

Wendover Circular (via The Lee and Swan Bottom)			Wendover to Great Missenden		
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Wendover Circular (via The Lee and Swan Bottom)

Start & Finish: Wendover station

Wendover Station, map reference SP 865 077, 7 km south east of Aylesbury and 131m above sea level.
Great Missenden Station, map reference SP 892 013, 8 km north west of Amersham and 135m above sea level. Both are in **Buckinghamshire**.

Length: 20.1 km (12.5 mi) with 401m ascent/descent. For a shorter walk, and an alternative finish in Great Missenden, see below **Walk Options**.

Toughness: 5 out of 10

Time: 4 hours 45 minutes walking time.
For the whole outing, including trains, sights and meals, allow at least 7 ½ hours.

Transport: Trains go from Marylebone station, on an hourly service, journey time 49 minutes. Great Missenden (an alternative ending) is on the same line, one stop closer to London.

Saturday Walkers' Club: Take the train closest to 9.30 hours.

OS Landranger Map: 165 (Aylesbury & Leighton Buzzard)

OS Explorer Map: 181 (Chiltern Hills North) and 172 (only for the Great Missenden ending).

Walk Notes:

This walk combines some of the finest elements of the Chiltern Hills, while having very little overlap with other walks in the area. After leaving Wendover in a south easterly direction on the Ridgeway the walk rises into woods, which are rich in Bluebells in springtime. It then passes along fields to get to the picturesque green in The Lee, a conservation area village. From there it continues through woodland and the beautiful Lee Common to Swan Bottom. After crossing some more fields, the afternoon section then leads entirely through woods right up to the outskirts of Wendover: it re-joins the Ridgeway for a while and then descends steeply off the escarpment down an ancient Holloway. Only to rise again, on forest tracks with some panoramic views, until getting to the highest point of the walk in the middle of Wendover Woods. From there the route meanders through the woods, passing a wildlife hide and an ancient hill-fort site, before descending steeply to the plains.

Walk Options

Shortcuts: It is possible to shorten the walk in three ways, shortcuts II and III are mutually exclusive; Shortcut I cuts out 5.1 km, 68m ascent/descent before lunch; Shortcut II cuts out 1.1 km and 55m descent/re-ascent after lunch; Shortcut III cuts out 0.7 km and 25m descent/re-ascent after lunch.

Alternative Ending in Great Missenden: While the main walk leads almost entirely through woodland in the afternoon, this alternative offers constantly changing scenery. It avoids settlements and roads, mostly following grassy fields, while still passing through a variety of varied and characterful woods. Several beautiful valleys are crossed in between and the walk ends with a scenic descent into Great Missenden. 21.6 km (13.4 mi) with 359/355m ascent/descent and a 6/10 rating.

Lunch (details last updated 07/03/25)

The Cock and Rabbit Inn, *The Lee, Buckinghamshire, HP16 9LZ (01494 837 540)*. Located 7.3 km (4.6 mi) from the start of the walk. Open Tue-Sun. Food served 12.00-14.30 Tue-Sun & 18.00-21.00 Wed-Sat.
The Old Swan, *Swan Lane, Swan Bottom, Buckinghamshire, HP16 9NU*. Located 10.0 km (6.2 mi) from the start of the walk (4.9 km if taking Shortcut I). **Closed and for sale.**

Tea in Wendover (details last updated 07/03/25)

Wendover Woods Café *Wendover Woods, St Leonards Road, Wendover, Buckinghamshire, HP22 5NF (01296 312 050, <https://www.wendoverwoodscafe.co.uk/>)*. Open 08.30-16.00.

The Pack Horse *29 Tring Road, Wendover, Buckinghamshire, HP22 6NR (01296 622 075)*.

The George & Dragon *4-6 Aylesbury Road, Wendover, Buckinghamshire, HP22 6JQ (01296 586 152, <http://georgeanddragonwendover.com/>)*. A traditional pub serving authentic Thai cuisine.

Crumbs Coffee *Town Court, 2B High Street, Wendover, Buckinghamshire, HP22 6EA (01296 820 238)*.

Bel & Dragon at The Red Lion Hotel *9 High Street, Wendover, Buckinghamshire, HP22 6DU (<https://www.belandthedragon.co.uk/wendover/>)*.

