

Saturday Walkers Club

SWC Walks

Walk 224. Kingham to Moreton in Marsh via Adelstrop (the First World War Remembrance Walk)

This Cotswolds walk is best done in “high summer” - late June to mid August - when there is maximum daylight (and hopefully sunlight!) to enjoy the dreamy Cotswolds landscape of flower-filled meadows, gentle hills and picturesque villages and churches. After periods of rain some paths and fields, particularly before lunch, will be boggy so this walk is best done and appreciated after a spell of dry, sunny weather. The walk is **not** recommended for autumn or winter.

The walk first follows paths across fields near the river Evenlode and then passes through a number of lovely Cotswolds villages with its centrepiece a visit to the idyllic hamlet of Adelstrop, immortalised in the poem “Adelstrop” by Edward Thomas who died at the battle of Arras in France in 1917.

Your recommended pub stop the **Fox Inn at Lower Oddington** is just 5.7km into the walk so you will have 12.0 km to complete after lunch (or 13.7km if you do the longer route from Adelstrop to Chastleton.).

Jane Austen visited Adelstrop House at least three times and it is thought her novel Mansfield Park was inspired by the village and the surrounding area.

The walk is on the Oxfordshire/ Gloucestershire borders and a long way from London and as you will not start walking until around noon (but earlier if you take the 9.22 Sunday train) you should prepare for a long day (12 hours) as there is much to see and enjoy. Allow at least 5 hours for walking and 3 hours for meals and sightseeing/resting. On a Saturday you could aim to arrive at Moreton in Marsh around 6.30-7.00pm. This will leave time for a drink/snack before catching the 7.45pm train arriving at London Paddington at 9.29pm, or if you want a meal you can catch the 8.43pm which arrives at 10.38pm, still with plenty of time to get late tubes, trains or buses.

Length	17.7km (11 miles) or 19.4km (12.1 miles) if you take the “higher route” from Adelstrop to Chastleton
Maps	1:25,000 Explorer OL45 The Cotswolds 1:50,000 Landranger 151 Stratford upon Avon and 163 Cheltenham and Gloucester
Toughness	Some gentle climbs, 3/10.; Main walk: height ascended 192m; descent 153m. If you take the higher and longer route from Adelstrop to Chastleton this increases the overall walk’s toughness to 4/10 with the height ascended 302m and the descent 213m.

Features

Kingham station is a fair distance from the actual village. The walk starts by crossing fields and woods close to the river Evenlode before picking up a quiet tarmac lane (Church Road) en route to Lower Oddington.

On this lane you pass the beautiful **St Nicholas Church** which should be open and a visit is highly recommended. The Norman south aisle probably represents the original nave. The church was all but abandoned among its fields in 1852, and has been little altered since. It has medieval wall paintings of the Doom on the north wall of the nave, dating to the early 15th century. They were whitewashed over in the English Reformation and conserved by Eve Baker from 1969. Scenes depicted include the Acts of Mercy and the Seven Deadly Sins.

Lower Oddington

A typically attractive Cotswold village which with Upper Oddington forms the parish of Oddington. You can find a wealth of history and detail about the parish [here](#).

Adelstrop

This isolated, small village is renowned for its beauty and the fine walks in the surrounding countryside. It is a perfect spot to linger and rest or for a period of quiet reflection. As you leave Adelstrop on the shorter route to Chastleton you will pass a bus shelter with a station seat and the old station sign. The poem Adelstrop is inscribed on a small plaque. All signs of the original station, closed in 1966, have disappeared.

St Mary Magdalene Church in Adelstrop was largely rebuilt in the mid 18th century but has a 13th century chancel arch. The renovation was sympathetically done and the church has a much older feel. See [here](#) for more details and the connections with Jane Austen.

Poem: Adelstrop

The village has been immortalised by the Anglo-Welsh poet Edward Thomas in his short poem "Adelstrop" published in 1917 which describes an unscheduled stop at the village railway station in June 1914. The poem captures a feeling of peace and serenity on a warm and sunny English summers day just weeks before the carnage and slaughter of World War 1 and the subsequent unfolding horrors of revolution, economic collapse and genocide of the 20th century.

