

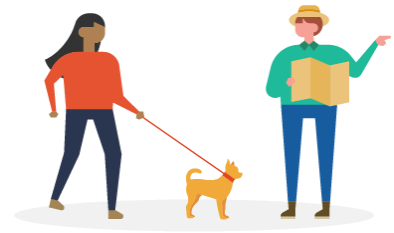


Kilpeck Walk details

Distance: Approx 6.5 miles

Time: Approx 3.5-4 hours

Access: Moderate to hard difficulty; mostly footpaths through fields and woodland; some steep uphill walks; some minor roads and stiles; not suitable for wheelchairs and buggies; walking boots or other suitable footwear recommended, along with long trousers, depending on season.



n.b. As this walk passes through both arable and grazing land, please respect the boundaries put in place by farmers and stick to the public right of way. Occasionally, ways through field boundaries will be temporarily altered, but alternative access can always be found nearby

Parking: Parking at The Kilpeck Inn for patrons, limited Parking near the church.

Walking Route

Directions

1. Start your walk at the *Church of St Mary and St David*. The church dates from around 1140, and contains some of the finest Romanesque sculpture in Europe. To the left of the church you will find the remains of a Norman motte and bailey Castle. With the church on your left, follow the road. On your left, shortly after the church you will see the site of a deserted medieval village. Follow the road on until you reach a crossroads.
2. At the crossroads, turn right. Follow this road until you reach a track leading onto farmland ahead of you (to your right, the road will bend back towards the village). Take the track, which runs between two fields and leads uphill towards the footpath. Depending on the season, you can either follow the public right of way through the field or follow the field boundaries to the left, alongside a wire fence and past a large oak tree. – try to keep the white cottage (Nash Hill Cottage) up ahead in view as a guide. At the far side of the field, follow the field boundary round the top of the field until you reach Nash Hill Cottage, then exit the field through a gate onto the road.
3. When you reach the road and Nash Hill Cottage turn left on the road and almost immediately on the right you will see some steps passing around the back of the cottage. Passing over a stile into the field, follow the hedge, which forms a boundary to the house. When the hedge ends carry straight on downhill to the trees, stream and bridge.



4. Take the footbridge over the stream and walk diagonally to the top right hand corner of the field and cross the gate into the next field. Walk diagonally left across the next field to a gate in the hedge.. Pass through the gate in the hedge and continue ahead towards the woodland and follow round the edge towards another bridge in the corner of the field. Cross the bridge and follow the field edge right, until you reach the edge of the woodland and a gate that leads onto the road.
5. Cross the road and go over the stile, following the edge of the woodland to your right. Climb over another stile near a house and walk around the property, keeping it to your right. Cross another stile to the left and enter a field. Follow the field boundary on your left. *The Mynde, the seventeenth century home of the Pye family, will come into view ahead.* Follow the track that leads downhill towards the Mynde, passing to the left of two ponds and around the side of the house. Cross a cattle grid on your left and walk through between the house on your left and the farm on your right. Cross a second cattle grid and turn immediately right towards Woodland House. Walk through the range of buildings to enter the field ahead. Follow the boundary across the field, to the right of a tennis court, to enter the woodland through a small gate. The path through the woods is well waymarked and ascends a steep slope, with a small number of steps. Leave the woods via a stile.
6. Continue along roughly the same line, following the boundary to your right, crossing over another stile and passing some farm buildings on your right. Follow the public right of way around the field edge and over another stile onto the road, turning left up the road, which will soon start to go downhill around Orcop Hill. Follow this down until you reach the road. Turn right onto the road and follow it for half a mile, passing below the slopes of Cole's Tump on your right. You will pass by houses to your right. When you reach a fork in the road, take the minor road that branches off to the right.
7. When the road turns sharp right, take the lane straight ahead marked with a no-throughway sign. This lane bends to the left and then to the right towards some old barns and a house. Take the path to the right of the barn and enter the Holloway that runs along the boundary between two fields. Take the gate into the next field and continue ahead. At the end of this field, go through the gate and follow the field boundary to the right. Follow the path on through the next gate and then follow the left hand edge of the next field. Keep the field edge on your left as you carry on. When you reach the furthest corner of the field, turn left through a waymarked stile and follow the fenceline on your left to a farm. Go through the farmyard to the tarmacked lane.



8. Keep on the lane until you come to a junction after about a quarter of a mile, which will lead you back to Kilpeck. At the next junction, turn right and this will lead you past the village hall and to the Kilpeck Inn and the end of your walk.