The White Swan *18 High Street, Wendover, Buckinghamshire, HP22 6EA, (01296 622 271)*.

Lucca Restaurant & Bar *20 High Street, Wendover, Buckinghamshire, HP22 6EA (01296 696 380, <https://www.luccarestaurant.co.uk/>)*.

Whitewaters Deli Café *5 Chiltern Court, Back Street, Wendover, Buckinghamshire, HP22 6EP (01296 623 331)*. Open 09.30-16.00.

Rumsey's Chocolaterie *The Old Bank, 26 High Street, Wendover, Buckinghamshire, HP22 6EA, (01296 625 060, <https://www.rumseys.co.uk/pages/rumseys-wendover>)*. Open to 17.00 daily.

Lady Grey Tearoom *26 High Street, The Little Barn Courtyard, Wendover, Buckinghamshire, HP22 6DU (07783 007 517, <http://ladygreytearoom.co.uk/>)*. Open to 16.00 Tue-Fri, to 17.00 Sat and to 14.00 Sun.

Istanbul Meze & Grill *31 High Street, Wendover, Buckinghamshire, HP22 6DU (01296 709 276, <https://www.istanbulwendover.com/home>)*. Open all day Tue-Sun.

No. 2 Wine & Cheese Deli *2 Pound Street, Wendover, Buckinghamshire, HP22 6EJ (01296 585 022, <https://www.2poundstreet.com/>)*. Open to 17.00 Wed-Sun.

Tres Corazones *2 Pound Street, Wendover, Buckinghamshire, HP22 6EJ (01296 622 092, <https://www.trescorazones.co.uk/>)*. Open 17.30-21.00 Tue, 12.00-15.00 and 17.30-22.00 Wed-Thu, all day Fri-Sat and 12.00-17.00 Sun. Last orders: 21.00 Tue-Sat and 16.00 Sun.

Shoulder of Mutton *20 Pound Street, Wendover, Buckinghamshire, HP22 6EJ (01296 623 223, <https://www.chefandbrewer.com/pubs/buckinghamshire/shoulder-of-mutton>)*. Open all day. Food all day.

Tea in Great Missenden (details last updated 13/11/20)

Café Twit *Roald Dahl Museum & Story Centre. 81-83 High Street, Great Missenden, Bucks., HP16 0AL (01494 892 192, <http://www.roalddahl.com/museum/cafe>)*. Open 11.00-15.00 Thu-Sun. No dogs.

The Cross Keys *40 High Street, Great Missenden, Buckinghamshire, HP16 0AU (01494 865 373, <https://www.thecross-keys.com/>)*. Open all day every day. Food served 12.00-15.00 and 18.30-21.30 Mon-Thu, 12.00-16.00 and 18.30-21.30 Fri, 12.00-21.30 Sat and 12.00-17.00 Sun. A Fuller's pub.

The Stamp *Old Post Office, 34 High Street, Great Missenden, Buckinghamshire, HP16 0AW (01494 890 000, <https://www.thestamp.co.uk/>)*. Café open 08.00-18.00 Mon-Sat and 09.00-17.00 Sun. Sri Lankan Takeaway Wed-Sat 18.00-20.00.

Matilda's Bistro Café *30 High Street, Great Missenden, Buckinghamshire, HP16 0AU (01494 890 411)*.

Notes:

Wendover

The town name is of Brythonic origin (Wandovre) and means "white waters", pertaining to the stream that rises in the adjacent hills and flows through the middle of the town, bringing chalk deposits on its way. The Chiltern Hills cross the parish and the village lies over 130m (400ft) above sea level. The natural cutting through the Chiltern Hills near the town made this an easy route for travellers from the South East to the Midlands. But it also lies on an ancient South West to North East route: the Icknield Way. A branch of the Grand Junction Canal running from Wendover to Marsworth closed in 1904, but is on course of being restored by the Wendover Arm Trust. The main streets of Wendover are open and picturesque, containing many old houses, usually with tiled roofs, and a few thatched cottages.