As such the village has become associated with an idealised, dreamy memory of the Edwardian English countryside and its "endless summers" with the poem one of the most popular and loved in the English language.

Edward Thomas enlisted in 1915 and was killed in 1917 aged 39 at the battle of Arras leaving a widow and four children.

The text of the poem can be found [here](#)

	<p>Chastleton House and St Mary's Church, Chastleton This is a Jacobean country house owned by the National Trust and a Grade 1 listed building. The village and the house have informative entries on their Wikipedia pages. In summer Chastleton House is open in the afternoons until 5pm but access is limited and you will have to pay if you are not a National Trust member – see here for more details. When the house is open the adjacent church should be serving refreshments; a welcome and delightful stop before you set off on the 7.7km stretch to Moreton in Marsh.</p> <p>Evenlode The last lovely Cotswold village you visit before your walk ends at Moreton in Marsh. You pass its village green which is a fine place to stop and rest before the final 5km leg of the walk to Moreton in Marsh.</p> <p>Moreton in Marsh A bustling market town with many buildings in the Cotswolds style. Its High Street - just 5 minutes from the train station - has hotels, pubs, cafes and antique shops and a highly recommended fish and chip shop.</p>
<p>Walk options</p>	<p>Lengthening the walk. You can add 1.7km (1.1m) to the walk by taking the “high paths ” from Adelstrop to Chastleton. This is a lovely scenic route and makes the complete walk 19.4km (12.1m) and the overall toughness 4/10.</p> <p>There are no written walk directions to shorten the walk. If you bring the relevant OS map and/or use a GPS device you can bypass the pubs at Lower and Upper Oddington and take a slightly shorter route (1.4km) from Bledington Heath to Adelstrop via Daylesford</p> <p>You could call a taxi from Moreton in Marsh at the Fox Inn to take you to Moreton in Marsh or Kingham.stations.</p>
<p>Transport</p>	<p>Direct trains to Kingham are on the First Great Western service from London Paddington to Hereford. Moreton in Marsh is one stop further along from Kingham</p> <p>Buy a day return to Moreton in Marsh. A network rail card will significantly reduce the cost of your ticket and you can get even better details if you book ahead via the web.</p>
<p>Suggested trains</p>	<p>On weekdays and Saturdays take the first train after 10am. On Sundays you can take the first train after 9.30 or a later one at just after 10.30am.</p> <p>There is one train an hour on all days to Kingham with a journey time of around 90 mins.</p> <p>On weekdays and Saturdays there are hourly return trains from Moreton in Marsh to London Paddington at varying minutes past the hour until just after 21.30.</p> <p>On Sundays there are also hourly trains at between xx:09 and xx:13 mins past the hour with the latest train at just after 10pm. Journey times vary between 100 and 120 mins back to London.</p>

Lunch and Tea

Lunch

Your lunch-time pub is the **Fox Inn** at **Lower Oddington** (01451 870555) which is 6km into the walk. This beautiful Virginia creeper clad, Cotswold stone Inn, with flagstone floor, beams, open fireplaces and collection of antiques does pub classics and a la carte. It has a large range of fine wines and a selection of real ales. The pub is around 5.7km from the start of the walk so you should reach it around 1.30pm if you have taken the train after 10am. Meals are served until 2pm. **You must book ahead preferably a few days in advance.** It will be busy on summer weekends.

The cost of main courses is high but the quality is excellent. You can get a decent starter for around £7. A possible plan would be to bring some snacks, have a starter at the pub and then have a meal in Moreton in Marsh. Fish and Chips at the Mermaid Fish Bar (see below) should be around £5-£6.

An alternative lunch pub is the **Horse and Groom** at **Upper Oddington** (01451 830584). However this option takes you off the main route (see directions below) and adds about 2km (there and back) to the walk.

This quintessential Cotswolds stone Inn dates back to the 1580s and has cheap sandwich menus and lunches (£7-£8) as well as a range of local and regional ales. Again it is a good idea to book ahead.

