



Minchinhampton Circuit

**A moderate walk around the varied scenery of this high plateau,
with some outstanding long-distance views**

Essential Facts

- Route distance: 10.5 km (6.6 miles)
- Approximate time: 2 hours 45 mins
- Approx. total ascent: 125 metres
- Start point Grid Ref: SO 872 006
- GPS Ref: SO 87241 00689
- Recommended O.S. Map: Explorer 168
- Toughness Rating: Cotswolds 2

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

**Up For A
CHALLENGE ?**

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

Full Info from the Great Walks web site

THE ROUTE

The route starts from the Market Square in Minchinhampton, **S**, a village betwixt Cirencester and Cheltenham.

Pass to the left of the Market House on to Friday Street, then go left into Tobacconist Road. At the bend continue ahead through the farmyard.

Head diagonally across the field, cross the next one but do not cross the fence, instead go right, along the field edge, to a stone stile in the corner. Continue over the fields. Do not go on to the road ahead, **A**, but head for the stile in the far left-hand corner of the field. Follow the path down to the road and cross on to the Hyde and Chalford road. At the bend take the footpath ahead and continue to the edge of the valley, and there go left. Cross a road and continue ahead.

At the minor road go left and then take the footpath diagonally across the field at the left. On returning to the road go briefly left, cross the busy road, **B**, and then go right, along the common. Cross back over at a 'No Through Road' on the right and head diagonally over this corner of the common.

Cross a road and continue ahead, bearing left after some scrub. Aim for the signpost off the main road for Amberley, **C**. Cross the main road and go ahead to the wall, and go left there. Follow this margin of the common, crossing a minor road to arrive in Amberley. Go left to the war memorial, **D**.

Cross the road and head diagonally to the golf club on the skyline. Along this stretch take care to avoid the tiny white missiles of the golfers with whom the common is shared. After the golf club bear a little further left for the Halfway House Inn, **E**. Take the Box road, first having a peek inside the bus shelter on the corner.

Carry on through the village. After a sharp left bend go right along a track signed for Longfords. Turn left through a kissing gate before arriving at the Stuart Fawkes Nature Reserve. Follow the stone wall on the right as it curves round to the road. Go right, then immediately left and left again. At a footpath sign cross into a field, dropping into the valley bottom, then climb up the other side. Go left on meeting the road to return to the town and the starting point, **S**.



The Market Square



Above Brinscombe



A Bus Shelter Tile Display



Halfway House Inn

Refreshment

Crown Inn
Public House
High Street,
Minchinhampton
Tel: 01453 882357
Snacks and meals

Halfway House Inn
Pub and Restaurant
Box, Minchinhampton
Tel: 01453 832631
Pub food

The Kitchen
Café
High Street,
Minchinhampton
Tel: 01453 882655
Coffee shop, meals and
snacks

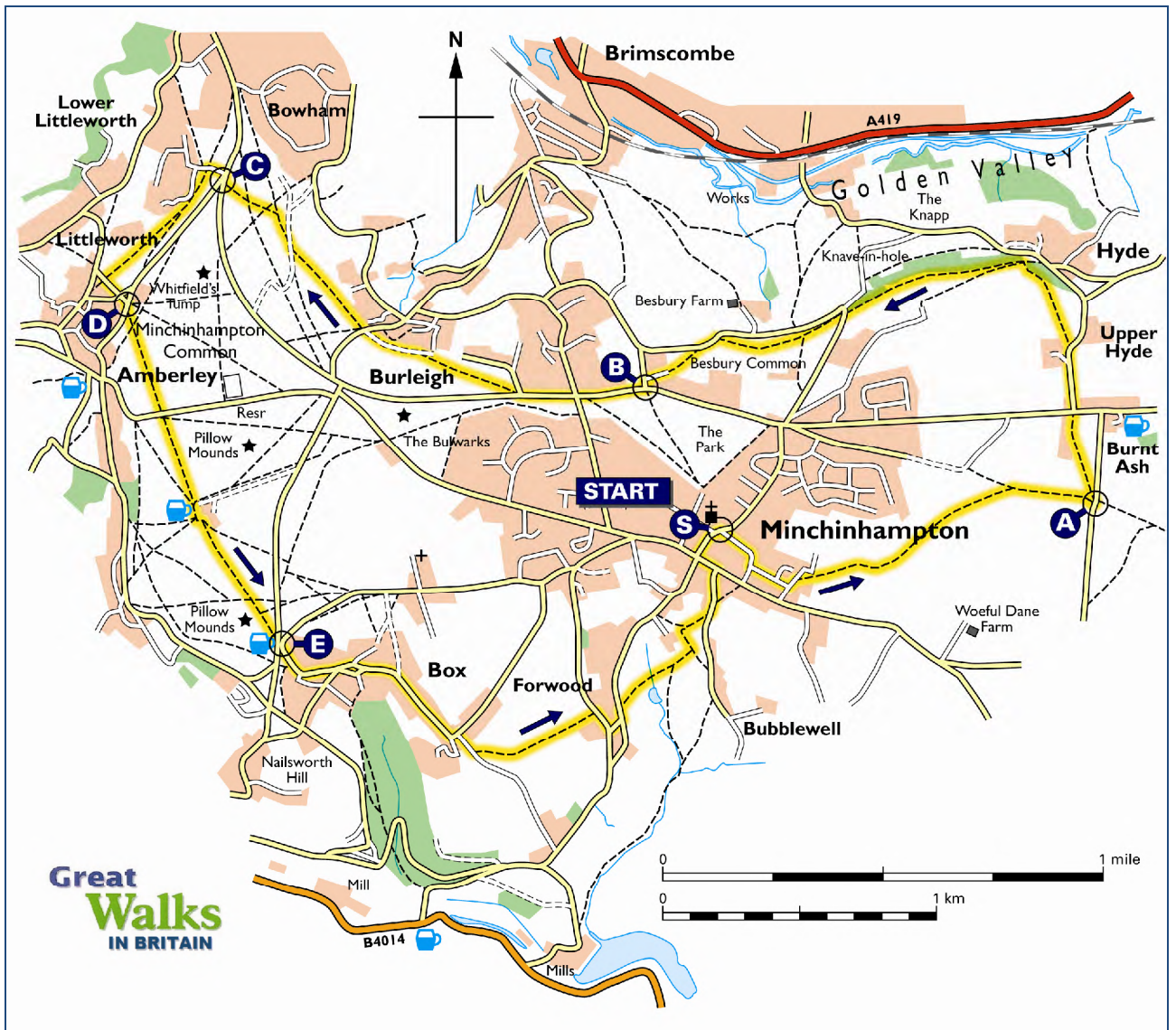
LOCAL INFO

Minchinhampton stands high above the Stroud valleys. Close by the ancient market cross is the columned market house of 1698. This scene is overlooked by the church of Holy Trinity, which was begun in the twelfth century and rebuilt at various intervals since. The truncated spire is a result of nineteenth-century work, after it sustained damage, but the best feature is the fourteenth-century transept and rose window. Take a look at the fine monumental brasses too.

Minchinhampton Common extends to almost 600 acres and is extensively used for recreational purposes. It contains various prehistoric sites,

MINCHINHAMPTON CIRCUIT G.P.S. WAYPOINTS

WAYPOINT NAME	MAP REF	CO-ORDINATES		ELEVATION: Metres
MIN S	S	SO	87241 00689	247
MIN A	A	SO	88616 00871	236
MIN B	B	SO	86964 01268	221
MIN C	C	SO	85437 02046	224
MIN D	D	SO	85086 01613	217



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,