The Icknield Way and the Ridgeway

Said to be one of the oldest roads in Britain, the Icknield Way is one of the few long-distance track-ways to have existed before the Romans occupied the country. The name is Celto-British in derivation, and may be named after the Iceni tribe, who may have established this route to permit trade with other parts of the country from their base in East Anglia. It has also been suggested that the road has even older prehistoric origins. It stretched from the Dorset Coast to the The Wash, crossing the River Thames near Wallingford. It was later one of the "Four Highways" of medieval England (the others being Ermine Street, Fosse Way and Watling Street). Today the Ridgeway National Trail follows parts of the ancient Icknield Way for 139km (87ml) from Overton Hill to Ivinghoe Beacon in the Chilterns. The modern day Icknield Way long-distance path then runs for 274km from Ivinghoe Beacon to Knettishall Heath in Norfolk.

St. Mary's Church, Wendover

Recorded since the reign of Henry III (1216) but thought to have an even earlier origin, its present building was built in the late 13th/early 14th century. In medieval times the rood cross was venerated as a place of pilgrimage. During the Civil War, Cromwell's troops camped in the church (you can still see the graffiti!) and in 1799 the first penny savings bank in the country (perhaps the world) was started in the church vestry. The church has some excellent examples of stained glass, and features under-floor heating (!) since its 2010/11 refurbishment.

The Chiltern Way

A circular waymarked Long Distance Path of around 214 km (134 mi), taking in some of the finest scenery in the country. There are now two optional extensions and an additional Berkshire loop taking the total to 352 km (220 mi). The Chiltern Way passes through some of the most attractive parts of the Chilterns, including the Bovingdon Plateau, the Chess valley, the Misbourne valley, Penn Country, the Hambleden valley, Stonor Park, Bix Bottom, Ewelme, the Ridgeway, Swyncombe Down, Bledlow Ridge, Hampden Country, Bulbourne valley, the Dunstable Downs and Sharpenhoe Clappers.

The Lee

Thought to derive from the Anglo-Saxon word "leah", meaning "woodland clearing". It has been settled since the times of hunter-gatherers, stone-age tools have been found, also traces of an iron-age fort on the site of The Lee Old Church (now the oldest standing building in the Chiltern District) as well as earthworks from Roman times. Following the Norman Conquest (1066), The Lee was granted by William I to his half-brother Odo, Bishop of Bayeux. It then passed to the Weston Turvilles, fighting with the Cistercian Monks at Missenden Abbey for control of it. After the dissolution of the Monastery in 1547 the lease was granted to John Russell, Earl of Bedford, one of the most powerful men in the country at the time. In 1635 the Bedfords leased the estate to the local Plaistowe family, who kept it for 250 years, before selling to Arthur Lasenby Liberty, the founder of the Liberty store on Regent Street, London.

Liberty did his best in the years before WWI to create his vision of an ideal village: clearing the Village green, re-positioning the Cock & Rabbit pub and "improving the dwellings of the working classes". He also had strong relationships with leading English designers and key figures in the Arts and Crafts and Art Nouveau movements. He introduced "Lee Week", an exclusive event designed to provide entertainment for residents and guests at the Manor House. He and his heirs subsequently owned The Lee until the 1950s and controlled development to preserve the character of the village (now in large parts a conservation area). For more information see the 36 page-booklet "A History of The Lee" by The Lee Newsletter Association (2011), available in both lunch places, or: <http://www.thelee.org.uk/>

Grim's Ditch

Grim's Ditch, Grim's Dyke (also Grimsdyke or Grimes Dike in derivative names) or Grim's Bank is a name shared by a number of prehistoric bank and ditch earthworks found across the chalk uplands of southern England.

The purpose of these earthworks remains a mystery, but as they are too small for military use they may have served to demarcate territory. Archaeologists agree that Iron Age peoples built the earthworks around 300 BC. The Chilterns ditch starts at Bradenham further north in the Chilterns than the end of the South Oxfordshire ditch. There are separate sections extending some 30 km north to Ivinghoe, partly along the Chiltern escarpment. Its size varies considerably and different sections may have had different functions. The route of the Grim's Ditch apparently passed through the town of Berkhamstead, and remnants of the earthwork can be seen on Berkhamsted Common and on the village green at Potten End.