Check out the web sites for the two pubs as menus and choice of beers and wines will change regularly.

The approach to Adelstrop and the hamlet itself would be perfect spots for a picnic lunch. There are also excellent picnic spots on either of the routes between Adelstrop and Chastleton.

Afternoon and evening refreshments

Chastleton House

When Chastleton House is open on summer afternoons the adjacent St Mary's Church should be serving light refreshments; a welcome break in the long afternoon stretch of the walk. This café run by volunteers provides teas and other drinks and delicious home-made cakes which they will wrap up for you to consume later in the walk. There is some seating available and you can enjoy your break resting among "the tombstones" in the idyllic church grounds.

Chastleton House opening times can be found [here](#) The cafe should be open at the same times.

The Church and House are around 5km from the end of the walk.

Moreton in Marsh High Street

Sadly, by the time you finish the walk all the cafes and tea shops in the High

Street will probably be closed but there are several decent town centre pubs where you can get light refreshments and a reasonable evening meal.

Bell Inn (01608 651688)

Black Bear (01608 652992)

Swan Inn (01608 650711)

White Hart Royal (01608 650731)

For a cheap evening meal you can get superb fish and chips at **the Mermaid Fish Bar** in the High Street. Open every evening except Bank Holidays.

Walk Directions

A. Kingham Station to the Fox Inn, Lower Oddington (5.7km, 3.5m)

- 1) You leave Kingham station from the platform you arrived at and bear left down the station approach road passing a bus stop on your left. In 80m you reach the B4450 road where you turn right along the pavement. You will need to cross over to the left hand pavement as the one on the right soon ends.
- 2) In 400m you cross a bridge over a stream with signs just ahead welcoming you to Bledington and Gloucestershire and the Cotswolds. In 70m you cross a further bridge over a river with an attractive waterfall. ! 10m beyond this bridge you cross the road to turn right at a footpath sign and go down a narrow enclosed path. There is a river to your right.
- 3) In 80m you go through a wooden gate and continue along the path now with a single wire fence to your left and bushes to your right. In 80m you go through another wooden gate and continue along the signposted path along a field edge. In 150m the path bears right towards the river and goes through a wooded area. In 30m there is a 2m high wire fence topped by barbed wire to your left and bushes and shrubs immediately to your right. You are passing a small water treatment plant on your left.
- 4) In 80m you go through a metal kissing gate! Ignore a path immediately to your left and keep to the path 10m from a water channel on your right and passing close to an intermittent line of bushes. In 150m cross a wooden bridge with metal hand-rails to your right and in a further 100m go through a metal kissing gate. Continue ahead up a slight bank to footpath post 40m ahead of you.
- 5) Turn right at the footpath post through a potentially muddy area and continue ahead. Go into the next field keeping close to a single barbed wire fence with some hedges beyond it on your left. Head towards a metal kissing gate and field gate 30m to the left of a wooden bridge.

