



The Windrush Way from Guiting Power

A longish walk following part of the River Windrush through woodland, gentle valleys and quintessential Cotswold villages

Essential Facts

- Route distance: 19.9 km (12.4 miles)
- Approximate time: 5 hours 30 minutes
- Approx. total ascent: 235 metres
- Start point Grid Ref: SP 094 247
- GPS Ref: SP 09421 24784
- Recommended O.S. Map: Explorer OL45
- Toughness Rating: Cotswolds 2

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

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CHALLENGE ?**

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Full Info from the Great Walks web site

THE ROUTE

Guiting Power is a small village, off the A436 between Cheltenham and Bourton on the Water.

The walk starts from Guiting Power village green, **S**. Facing the Post Office, go left and then right down the “No Through Road” that is signed for the Wardens’ Way. The road becomes a path, dipping into the valley (do not cross the stream) and out again. Turn right along a track, still following the Wardens’ Way sign.

Cross the minor road at **A**, and spare a glance over to the picture-perfect Manor House over on the left. Keep to the left of the cottage ahead onto a path that leads into Guiting Wood. A well-signed path cuts through the heart of the wood. Do not go through a gate onto a minor road, **B**; instead turn left on a woodland track, still signed for the Wardens’ Way. This track joins the woodland edge.

At a prominent waymark post turn right, continuing along the woodland edge. On meeting a road at **C**, turn left. At the next bend in the road we leave the Wardens’ Way, which goes off to the right, and instead take the bridleway ahead. This strides over the fields, passing Roel Hill Farm. On crossing a minor road you join the Windrush Way.

As you come towards the outskirts of the village of Hawling (by all means detour into the village), look for the sign pointing the Windrush Way going off to the left, **D**, and follow this path. Descend from the plateau to meet the road at Hawling Lodge. Carry on around the sharp bend, and ahead the path leaves the road on the right where the latter climbs uphill, still follow signs for the Windrush Way. You will pass the pretty house of Foxhill Lodge.

On meeting a metalled track at **E**, turn right, ascending through woodland. On meeting a road go right then quickly left. There is a path diversion (not shown on the OS map) around Westfield House. At the track, **F**, turn left.

The track descends into a valley, which can be noisy if clay pigeon shooting is going on at Downs Barn. Towards the end of the valley bear left through a gate into the village of Aylworth. Follow the road through the village, cross the main road and continue on a bridleway. Descend into the valley bottom, but just before crossing the stream, **G**, double back on yourself, uphill. There is a sign for the Donnington Way, a 62 mile trail linking the pubs of the Donnington brewery.

The route now tackles another hazard, crossing part of a golf course, before arriving at the road. Cross over and walk along the wide verge for about 80 metres, then go down the bridleway on the left. This takes you into the village of Naunton, where take the path alongside the stream. Turn off to the right and cross the stream at the dovecote, climbing to the village street, where turn left. The street passes by the village green with the adjoining church; a pretty scene.

Continue along the road, which climbs out of the village. Shortly after the de-restriction sign go through a kissing gate on the right at **H**. The path leads across fields to rejoin the road. Follow the road downhill to the right. At the T junction go straight over onto another footpath across the fields, now with Guiting Power church tower in view ahead. Passing to the left of the church to join a road, carry on along the road to return to the start point, **S**. There are two great pubs to choose from in the village, and even the Post Office serves tea and coffee.



A Fine Manor House



Guiting Power Village Green



A Traditional Dovecote

Refreshment

<p>The Hollow Bottom Public House & Restaurant Guiting Power Tel: 01451 850392 Formerly Ye Olde Inne, with a distinctly horsey theme</p> <p>Farmers Arms Public House Guiting Power Tel: 01451 850358 Village pub</p>	<p>Black Horse Public House Naunton Tel: 01451 850565 Traditional pub</p>
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The Hollow Bottom Pub