The name "Grim's Ditch" is Old English in origin. The Anglo-Saxon word *dīc* was pronounced "deek" in northern England and "deetch" in the south. The method of building this type of earthwork involved digging a trench and forming the soil into a bank alongside it. This practice has resulted in the name *dīc* being given to either the excavation or the bank, and this evolved into two words, ditch and dyke in modern British English.

There are several theories as to the origin of the name Grim. Many ancient earthworks of this type exist across England and Wales, pre-dating the Anglo Saxon settlement of Britain by some 800 years. It was common for the Anglo Saxons to name features of unexplained or mysterious origin *Grim*, probably deriving from the Old Norse word *Grimr*, an Anglo-Saxon alias for the Norse God of War and Magic: *Wōden* (called Odin by the Norse).

The identities of Wōden and the Devil have also become conflated, as evidenced in the number of earthworks named after the Devil. As the Anglo-Saxon population converted to the new religion of Christianity, baptised converts renounced the old Saxon Gods along with the works of the Devil. It is thought that, as a result of this Christianisation, place names and features once associated with pre-Christian deities then came to be associated with the Devil. The names Grim, Graeme and Graham are closely connected and many British family and place names have been linked with the etymology of Wōden/Grim/Devil, Grimsby (residence of the Devil) being one of them.

Boddington Hill Camp

This oval prehistoric hill-fort is situated on a promontory and is thought to have been in use from 600 BC until about 400 BC. The earthworks enclose an area of 7 hectares (17 acres) and are complete except in the Northwest. The ramparts are covered mainly with scrub, brambles and some mature trees: as a result there are few places where the bank and ditch are clearly visible. They are best preserved on the East side, still standing 4m above the bottom of the ditch in some places. Here one can still detect an inner scarp as well.

Great Missenden

Is a large village in the Misbourne Valley in the Chiltern Hills. The source of the Misbourne is to be found just north of the village, although the upper reach of the river runs only in winter and the perennial head is in Little Missenden. Great Missenden lay on a major route between the Midlands and London. The village is overlooked by the medieval parish church of St. Peter and St. Paul. Its position away from the village suggests an earlier settlement around the church with a move to its present location in the early Middle Ages.

Missenden Abbey, founded in 1133 as an Augustinian monastery, was ruined following the Dissolution of the Monasteries, and the remains were incorporated into a Georgian mansion which is now a conference centre. These days the village is best known as home to Roald Dahl, the internationally famous children's author. Gipsy House in Great Missenden was his home from 1954 until his death in 1990, and many local scenes and characters are reflected in his work. Dahl is buried at St. Peter and St. Paul's Church and children still leave toys and flowers at his grave.

WALK DIRECTIONS

Alight from the train in **Wendover** on platform 2, cross over the footbridge and leave the station through the ticket hall. *Turn right* along **Station Approach** and after 125m at the main road *turn left* towards the town. Pass the **Shoulder of Mutton** pub on the left and after 100m, at a roundabout, *turn right* along **South Street**. In 140m cross the road at the **King & Queen** pub via a traffic island to continue on the opposite side. In 60m *turn left* into **Witchell** cul-de-sac. In 20m, you pass a two-way footpath signpost on the right by a car park, and a little further along by a fence corner, *bear half right* with a yellow marker across a meadow (110°), the playing fields of **Wendover CC**, the Witchell Meadow. Head towards a wooden gate on the opposite side of the field and go through it onto **Chapel Lane** at a three-way junction. Cross the lane and continue **either** a little to the left along a tarmac lane (140°), with a small playground in the field on the right and a community orchard/wildflower meadow on the left, **or** straight through a metal gate to the left of a metal field gate and along a concrete path through **Hampden Meadow**, parallel to the tarmac lane.

In either case: in 100m *turn right* at a T-junction with the tarmac **Heron Path**. **The Ridgeway** runs along it. You pass **Hampden Pond** on the right, with the lychgate of **St. Mary's Church** now visible 70m ahead. Pass through metal bollards before you come out on to **Church Lane** and *turn left* on the road with the Ridgeway. Follow the road around the churchyard perimeter wall and in 80m ignore a tarmac drive turning right with the wall, staying on the road instead (130°). On the right you pass the Wendover Campus of **Chiltern Way Academy**, a weekday boarding school for pupils with Special Educational Needs. After another 225m (lately with a stream on the right), at a 4 way-junction by **Wellhead Cottage**, you continue in the same direction following Ridgeway and Bridleway signs, initially still on tarmac.