- 6) Go through the kissing gate (or field gate) to enter a large field. Go across this large field on a faint path and keeping the field edge fence about 30m away to your left. You are heading towards a field gate and kissing gate just visible straight ahead of you. (Parts of this field may be boggy so find the best path you can but keep to the same general direction). In 300m go through the metal kissing gate or the five barred gate and continue in the direction of a public footpath sign veering slightly to your left.
- 7) In crossing the field you continue to veer to your left keeping just to the left of the field edge of a line of bushes. Go through a narrow and potentially muddy gap by some trees into the next field with the stream just away to your right. Bear right and head towards a clearly visible footpath post about 60m away. Continue along a potentially muddy track and in 150m you come to a stream on your right and continue ahead along a narrow piece of land with some hedges on your left and the stream on your right.
- 8) Continue ahead on a faint path with a wire fence and a line of trees just away to your left. In 70m you pass through a gap between a line of hedges and a fence and bear right to a footpath post 70m away at the edge of a line of trees. Continue along side a fence for 40m and then bear left towards the field corner 100m away.
- 9) You are now walking along a field edge with a line of trees and bushes just away to your left. At the field edge turn right and continue along the line of hedges. In 50m bear left with the line of hedges. In 50m you go through a metal kissing gate and continue along the field edge with a water course just to your right. In 100m you bear right and 60m ahead of you is a kissing gate and footpath post. You make your way towards this either by crossing the field or following the field edge with the stream immediately to your right. You will find a disused horse jump right next to the kissing gate.
- 10) Go through the kissing gate and follow the faint path across the field bearing slightly to your right heading for the corner of the field. (If this path is not clear you can follow the field edge all the way round.) In 150m go through a metal kissing gate and then under a natural tree arch. In a further 5m you reach a car-wide grassy track where you turn right. You are now on the Diamond Way a potentially muddy bridleway. In 200m you continue ahead at a cross-roads. In a further 100m you reach a potentially very boggy area so ensure you take the clear narrow path just away to your left and continue ahead through the wood. In 100m you reach a footpath post with six direction signs on it. 15m away to your right you should be able to see a stile. You continue ahead along the narrow woodland path.
- 11) In 150m you go through a wooden gate, cross the car-wide track with a metal fieldgate 10m to your left to go through a 2nd wooden gate and turn left on a path through a wood. (There will be bluebells here in season). The wood is to your right and open fields 10m away to your left. In 100m turn right with the track following a blue footpath sign on a tree just away to your left in 5m.
- 12) In 150m bear left with the now car-wide earth track. In 80m you emerge from the wood onto a wide gravel track where you bear right, the wood to your right and

attractive open countryside away to your left. In 300m ignore a path to your right and continue ahead. In another 150m ignore a further path to your right.

- 13) In 100m you pass the lovely St Nicholas Church to your right which is well worth a visit. The track is now a tarmac lane and you continue ahead. 100m after the church ignore a path to your left and continue ahead. (there is an adjacent grassy path here just to your right which you may care to use to avoid any traffic using the lane.)
- 14) The village of Lower Oddington is now ahead and you soon reach a road T junction with Forge House in front of you where you turn right. In 80m as the road bears sharply left you reach The Fox Inn – your lunch-time pub.

Alternative Lunch Time Pub.

- 15) If the Fox Inn is fully booked or it does not meet your tastes then there is an alternative pub in Upper Oddington, the Horse and Groom. This will add 1.9km to the walk.
- 16) Instead of turning right at the T junction to reach the Fox Inn you turn left and stay on this road, ignoring all ways off for about 900m. In 200m you pass Home Close on your right and 300m after this the road bears left and then right to pass Blenheim cottage in 80m. In a further 130m you pass Brans Lane on your right and 150m beyond this after passing another lane to your right you reach the Horse and Groom. After lunch retrace your steps to the Fox Inn where you pick up the onward route.

B. Lower Oddington to Adelstrop (2.1km, 1.3m)

- 17) After lunch leave the Fox Inn and turn left on the road. In 100m you pass Oddington Lodge on your left. In 100m just before a busy main road bear right onto a tarmac footpath and continue along this with the road to your left. In 150m the footpath ends and you need to cross the road to pick up the narrow footpath and continue in the same direction.
- 18) You cross a bridge over a railway line soon passing a sign to Adelstrop and Evenlode to your left. 70m beyond the sign you take a very sharp left at a road junction (almost doubling back on yourself) and go down a tarmac lane. In 30m you take a footpath sign, the Macmillan Way, to your right to go through a gate and in 20m another gate following the direction of a footpath sign and keeping a couple of metres to the left of a narrow shallow depression.
- 19) You are now in the lovely Adelstrop Park, dotted with trees, and with the beautiful Adelstrop House ahead of you. You continue ahead, keeping the shallow depression to your right and head towards a car-wide gravel path just visible ahead of you. On reaching the track you continue ahead on this as it winds past a cricket pitch to your left. The made up path eventually ends but you continue straight ahead across a grassy area towards a wooden gate and a kissing gate 70m away.
- 20) Go through the kissing gate and continue ahead on a car-wide earth track. Swing right with this track going gently uphill with a narrow wood to your right and a fence and open fields to your left. Go through a narrow kissing gate and continue gently uphill.

