



Come and walk some glorious Cotswold countryside with the added bonus of a cosy and welcoming pub with a great selection of drinks and food at the start and finish, whichever end you begin!

This leaflet describes two delightful alternative routes between the two pubs, so you can choose a one-day adventure with the help of a car or taxi for the return journey, or stay overnight at the Bathurst Arms and walk a different way back the following day to make a great weekend of it.

Each successful walker who can prove that they have completed the Challenge in either direction can enjoy a complimentary glass of wine or pint of beer on arrival at the destination pub. Two-day walkers can claim £10 off an overnight stay at the Bathurst Arms.

Have a great walk on us!

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THE BUTCHERS ARMS
Sheepscombe, Stroud, Gloucestershire GL6 7RH
tel 01452 812113
website www.butchers-arms.co.uk
email contact@butchers-arms.co.uk

bar open
Mon–Fri (Sept–June) 11.30am–3pm, 6.30pm–11pm
Mon–Fri (July/August) 11.30am–11pm
Sat 11.30am–11pm
Sun 12 noon–10.30pm

food served
Mon–Fri 12 noon–2.30pm, 6.30pm–9.30pm
Sat 12 noon–9.30pm
Sun 12 noon–8pm (Jan/Feb 12–6pm)

THE BATHURST ARMS
North Cerney, Gloucestershire GL7 7BZ
tel 01285 832150
website www.bathurstarms.co.uk
email contact@bathurstarms.co.uk

bar open
Mon–Sun all day

food served
Mon–Fri 12 noon–2.30pm, 6pm–9pm
Sat 12 noon–9pm
Sun (summer) 12 noon–8pm
Sun (winter) 12 noon–3pm, 6pm–8pm

STAFF USE ONLY
Number in party:
Time & date:
Staff signature:

WALKS from the DOOR
www.walksfromthedor.co.uk

heartstone Inns Cotswold Challenge

a one-day linear or two-day circular walk between two superb Gloucestershire inns



Make a weekend of it – stay over and walk back the next day!

11 1/4 miles
12 1/2 miles
mapped and described in both directions



Claim a free drink if you complete the challenge!

The Heartstone Inns Cotswold Challenge: Logistics

The **Bathurst Arms in North Cerney** and the **Butchers Arms in Sheepscombe** are approximately 15 miles apart by road. This leaflet describes two walking routes, of 12¼ and 11¾ miles respectively and with no overlap, between the two pubs (allow 6 or 7 hours each way). If you only have one day, you can follow either route as a linear walk from one pub to the other, but we recommend a glorious two-day circular walk, starting from the Butchers Arms and treating yourself to a luxurious overnight stay with dinner and breakfast at the Bathurst Arms, before walking back to Sheepscombe via the glorious Duntisbourne valley the following day.

If you are only able to walk one way, please note that there is no public transport available between the two pubs, so you will need to arrange a lift or taxi-ride before or after your walk.

If you need to leave a car at either end, please check with the pub staff in advance. Car parking is especially limited at the Butchers Arms, but it may be possible to leave cars at Sheepscombe Village Hall, by prior arrangement: the Butchers Arms management can direct you to the right person for Village Hall car-parking enquiries.

There are no conveniently placed shops or other pubs on the route in either direction. You will therefore either need to bring your own food (and plenty to drink) or buy a packed lunch (by prior arrangement) from the pub you start from.

Each walker who successfully completes the Challenge on foot is entitled to a **free drink on arrival**, on production of this leaflet and with proof of completion. Those taking the two-day challenge and staying overnight at the Bathurst Arms can claim **£10 off per room** when booking directly with the pub in advance.

You can verify your successful completion of the challenge on arrival by:

- Asking staff at the pub you start from to mark this leaflet as verified
- Showing the staff at the destination pub a “selfie” taken at the start
- Checking-in on social media at both the start and end pubs, with the hashtag #HeartstoneInnsCotswoldChallenge

Free drink offer is limited to one drink per participating walker and entitles each to one pint of draft beer, one medium glass of wine, or a soft drink only. Room discounts apply only to advance bookings made direct (not online), and for the first night of your stay only. Rewards are granted at the discretion of staff and may be withheld or withdrawn without notice or explanation. The Butchers Arms, the Bathurst Arms, Heartstone Inns and Walks from the Door accept no liability for any loss, injury or other eventuality resulting from participation in this walk, however caused. Directions were believed correct at the time of writing but routes on the ground may change. Some of these routes involve steep climbs and may be overgrown, under crops or muddy in places. Waterproof clothing and footwear appropriate to the season is recommended.