You stay on this car wide track in the same broad direction (125°) for the next 1.1 km until you *turn left*. **In more detail:** After 150m and having passed farm buildings on the right, the tarmac ends. Views soon open up on the left towards the hills of the afternoon route (**Boddington Hill** and **Halton Woods**), just before passing some allotments. The track now runs between raised banks, with a close tree canopy above. In 75m the gradient increases, another 175m further along the path rises out of the banks and views open up again. 250m later you pass **Boswells Farm** and houses on the left. Stay ahead through a metal gate. In 225m from the farm house you come to a signposted four-way bridleway/footpath junction. *Turn left* with a public bridleway and a Ridgeway sign and in 30m pass an information panel and continue with a fence on the left.

After 100m *fork right*, now gently ascending. After 500m you **[!]** *turn right* at a three-way signpost, up along a public footpath into trees (150°), with some white arrows on trees. In 65m by a marker post *turn left* at a T-junction with a car wide forest path, a bridleway. The route through the forest has some mud-prone stretches, although the worst of it can be circumvented by heading through the trees to the side! Keep on this tree-lined track with occasional white arrows, initially due E, and still rising, soon ignoring a path on the left leading back down. In 125m the track levels out and you have fine views on the left over a recently felled area. In 275m you continue in the same direction at a way-marked footpath junction. In 20m ignore a footpath on the left, and in 160m pass a **trig point** (at 232m above sea level). In another 170m the path runs along the forest border, with an arable field to the left of it. 120m further along, stay ahead with the public footpath at a forest track junction, with a marker post on the right. In 450m you get to the edge of the forest by a metal four-way footpath/byway sign and a metal field gate at a bend of a car wide lane.

Here you have a choice:

For a Shortcut continue in the same direction along the car wide track, after 300m coming to **The Old Swan** on the left (currently closed and for sale). Then retrace your steps back along the track and pick up the directions below at the asterisk *).

For the Main Walk *turn right* (due W) through a dip along the car wide track. In 230m you pass some cottages, then a farm house. *Turn right* along a road at a T-junction and in 50m *turn left* to follow a **Chiltern Way** signpost along a lane, passing what used to be **The Gate Inn** pub. Pass **Lee Gate Barn** on the right, in 20m ignore a signed footpath turning left, and in 25m **[!]** ignore a drive to some houses and continue ahead on a grassy path (190°). You pass ruined farm sheds on the left and, as you reach the end of the gardens on the right, *turn right* through a metal gate at a staggered three-way footpath junction. Follow the **Chiltern Way** across a field on a usually well-cleared path (255°) towards a prominent hedge gap in the distance.

In 500m go through the hedge gap and *turn left* along a grassy field margin (165°), ignoring the path ahead across the field towards the right of a white house. In 170m *turn left* at a field edge, and in 40m *turn right* with a footpath marker post, now with a wood on your left (140°). Stay on this path in the same direction, ignoring all ways off, mainly with a hedge on your left. In 440m stay to the right of a hedge with a marker post (ignore a well-used path to the left of it) and in 230m at a three-way footpath sign, cross a car wide track and go through a metal kissing gate to the right of a metal field gate into a pasture. Ignore the **Chiltern Link** path heading half left to a house and continue straight on (150°) with a **dyke** on the right. In 180m go through a metal kissing gate into another field and keep in the same direction between fences (160°).

In 160m at a corner of the field boundary hedge *turn left*, with the hedge on your right, and a fence on the left (30° initially). Exit the field after 180m through a metal gate to the right of a wooden field gate and *turn right* along a road running around the picturesque village green in **The Lee**, with the **Manor House** on the far-right side of the common. *Turn right* along the road, after 100m passing the **Cock & Rabbit Inn**. *Turn right* after the pub at a T-junction and in 10m *turn left* along a tarmac lane, with houses on the left (**Hawthorn Farm** being the first). Stay on this lane for 350m, where you follow a footpath signpost *left into trees* (95°), soon with a grassy common visible through the trees on the left and later with a large area of wild garlic on the right (in season). Leave the woods at a four-way path-junction through a metal kissing gate and *turn left*, slightly uphill along a new fence on the left towards **Lee Common** (15°).