You soon pass the entrance to Adelstrop House and in a further 30 metres you reach a tarmac lane where you bear right reaching the entrance of the lovely church of St Mary Magdalene in 20m..

- 21) 70m beyond the church entrance you reach a junction with a tarmac lane where you bear right into the picturesque village of Adelstrop (Here is a lovely place to stop, visit the church, have a picnic or snack, rest and take a little time to explore the village).
- 22) The lane swings to the left and in 70m you reach a road T junction. **You now have a choice of routes: to continue on the shorter, direct route to Chastleton go to Section Ci para 23. For the longer "high path" and more scenic route to Chastleton go to Section C(ii) at para 30.**

C.(i) Adelstrop to Chastleton (2.2km, 1.4m) direct route

- 23) At the T junction turn left passing Adelstrop post office in 20m (Adelstrop sub-post office and village shop should be open at weekends and is at 7 Main Street Tel 01608 659475.) Continue down the road as it swings to the right. In 70m you reach a crossroads. (Here to your right is a wooden shelter with the Adelstrop railway sign and a station bench. The Adelstrop poem is inscribed on a plaque on the wooden bench.)
- 24) Cross over the road and continue ahead along a dirt car-wide track signposted as the Macmillan Way. In 40m there are two further footpath signs showing the way ahead. You continue on this track all the way to Chastleton.
- 25) **In more detail:** you soon pass farm buildings to your left and continue on the narrower and more grassy track as it enters a field and with the field edge of bushes and trees immediately to your right. You are in gentle rolling countryside. You cross a stile with a footpath post and take the path slightly to your left heading towards a copse of trees ahead of you slightly to your left.
- 26) The path soon meets a fence and you continue on the path with the fence to your left. In 130m the path swings to the left and you cross a stile to continue along the path with the field edge to your left. In 40m you cross a further stile to your left and keep ahead here on a faint path about 15m to the left of the field edge on your right going across dips and humps in the field and heading towards a metal gate and stile.
- 27) In 200m you cross another stile or use the metal gate if its open and continue on the faint but discernable path towards a gate ahead of you going into some woods. In a 100m the path begins to gently climb towards the woods. After climbing gently for a 100m you go through a metal kissing gate into a wood. (This is a nice place to stop and look back at the beautiful view across the fields.)
- 28) After 30m you emerge from the wood and follow a narrow and potentially overgrown path across a field of crops. (If this path is overgrown, as it may well be in high summer, take the field edge to your right and follow it round until you reach the metal gate.) You continue gently uphill with the path levelling out after 100m. At the end of the field you go through a metal gate with a notice board on your right telling you that you are now in the grounds of Chastleton House a National Trust property. Ignore

paths to your left and right and continue ahead on a wide earth track with a fence to your left..

- 29) In 140m you go through a large wooden gate with Harcombe House just ahead of you. You go through two more wooden gates to reach a lane. Here turn right to go up the lane reaching St Mary's Church and refreshments in 40m. (Your onward directions now continue from para 42)

C(ii) Adelstrop to Chastleton "high route" 4km (2.5m)

