



Edgeworth to Miserden

Visit some of the attractive villages and hamlets on the slopes of the upper Frome valley on this easy to moderate walk.

Essential Facts	
▪ Route distance:	10.4 km (6.5 miles)
▪ Approximate time:	3 hours
▪ Approx. total ascent:	170 metres
▪ Start point Grid Ref:	S0 937089
▪ GPS Ref:	SO 93733 08868
▪ Recommended O.S. Map:	Explorer 179
▪ Toughness Rating	Cotswolds 1

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

**Up For A
CHALLENGE ?**

Take a Great Walk and HELP
your favourite charity with

**A Donation
An Individual Walk
A Team Effort**

Full Info from the Great Walks web site

THE ROUTE

This walk sets out from Miserden village, to be found amidst the hilly and winding lanes off the A417 south of Cheltenham.

Start from the shelter in the centre of Miserden, **S**. Facing the Carpenters Arms pub, go left up the road out of the village. At the crossroads take the Cirencester road for a few metres then the signed footpath on the right. Go left on meeting a tarmac track and follow this to a junction. Take the path facing you, next to the post box at **A**. This leads along the fieldside, across a track, and along another field before turning right into woodland on a good track that descends and curves to the left.

Upon leaving the woodland take the track along the edge of a field. Where the track takes a left turn at **B**, instead carry straight on to meet a road. Take the road ahead to Edgeworth. Bear left then right at successive junctions. Take the second path signed to the left, just after the School House, and follow this to the churchyard of St Mary's **C**.

At the front of the churchyard a path goes off to the right of the main gates to the manor house, passing down through the grounds to the valley below. Note the ancient clapper bridge on the right of the more modern one you cross, as you enter woodland and then climb to a minor road. Go left, crossing the infant River Frome and then turn right, **D**, onto a bridleway leading to a farmstead. Just after the pond head half right towards the river, passing the farm and then immediately following the fence to the left behind the farm.

Once into woodland, keep left at a path junction. You will catch sight of Valley Farm on the left, and at a waymark post climb to the right. On meeting a track go right then left to another track. Go left here (this is not as shown on the OS map, which is out-of-date and shows the path outside the wood).

On meeting a track coming up from the valley carry on ahead, just inside the woodland edge to cross a minor road, **E**. Climb up the slope to enter woodland by a stile, climbing steps then going left, just inside the wood. At a right angle in the boundary wall turn sharply right, still just inside the wood. This will bring you to a clearing at **F**, ignore the tarmac driveway to the right, instead turn left, down into the valley.

The track passes to the left of the dam to the lake. At a junction go right, uphill, to return to the road. Go right and then take a path to the right to return to the centre of Miserden and well earned refreshment at the Carpenters Arms, **S**.

Refreshment

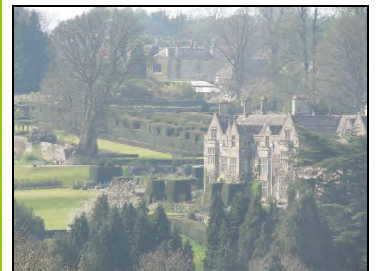
The Carpenters Arms
Public House
Miserden
Tel: 01285 821283
Unspoilt village pub
offering real ales and
good food. Patio area.