Bathurst Arms to Butchers Arms

via Bagendon and the Duntisbournes: 12¼ miles

1 From the front door of the Bathurst Arms, cross the River Churn to the main road. **2** Cross quickly but carefully and follow the lane opposite, signposted to Bagendon. **3** Follow the road around the church and then round to the right, uphill. **4** Bear left at the entrance to Cerney House, continuing along the public road. **5** After a further 600 yards, cross a staggered junction and follow the road opposite until it descends towards Bagendon village. **6** At the war memorial, bear left downhill and past Bagendon church. **7** Turn right at the phone box beyond the church and, ignoring a no-through road off to the left, follow the narrow lane past the old school on the right. **8** The lane passes below a wood (ignore footpaths to the left) and then descends to the cottages of Upper End. **9** When the road bends sharp right in the valley bottom, go through a gate on the left and turn right along the bottom of the field. **10** The path leads pleasantly along the bottom of the valley, then enters woodland and turns left to climb a track through the trees. **11** When you reach a gravel track by a house, ignore the downhill ride to the right and take the waymarked track that continues uphill in the same direction as before. **12** At the top of the wood, turn left and follow the track above the property until you meet the driveway. **13** Turn right and leave the wood, following the stony drive out to a minor road. **14** Turn right and follow the road for a little over half a mile. **15** Bear left, under the twin bridges of the A417 dual carriageway. **16** Walk uphill until the road narrows, then turn left through a gate, and turn left along a metalled track, back towards the main road and then alongside it. **17** Before a gate, turn right and follow the field edge. **18** Pass through the hedge on your left at a gate, and continue along the right-hand side of the next couple of fields. **19** At the bottom of the field, join a sunken bridleway at the right-hand side of a wood, which leads down to the ford at Duntisbourne Rouse. **20** Cross the footbridge to the left of the ford and walk past the first house on your right. **21** Turn right up some steps and follow a narrow path to the church of St Michael. **22** Beyond the church, cross a wall with steps and follow a path through the trees with gardens to your left and the slope down to the stream on your right. **23** At the end of the wood, cross a stile and walk obliquely down the hillside to another stile in the far right-hand corner beside the stream. **24** Leave the stream and cross the hillside to a gate and stile either side of a strip of game cover, then bear left to descend a steep slope behind and to the left of some barns. **25** Cross a stile into the road by the ford in Middle Duntisbourne. **26** Turn left, away from the stream, between two cottages and then at a left-hand bend in the road, take a track on the right, below a driveway. **27** Follow the track parallel to the stream, with views over a lake to Manor Farm on your right. **28** When the track enters a field on your left, continue ahead along a narrower path between hedges to emerge on a country lane opposite a farm entrance. **29** Turn right and follow the lane for ¾ mile, passing the entrance to Nutbeam Farm on the right as you approach Duntisbourne

Leer. **30** Keep on to a triangle at the top of the village, where you turn right and descend towards the stream. **31** Take a left-hand turn signposted “UNSUITABLE FOR MOTOR VEHICLES”. **32** Follow this lane uphill, then bear right to descend to a long ford; follow the footpath to the left of the stream. **33** Beyond the ford, follow the lane ahead to the phone box and spring at the foot of the village green in Duntisbourne Abbots. **34** Follow the road and path up the slope opposite, then turn left past a postbox. **35** Enter the churchyard via the lychgate and exit by the gate to the left of the church tower. **36** Turn right to the triangular road junction and turn left (signposted to Duntisbourne Leer and Daglingworth). **37** When the road bends left at another triangle, take the road on the right, again signposted “UNSUITABLE FOR MOTOR VEHICLES”. **38** At the end of the triangle, follow the unmade track to the left of a house. **39** Follow this track for half a mile until you meet a road. **40** Cross straight over and follow a similar track opposite, then continue along the left-hand of a field. **41** Go through a gateway into woodland and follow the track as it descends to the left; ignore a track joining from the right. **42** Keep right at a junction of tracks by a telegraph pole. **43** Leave the trees at a gate into grassland. **44** Just before you meet a road at the bottom of the slope, turn left and descend to a gate, with a stream to your right. **45** Follow the path beyond to a waymark post, where you turn right to cross rushy ground to a footbridge by the corner of a wood. **46** Turn right up the edge of the wood; go through a gate and follow the fence behind a farm building. **47** At a wooden stile, turn right into the wood and turn left along an indistinct path through the trees along the bottom of a valley above the fence, now on your left. **48** After a short distance, turn right up the steep valley side, with a straggly barbed-wire fence on your left. **49** At the top of the wood, cross a stile and walk along the left-hand side of two fields separated by a further stile. **50** Join a track and follow it past a field-gate and stile along the bottom edge of a field to your left. **51** On meeting a narrow belt of woodland, continue through the trees and follow the track beyond until you meet a road. **52** Cross and follow the metalled road opposite, signposted “Unsuitable for long vehicles”. **53** Follow the lane round to the right past some farm buildings then turn right at a junction, signposted to “All Cottages Farm”. **54** Continue along this lane as it bends left past a series of houses, to a farm entrance. **55** When a path joins from the left, before the farm buildings, leave the farm track to pass to the right of the barns. **56** A gate leads into a narrow field to the right of a mound, and in the far right-hand corner a stile marks the continuation of the path along the top of a field with a dry-stone wall on your right. **57** A stile beside a gate at the end of this field leads into woodland; follow the path through the trees to a crossing path. **58** Go through a gap in the wall opposite and walk across to follow a curving belt of trees on your left. **59** This leads to a hand-gate, beyond which you cross the field and follow a hedge on your right-hand side to a gate into a stony farm track. **60** Turn left and follow the track as it curves down to pretty Honeycombe Farm. **61** Climb the road beyond the stone barns to a house, where you climb a flight of steps in a concrete retaining wall. **62** Turn left and right in the corner of the garden alongside the wall of