30. Instead of turning left at the T junction (with the post office to your left 30m away) you turn **right** along the lane. In 30m turn sharp left with the tarmac lane. In 100m you reach a T junction with a minor road and you turn right going gently uphill.
31. **!!** In 80m there is a public footpath sign on your right into a wood and you take this going over a stile (or bypassing it) to continue along a narrow earth path which runs parallel to the road 20m away to your left. You continue on this attractive woodland path as it bears sharp right, still parallel with the road to your left.
32. In 200m you reach a cross-paths where you turn left heading for a field gate 30m ahead of you. Go through the gate, cross the road and go through the gate opposite you following a narrow earth path through woodland. (On OS maps this is the Long Drive.)
33. Continue on this woodland path going gently uphill. In 150m go over a cross-path and continue ahead on the narrow trail. In 200m you emerge from the wood with an open field to your left. Bear right with the path in 30m following a line of bushes and trees to your right. In 70m **ignore** a signed footpath to your right going into the wood and turn sharp left with the wood on your right and an open field to your left.
34. **!!** In 50m take the signed footpath to your right and continue along this narrow woodland trail. In 100m the path emerges from the wood and you bear left following the footpath sign with open fields to your right and woodland to your left.
35. In 150m you reach a wooden footpath post and the wood on your left ends. You cross an earth track to follow a path across open fields going gently uphill and heading towards woodland. A footpath post should just be visible in the distance ahead. As you proceed on this path there are superb views away to your left of the Cotswold Hills. (You are walking on Adelstrop Hill)
36. In 200m you reach the footpath post and you continue ahead towards the wood passing two bushy outcrops away to your left as you proceed. You reach the edge of the wood and a footpath sign. You turn left at the sign following a woodland trail. The edge of the wood is 30m away to your left. In 50m you pass a footpath post on your left - a gate and a road are away to your right - and you continue ahead on your path.
37. **!!** In 300m you will see a metal field gate 30m away to your right. **(If you do not want to do the woodland trail below you can head towards the gate to pick up**

the road beyond it and in 70m you turn sharp left at a T junction and continue along this road to Chastleton House and St Mary's Church.) There could be heavy traffic on this road so you will need to take care.)

38. **To continue on the woodland path:** With the fieldgate away to your right you bear gently left heading for a ground level sign which says “**please keep to the footpath, please keep dogs on lead**”. After the sign in 5m you pass a low ruined wall to your right. In 20m you reach a T junction and you bear left with the path through woodland. You are going through **Peasewell Wood**.
39. You continue along this clear but rough woodland trail, the edge of the wood way to your left.. (Please note this path may not be shown on some OS maps.) After 250m of this meandering trail you reach the edge of the wood to go through a broken gate. Go ahead for 10m and then turn right along the field edge, the wood on your right and open fields to your left. In 200m you reach a metal gate to enter the grounds of Chastleton House. (Here your route joins that of the shorter direct route detailed in Section Ci.)
40. After going through the gate with the Chastleton House notice board just to your right you ignore paths to your left and right and continue ahead on a wide earth track with a fence to your left.
41. In 140m you go through a large wooden gate with Harcombe House just ahead of you. You go through two more wooden gates to reach a lane. Here turn right to go up the lane reaching St Mary's Church and refreshments in 40m.

D. Chastleton to Evenlode (2.7km,1.7m)

42. Turn left at the lane going down hill (**or turn right if leaving the church grounds after your refreshments**). 50m after turning left bear left down a tarmac lane following a sign on your right for a restricted by-way. The lane swings sharply to the left . Continue down the lane and in 50m turn right down a track with farm buildings to your left ignoring a half-hidden stile to your left into a field.
43. You continue along the car wide earth track ignoring all ways off and gates to your left and right. After 1km the path narrows as it passes a double metal gate to your left and goes through a wooded area. In a 170m you reach a path T junction with a footpath post on your left. Here you bear left with the path. In 30m go through a metal field gate to immediately turn left into the next field to then turn right along the field edge of bushes to your right. You continue in this same direction through several fields and gates keeping the field edge just to your right all the way to Evenlode.
44. After 500m you can see the Cotswolds stone cottages of Evenlode ahead of you. 200m before you reach the cottages ignore a path to your right through a squeeze stile and across a narrow wooden bridge and continue ahead.
45. You next go through a metal gate and in a further 10m you reach a tarmac lane. There is an attractive village green in front of you with a childrens play area and wooden benches; a nice spot to rest before the final leg of the walk.