Exit the common through a wooden gate, then a metal kissing gate to the right of a metal field gate and continue between hedges and a house on the left, then **Lee Common School**, reaching a road (**Oxford Street**) after 100m. *Turn left* along the road, and in 140m cross **Lee Clump Road** at a T-junction to continue with a tennis court and the **Shop At The Lee** to the left, and a private house on the right. Walk through a metal gate after 50m, continuing in the same direction, on a field edge with a hedge on the right. The hedge ends after 65m and you *fork right* diagonally across the field towards its far corner (335°), where – with a footpath joining from the right – you enter woods. Stay on this path (310°) for 380m, ignoring a public footpath to the right after 60m and another one joining from the left after another 150m.

In 170m, at the corner of a field on the right, **[!]** *turn right* through a metal gate with a yellow marker, into horse paddocks. Walk on the right-hand edge of three fields for 275m, bordered by a fence and separated by metal gates. You continue along a car wide track and in 60m go over a stile to the right of a car gate and 15m cross a road and ascend on the other side through a metal gate. In 170m, **[!]** 10m *before* reaching a metal gate at a bend in the path, you come to a metal kissing gate on the left.

Here you have a choice:

For the Alternative Ending in Great Missenden, continue straight on and pick up the directions at the end of this walk under **Alternative Ending**.

For the Main Walk, *turn left* with the **Chiltern Way** through the metal kissing gate into a grassy area. Keep to the right of a row of trees on a clear path (280°). In 85m you *veer left* towards the field fence on the left. Continue with the fence to your left and then through a metal kissing gate to the right of a metal field gate and *turn right* along a road to **The Old Swan, Swan Bottom** (currently closed and for sale).

***)** Continue to the left of the pub along a car wide track (305°) past some houses on the left. In 100m ignore a footpath (Chiltern Way) on the left and another one in 170m, soon passing a row of white cottages on the right. When after 50m the track turns left, head straight on past a metal field gate into woods by a four-way footpath/byway sign. Take *the middle of three paths* into trees, in 30m staying to the right of a footpath marker post by a tree (due N). You follow occasional white arrows on trees and in 270m exit the wood through a small gap in the trees into an arable field with a **white house** dead ahead the other side of it. *Bear half left* across the field towards a gap in a hedge along a usually clear path (330°). At the hedge you cross a footpath and head on in a similar direction (350°), slightly uphill across another field.

At the brow of the field, continue in the same direction towards a gap in the trees about 200m away (345°). Enter the woods through it and cross a footpath, then go through a wooden barrier. *Immediately after the barrier* ignore a right forking footpath and continue ahead towards a gap in the trees 30m away to leave the woods through remnants of a brick gate into a field. Cross the field, but it may be so muddy that you want to turn right and follow the field boundary around. At the other side of the field enter a wood through remnants of a brick gate. In 30m leave the woods into another field and *turn half right*, along the field edge. After 100m re-enter the woods, heading *half right* and ignoring paths off first left and then right (**Grim's Ditch**, a notable Iron Age bank and ditch earthwork, crosses left-to-right).

At a field corner walk *half right* across the field towards the corner of a hedge (15°). From there continue in the same direction along the hedge, soon passing **Uphill Farm**, leaving the field through a gap in a wall (345°) into a wood. In 60m walk through remnants of a wooden field gate and in 10m, where the path starts to descend, and with a Ridgeway signpost visible 50m ahead, **[!]** *turn right* at a footpath crosspaths by a marker post along an indistinct path. The path swings back slightly past a white painted arrow on a tree, then ventures close to the farmhouse to eventually *turn right* at a white arrow towards the driveway. At the edge of the driveway, *turn left* by a footpath marker post, now following a line of trees. After 120m *turn left* at a marker post (350°) and descend, soon reaching a well-defined, car wide forest track (**The Ridgeway**). *Turn right* (20°) and follow this for 250m, eventually passing through wooden posts, with a rusty metal kissing gate to its left, to reach a road after another 20m.