LOCAL INFO

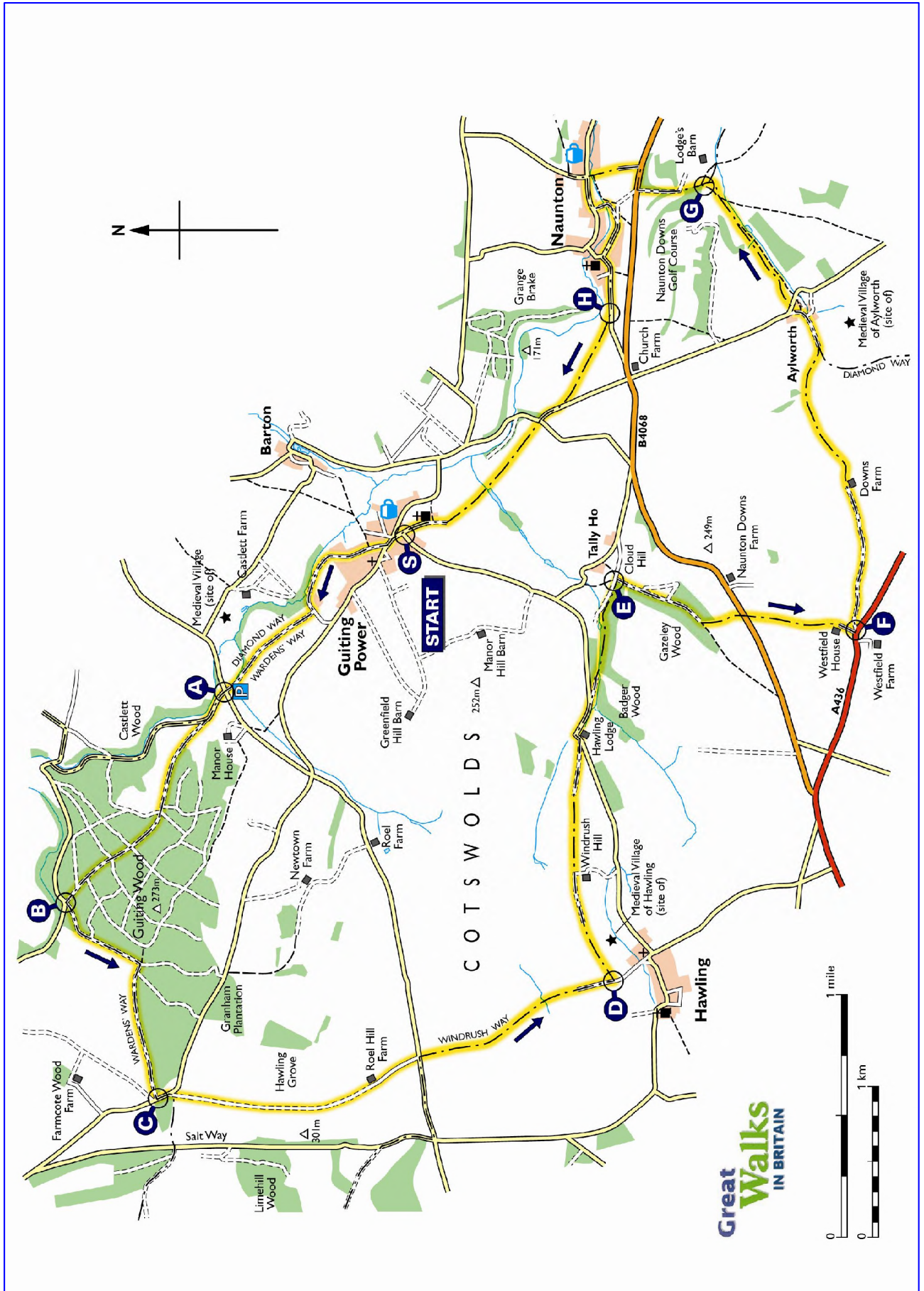
Guiting Power is unusual because many of the houses in the village were restored by a self-help trust founded by Raymond Cochrane in the 1970s. The church of St Michael and All Angels has a notable Norman doorway. Just inside the church is a tiny coffin or sarcophagus, thought to be of Anglo-Saxon date.

The **Wardens' Way** was created by the Cotswolds Voluntary Warden Service. It links the Oxfordshire Way with the Cotswold Way, a distance of about 14 miles. The Windrush Way is its twin, largely traversing lonelier tracts of the countryside.

Naunton is best known for its medieval dovecote. This was later converted to a corn mill, but when conversion to a bed and breakfast society was threatened in 1997 a Conservation Society was formed to buy and restore the building. There is also a Baptist chapel, which you will pass on this walk. It is unusually large and fine for the size of village, and is entered via a rather nice iron gate onto a terrace with views across the valley. The church of St Andrew dates from the 12th century, with many later additions, and is worth browsing for the gargoyles and sundials outside, and the "wine-glass" pulpit inside.

THE WINDRUSH WAY FROM GUITING POWER G.P.S. WAYPOINTS

WAYPOINT NAME	MAP REF	CO-ORDINATES		ELEVATION: Metres
GUI S	S	SP	09421 24784	181
GUI A	A	SP	08410 25865	184
GUI B	B	SP	07002 26889	203
GUI C	C	SP	05709 26351	277
GUI D	D	SP	06486 23308	243
GUI E	E	SP	09132 23268	169
GUI F	F	SP	08830 21712	190
GUI G	G	SP	11895 22640	114
GUI H	H	SP	10883 23307	147



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,