E. Evenlode to Moreton in Marsh (5.0 km, 3.1m)

46. Turn right along the tarmac lane passing the lovely village green and cottages to your left. In 150m you bear right following road signs for Moreton in Marsh 3 miles and Great Wolford 4 miles.
47. In 80m the road swings to the right and 40m after this you take a footpath sign to your left onto a track and head towards a large metal gate 50m ahead. Just before this large gate! you turn right through a small black metal gate on a path heading towards a stile 50m away by a tree.
48. Cross over the stile and immediately another stile to turn left towards some farm buildings 150m ahead of you. You should soon pick up a faint path heading towards a stile just to the left of the farm buildings and to the right of an old iron gate – probably open.
49. Cross the stile and go along a wide track passing farm buildings to your right. You are now on a wide grassy track – the Diamond Way - with the field edge to your left. In 200m cross into the next field and go towards a gap in the field boundary about 50m ahead of you.
50. !! Go through the gap where at the field boundary there is a barely visible ruined footpath post and broken stile just to your right. The onward public right of way is across the field but there may be no clear path and it could be ploughed over or have crops on it. The field boundary is a very long way round so walk towards a large oak tree 150m ahead of you in the field which you will soon find is about 50m from the field boundary. You are heading north (340 degrees).
51. Go past the oak tree and continue ahead towards the field boundary. Go through a line of trees and shrubs and there is a footpath post on your left at a cross-paths at the field boundary. Here you turn left onto a track which goes through a narrow grove of trees. In 130m go through a metal field gate and continue in the same direction along the field edge heading for a wooden gate 30m to the left of the field edge.
52. Go through the gate, cross the railway line with care and go through another gate. Continue ahead on the path to cross a wide bridge over a stream in 60m and continue along a clear path into the next field. In 100m you reach a line of trees and continue ahead with the trees and bushes just to your right.
53. After a further 400m you come to a dirt path T junction with a footpath post on your left. Here you turn right on a clear wide dirt track the field boundary to your right. A wood (Frogmore Coppice) is ahead of you just to your right. You keep in this same direction all the way to Moreton in Marsh.

54. 50m beyond the wood to your right bear right with the track, ignoring a grassy path along the next field boundary to your left. Continue on the track heading for farm buildings ahead of you.
55. In 150m you keep ahead at a confluence of tracks, passing a house to your left and heading towards a barn. Just before the barn you pass footpath posts to your left and right almost hidden in foliage. You continue ahead to pass farm buildings to your left followed in 30m by a large metal container on your right.
56. Just after the farm buildings bear left with the now grassy track to cross a stile and bear right along the field edge. You continue along the field edge a hedge to your right heading for a stile 70m ahead of you. Cross the stile and then in 8m a further stile and continue along a clear but narrow path across the next field going through a metal gate to bear right with the track crossing a bridge over a ditch in 10m.
57. Soon you should now see a church spire ahead of you. In 50m ignore a track you're your right and continue ahead passing an unusual shaped barn on your left after a 100m. The outskirts of Moreton in Marsh are now clearly ahead of you. 70m after the barn the main track swings sharply to the left but you continue ahead on a narrow clear path along the field edge to your right. Houses are ahead of you.
58. In 200m cross a metal bridge over a brook and turn left on a tarmac path with a stream now to your left and high garden fences to your right. In 60m turn right with the path and in 40m by a public footpath sign you come to a tarmac road. Cross the road and a few metres to your left at a footpath sign continue down a tarmac path.
59. In 80m there are allotments to your left. In 70m you cross a road (the end of a cul de sac) and in a further 50m you reach a T junction where you turn left. In 100m the path merges with a road and you turn sharply right and in 60m reach a cross roads where you continue ahead down Church Street passing a church away to your left.
60. In 60m you pass to the left of St Davids Centre to go through a metal vehicle blocking barrier and continue ahead past a school and childrens play area to your right. The lane soon turns sharp left but you go up some steps ahead of you to cross a busy main road to find Station Road just away to your left. Go down this road and In 80m you see a railway sign and you follow this down the station approach road to reach Moreton in Marsh railway station in 80m. You cross the railway bridge for trains back to London.
61. If you are stopping in Moreton Marsh for refreshments or a meal turn left at the railway sign above and go down a road (New road). In 70m you reach the main town square with its pubs, hotels, cafes and shops. Return to the station via New Road.