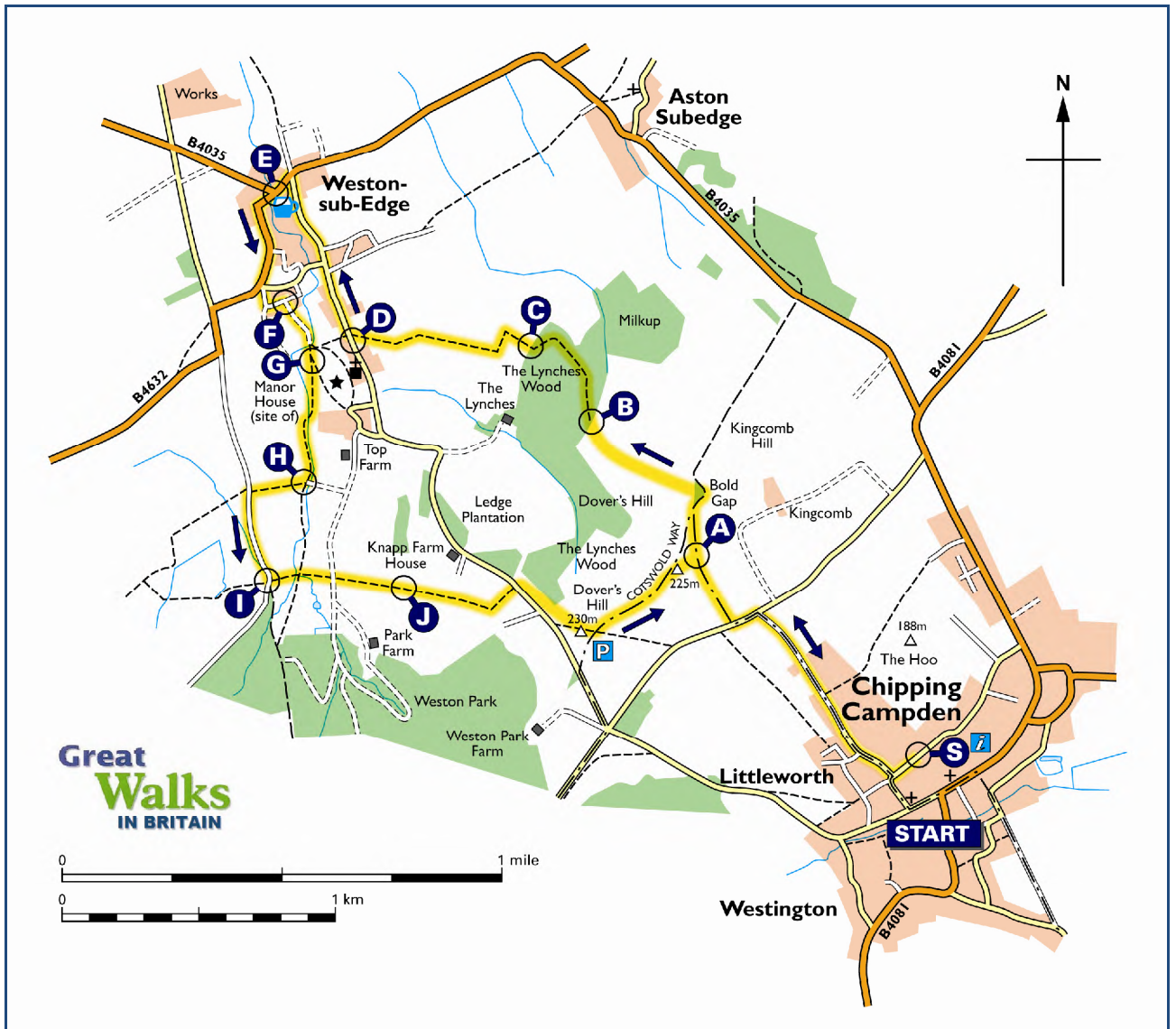
**Chipping Campden** owes its beauty to the wealth generated by the woollen industry in the 14<sup>th</sup> and 15<sup>th</sup> centuries. The wool obtained from the long-backed Cotswold lion sheep was prized across Europe. The town's many period buildings include the 17<sup>th</sup> c. Market Hall (now protected by the National Trust) and the nearby Town Hall. Beside the latter is a stone bearing a plaque that marks the start and end of the Cotswold Way.

Chipping Campden is synonymous with the **Arts & Crafts** movement, nominally spear-headed by William Morris. The town became a centre for craftsmen (and women) and artisans in the early part of the twentieth century. Many products of the movement can be seen at Court Barn, in Church Street.

The proudly named **Cotswold Olimpick (sic) Games** are held on the Friday evening after the Spring Bank Holiday. Robert Dover, a flamboyant local barrister, founded the Games in 1612, which were intended for "harmless mirth and jollitie". Various events that were held included cudgel playing, walking on hands and shin-kicking – a local speciality sport! The whole event culminates with a torch-lit procession into Chipping Campden.

**CHIPPING CAMPDEN & THE ASCENT OF  
DOVER'S HILL  
G.P.S. WAYPOINTS**

WAYPOINT NAME	MAP REF		CO-ORDINATES		ELEVATION: Metres
CHC S	S	SP	14843	39169	144
CHC A	A	SP	14075	39938	222
CHC B	B	SP	13689	40379	155
CHC C	C	SP	13469	40702	125
CHC D	D	SP	12914	40673	92
CHC E	E	SP	12575	41292	76
CHC F	F	SP	12571	40858	81
CHC G	G	SP	12629	40657	81
CHC H	H	SP	12642	40184	91
CHC I	I	SP	12525	39837	103
CHC J	J	SP	13055	39807	161
CHC K	K	SP	13656	39647	226



**Great Walks**  
IN BRITAIN

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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,