The road descends steeply to the left, but you *turn right*, passing **Uphill Lodge** and the entrance to **Uphill Farm Estate**. *Turn left* after 15m into trees through a metal gate, following a Ridgeway signpost. Keep to this forest path near the crest of the hill, with fields to the right, and a steeply descending forest left. In 100m keep ahead at a signposted junction of paths and in another 150m you come to a four-way path junction. Ignore the Ridgeway turning downhill half left and the faint path straight ahead into trees. *Turn right uphill* and 5m later *sharp left* to stay high and just inside the wood for 325m (bluebells in season), always with a barbed wire fence on your right. *Veer right* with the path on an incline to eventually reach a T-junction of paths at a Ridgeway sign. Drop into the Holloway beyond the signpost.

Here you have a choice:

For a Shortcut, rise up the bank opposite (half left), cross a path and pick up the directions at the end of this text under **Shortcut II**.

For the Main Walk, *turn left* downhill in the sunken path (185°). Follow the Holloway for about 800m to a road (always descending). In more detail: ignore the Ridgeway, joining from the left after 240m and another footpath 90m later. At a yellow marker 30m further down a narrow path veers off right and upwards.

Here you have a choice:

For a Shortcut, *turn half right* up the bank and in 20m at a T-junction with a forest track by a footpath marker *turn right* (345°). Pick up the directions at the end of this text under **Shortcut III**.

For the Main Walk continue descending the Holloway, ignore another footpath turning right after 25m, and another footpath joining from the left in 350m. The track ends 70m further along between houses, near a road, with splendid views across the vale towards **Wendover**. **[!]** *Turn right and then immediately right again* along a driveway to the right of a house. Leave the driveway to continue along a new fence up a grassy incline, leading to a stile at the border of the woods. Cross over onto a narrow forest path (80°) and stay on it for 2 km to the highest point of the walk, mostly ascending, initially steeply so. In more detail: in 120m the path bears left and widens considerably, with views now to the right down into the valley and the sunken path below. After another 150m the forest path *turns left* at a right angle by a marker post, still uphill (ignore the narrow path into trees ahead). After 50m you cross a trail. In another 225m at a marker post on the right a footpath joins from the bank above (this is Shortcut III).

****)** In 175m another path joins from the right (this is Shortcut II).

*****)** In 150m yet another bridleway joins from the right. In 100m the path rises again and in a further 360m you *fork right*, ignoring a major forest track descending down the valley flank. The whole stretch on the raised forest track provides great views to the left of the onwards route on **Boddington Hill** and **Wendover** behind it, as well as most of the morning route out of Wendover and up into the woods on the Ridgeway. The path eventually levels out for a while, but always stays below the ridgeline. 500m later and after another steep ascent you pass a handful of benches offering great vistas down the valley. Continue on the forest path for 100m, passing the **Wendover Woods Café** to exit to the right of a wooden forestry barrier to meet a tarmac drive. This is the **highest point on the walk** at 267m above sea level.

[!] *Turn left* along the drive along the café and in another 60m continue in the same direction along an earth-and-gravel car wide track (230°), ignoring a right turn. Pass the **Go-Ape tree-top adventure site** on the left after 30m and stay on this track for 175m and then keep ahead (225°) along a narrow forest path, where the car wide track turns right. Cross a path after 25m and continue in the same direction with occasional marker posts, now broadly parallel with a road 50m on the right. After 125m cross another footpath and in 175m you pass through a grassy clearing and exit it in the far-left corner through a wooden bike barrier (ignore the right turning gravel track). After 200m a trail crosses the path (down from the road above). 15m later the path veers left to descend further (150°). After 70m you pass a wildlife hide 50m to the left below in the forest bowl, with a wooden walkway leading to it. **[!]** In 40m after the hide *turn right* uphill (210°) along a narrow path for 25m. Upon reaching the main forest path, *turn right*, still uphill (310°).