a silage pit to reach a track at the rear of the property. **63** Turn left through a metal gate into a concrete yard, then right along a hedgerow climbing the hillside. **64** Follow this field, past footpaths to right and left, until you reach a gate into a lane. **65** Take a few steps to the left, then turn right over a stile with a footpath sign. **66** Cross an area of grassland (planted with young trees) to a stile into another road, opposite the car park for the Butterfly Conservation reserve of Rough Bank. **67** Go through the metal gate to the left of the car park entrance and walk down the track across the rushy field. **68** At the bottom of the field, don’t go through the wooden gate into the reserve, but drop down left through a metal field-gate into a superb sunken way through the trees. **69** Follow the path down the bottom of the valley for a while, then bear left up an gently ascending track through the trees. **70** Join a wider track at the top of the hill and follow it ahead until it curves left and an isolated house comes into view. **71** Turn right onto a steeply descending permitted path, which shortly meets a contouring footpath at a T-junction. **72** Turn right and then drop down left to a stile into open fields. **73** Bear right down the slope to meet a track where two valleys meet. **74** Turn left over the stream at the bottom, and bear left up a track until it meets the main track down the valley to Dillay Farm. **75** Cross this track and climb the steep bank to a stile into the woods. **76** Climb very steeply through the trees, crossing two larger tracks (the second with a few steps above and below). **77** As you approach a field corner at the top of the wood, bear right with a dry-stone wall on your left. **78** Pass though a gap in the wall (indicated by an arrow painted on a tree) and continue uphill along the woodland edge between fence and wall until you meet the drive to Dillay Farm. **79** Follow the driveway ahead; at a junction by farm buildings, bear right. **80** At the next junction, turn right and walk out to the B4070 Birdlip–Stroud road. **81** Take a few steps to the left then turn right into a woodland track. **82** Before a Natural England board for Blackstable Wood National Nature Reserve, turn right at a waymark post onto a path angling down through the trees. **83** Cross two contouring tracks at an angle (the second by another information panel) to emerge on the road above Sheepscombe. **84** Turn right to the junction and then left (signposted to the Butchers Arms). **85** Turn right at a footpath sign and then left over a stile into a field and descend towards the village. **86** Cross a stile at the bottom and turn left to a driveway; turn right towards Clissold Farm. **87** Just before the farm, a gap in the beech hedge on the left gives access to a path that turns right through a hand-gate and passes in front of the farmhouse. **88** Ignore a path to the left and descend steeply to a stile in a field corner. **89** Walk down the slope with a wooded stream valley to your right, aiming to the left of the rightmost house, with a glass conservatory. **90** A gate leads between the buildings to a driveway, where you turn left in front of a house with Gothick windows. **91** Pass between gateposts and follow the drive to the end of School Lane. **92** Bear left out to the main village street in Sheepscombe. **93** Turn right and climb the hill to the Butchers Arms.