Manor House
at Edgeworth



St Andrew's Church



Miserden Park



The Carpenters Arms

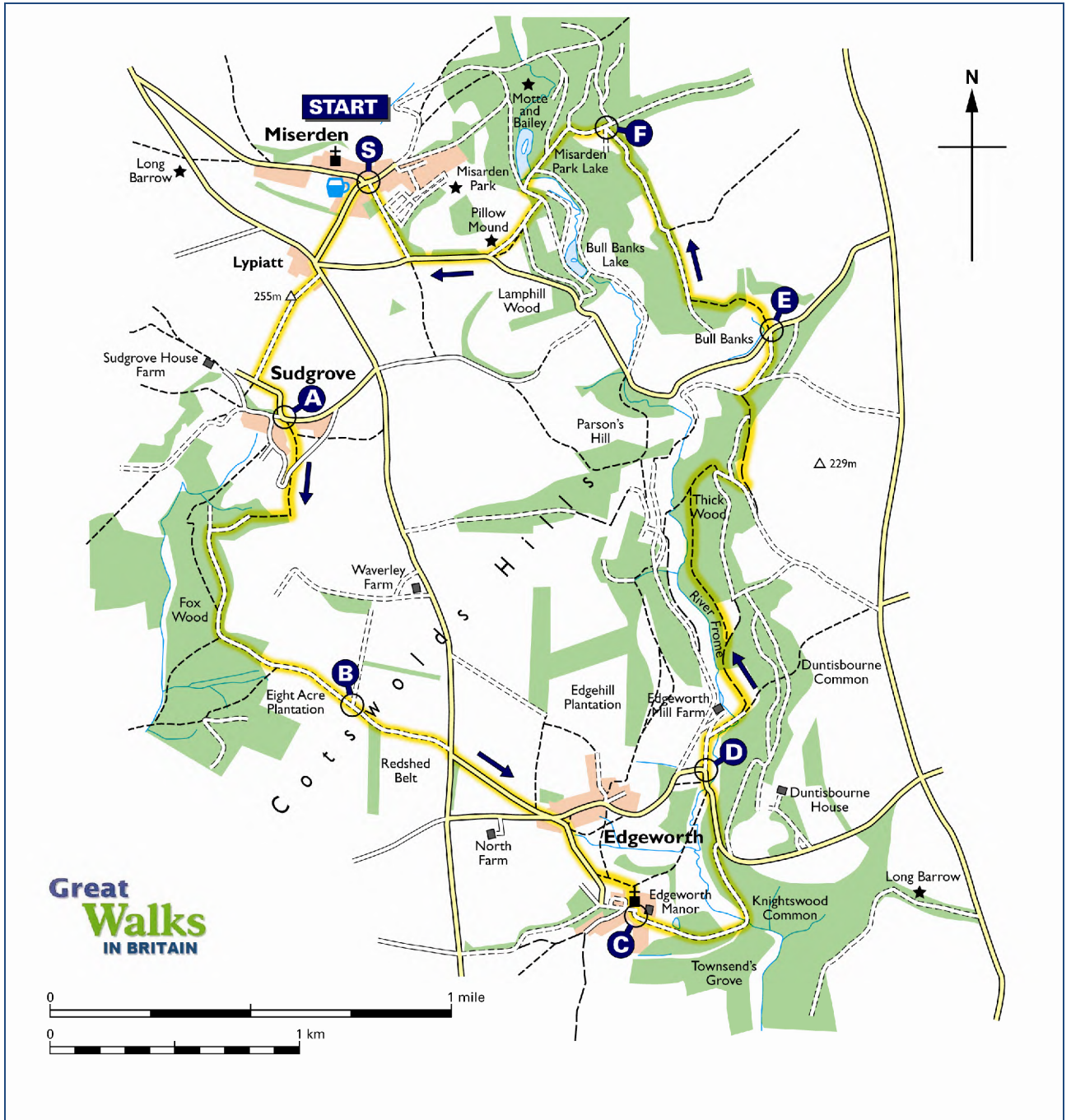
LOCAL INFO

St Andrew's church in **Miserden** has been heavily restored, but there are some interesting 17th century monuments to be found, and the reredos (a decorative screen) is quite impressive. Opposite the church, the war memorial was designed by the eminent architect Sir Edwin Lutyens, who also worked on the great house of Misarden Park (the spelling is different to that of the village !) Misarden Park is not open to the public, but its lovely gardens are.

The church and manor house at **Edgeworth** are in a perfect setting. The church is another that has been heavily restored, but there is some remaining medieval glass and the cross in the churchyard is of a similar era. The manor house was originally Jacobean, but was also enlarged and restored in the 19th century. The walk goes through part of the grounds.

MISERDEN TO EDGEWORTH G.P.S. WAYPOINTS

WAYPOINT NAME	MAP REF	CO-ORDINATES	ELEVATION: Metres
MIS S	S	SO 93733 08868	237
MIS A	A	SO 93451 07922	244
MIS B	B	SO 93700 06757	246
MIS C	C	SO 94812 06003	205
MIS D	D	SO 95108 06511	117
MIS E	E	SO 95380 08271	181
MIS F	F	SO 94730 09082	231



Great Walks
IN BRITAIN

Mapping is the copyright of Great Walk Guides Ltd 2008
Developed under License from The Ordnance Survey

Text & Pictures copyright Great Walk Guides Ltd 2008

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,