Butchers Arms to Bathurst Arms

via Winstone and Rendcomb: 11¼ miles

1 From the front door of the pub, turn left and follow the no-through road signposted to Sheepscombe Far End. **2** After ½ mile, continue between the gateposts into Workman’s Wood. **3** When the track forks, take the lower (right-hand) branch. **4** Bear right when the other track rejoins from the left, then swing right with views down the valley. **5** Bear left to a building and a pond beyond. **6** Continue along the main track to the left of the pond. **7** Beyond a shelter (on your left) continue up the valley, ignoring any turnings and passing a small quarry face on your left. **8** Eventually, leave the wood through a gate and follow a track across the field ahead. **9** Bear right through the gate between two houses. **10** Turn right down the road, then at Foston’s Ash cross over and walk to the right of the pub, passing the swings to reach the end of the car park. **11** Follow the footpath beyond, along a field edge. **12** At the end of the field, go through a gap in the hedge and follow a path half-right across the next field to a dip in the land and into the wood beyond. **13** Walk quite steeply down the wooded side-valley to a footbridge over the stream. **14** On meeting the main path beyond, turn right down the valley. **15** Follow the track as it bends left and through a gate to the left of a ruined building. **16** Turn right and walk behind the building to a further hand-gate. **17** Shortly afterwards a track joins from the right; continue down the valley alongside the stream, ignoring any side-tracks. **18** When you reach a narrow lake, at the meeting point of five tracks, leave the stream and follow the waymarked bridleway that leads obliquely up through the trees to your left. **19** After passing an area of new planting towards the top of the bank, exit the wood and turn left, ignoring the path ahead along the wall. **20** Climb to a dry-stone wall and follow it to the right. **21** Ignore an area of hard standing on the left, continuing along the field edge to a bridleway sign and gate where you join the road. **22** Turn right and walk down into Caudle Green. **23** Follow the lane across the village green, past the postbox and out of the village. Ignore a narrow lane off to the left. **24** At the bottom of the valley, turn right to cross the stream, and take the footpath signposted between the roads to Syde (left) and Winstone and Miserden (right). **25** The path leads through coppiced woodland parallel to a stream on the left, and then passes through a more open area. **26** Ignore a waymarked path on the left, continuing on the more obvious path up the wooded slope to a waymark post in the corner of the field. **27** Follow the field edge ahead of you to the top of the hill and in the corner of the field, turn left. **28** On meeting a farm track, turn right past Pound Cottage to the metalled road on the edge of Winstone village. **29** Turn left and walk into the village centre, passing Townsend Farm and Winstone Baptist Chapel on your right. **30** At a junction, turn right (School Hill) and follow it to a triangular junction. **31** Turn right (signposted “To the Church”) and follow the lane past a series of farms and houses to the church, ignoring a footpath over a slab on the right just beyond Croft Farm. **32** Take a footpath on the right at the bend in the lane below the

church, and follow the walled grassy track out into open fields. **33** Walk diagonally across the field aiming for a gap in the far hedge approximately coinciding with the point where the overhead cables cross. **34** Continue in a similar direction towards the trees surrounding Rectory Farm. **35** After a stile, aim to the left of the trees (negotiating temporary fencing if necessary) and cross the farm drive above the entrance. **36** Cross the stile opposite and bear half-left to a gateway in the wall. **37** The path continues in the same direction (temporary fencing permitting) to a stone slab stile into a road. **38** Cross the road and go over the stile opposite. **39** Join and follow a tractor track, bending left then right so you end up walking parallel to the A417. **40** In the corner of the last field, go through a gate and descend to a public road. **41** Turn left (ignoring the slip road onto the A417) and pass under the twin bridges leading below the dual carriageway. **42** Follow the road round to the right and carry straight on along a short no-through road beyond the southbound slip road. **43** At the end of the metalled road, turn left and follow a hedged green lane downhill. **44** This track runs along the right-hand side of a wood and then crosses the stream at a ford. **45** Climb the hill beyond, following the track along the wood edge. **46** Beyond the woodland the track levels off and follows field edges before passing to the right of a roughly triangular copse and joining Burcombe Lane. **47** Follow the lane past houses (and the entrances to Burcombe, Hobbs Lane and Woodland View on the left) to a junction with a phone box and bus stop. **48** Turn left, ignoring minor turnings to left and right, then at the end of the village turn right, passing under pylons and then past a house on the left. **49** Follow the road for half a mile, passing through woodland and descending to the main road. **50** Cross over and turn right then left, signposted to “Rendcomb & College”. **51** Walk down the road to cross the River Churn, then continue up to Rendcomb village, ignoring a drive on the right and passing under an ornamental bridge. **52** Turn right at the entrance to Rendcomb College and walk past the French Renaissance-style stables. **53** Beyond the post office and phone-box, turn right, signposted to Chedworth. **54** Opposite the last house on the left, take a footpath on the right. **55** This leads along a fence then follows a mature hedgerow before descending towards the bottom of the valley at the far end of the field. **56** Beyond a kissing gate, cross a driveway onto a path which bears left into woodland. **57** Follow the path along the bottom edge of the wood, crossing a footbridge, until a kissing gate on the right leads out into a riverside field. **58** Turn left and walk below the woodland edge to a step stile. **59** Turn right towards a bridge, but then immediately left through the trees to a gate into fields (ignore paths on the left). **60** Follow the path along the bottom of the bank with the river close on your right. **61** Ignore a footbridge and go through a metal gate. **62** The path departs from the river slightly to reach a field gate in the wall on the left, ahead of a wooded bank in a bend in the river. **63** Go through the gate and bear right, up the hill, to pass behind the wood. **64** Continue above the wood to a gate, which leads into a grassy driveway. **65** On reaching the main street in North Cerney, turn right and walk downhill to the Bathurst Arms.