In 130m *turn left* at a T-junction along a wide forest track. In 75m **[!]** *turn right* through trees and in 10m *turn left* on a half-wide track (200°). To the right is the site of **Boddington Hill Camp**, clearly identifiable by its earth bank and ditches. In 110m *fork right* with a **Hillfort Trail** marker post. After 280m a track joins from the left, in 15m pass an information board about the hill fort on the right, and in 55m you *turn right* at a T-junction with a wide forest track. You now have occasional views through the trees to **Wendover** and across **Aylesbury Vale** to Aylesbury. Stay on this track, ignoring a couple of minor tracks off to the left, and always with the fort perimeter to your right. **[!]** In 500m *turn left* by a footpath marker post on the left, with the **sit-ups** station visible 10m away below. You now descend steeply downhill (due W) for 400m, in the lower sections where it is steep and chalky, with **a rope to hold on to** on the right.

Exit the woods and cross a car wide forest track to continue downhill along a new metal railing with a garden hedge on the right, and in 35m *turn left* along the tarmac **Beechwood Lane** towards the outskirts of **Wendover** (275°), at a two-way bridleway/footpath sign on the left. In 350m keep ahead at a junction and stay on this road (**Barlow Road**, later **Hampden Road**) for 400m, passing Woollerton Crescent/Compton Road, Woollerton Crescent again, and Burke Road. Opposite **Boddington Road** **[!]** *turn down to the right* towards the now audible main road on a tarmac footpath between numbers 28 and 30 Hampden Road. After 80m step down to an approach road of the **B4009** (Tring Road), where you *turn left* towards the town centre. You pass **The Pack Horse** pub on a street corner and eventually come to a roundabout, with the Tourist Office on the left in a clock tower, and the **George & Dragon** pub (Thai cuisine) as well as a **Costa Coffee** on your right along a road.

Cross to the right of the roundabout and continue on the **Back Street**. This quiet lane runs parallel to the busy High Street (where you find **Crumbs Coffee**, the **Bel & Dragon at The Red Lion Hotel** (pub), **The White Swan** and **Lucca Reatsurant & Bar**). In 150m you reach the town square by the **War Memorial** by the **Whitewaters Deli Café** on the right and **Rumsey's Chocolaterie** on the left and the **Lady Grey Tearoom** 40m along across the road on the left in a courtyard ('Antiques at Wendover'). Over the next 200m you pass **Istanbul Meze & Grill** (across the road), **No. 2 Wine & Cheese Deli** and **Tres Corazones** (tapas & wine) and the **Shoulder of Mutton** pub, where you *turn right* down Station Approach to **Wendover Station**.

Shortcut II (cut 1.1 km and reduce ascent/descent by 55m)

Continue in the same direction towards a wooden post with a "Riding by Permit only" sign (250°). Continue on this bridleway, slightly uphill. After about 240m cross a path by a post on the left and a post on the right. Your path is now a narrow footpath, which in 65m descends, first gently, then more steeply, eventually coming out on a major forest track by a yellow footpath marker. *Turn right*.
Re-join the main route directions at the triple asterisk ***).

Shortcut III (cut 0.7 km and reduce ascent/descent by 25m)

After 40m *turn left* at a footpath T-junction (250°). In 20m go through a wooden bike barrier, now gently uphill. In 40m you *fork right* with a yellow marker on a post. In another 40m pass another yellow marker on the right and in 20m cross a bridleway with a yellow marker on a post, still rising on a narrow path between trees. The path levels out after 185m as you pass one more yellow marker on a post and in another 55m it joins the main forest track, where you *turn right*.
Re-join the main route directions at the double asterisk **).

Alternative Ending

In 10m *turn right* with the path by a metal gate to continue along an enclosed path (105°). In 150m follow the footpath round to the left. In 115m follow the path round to the right (initially enclosed, then with a hedge on the left). In 400m (just past two large barns on your right hand side), follow the (now) car wide track around and down to the left, swinging right at the bottom (due E). In 300m where the track curves left, **[!]** *turn right* with a footpath marker post over a collapsed gate. Continue to the right of a prominent tree down a field (195°). In 80m, cross over into the next field with a marker post to go uphill on its right-hand side (190°), in 170m with a young plantation on the right. Ignore two forest tracks joining from the right, and in 210m cross over into the next field to *veer right immediately* and follow a marker post up an enclosed path.

In 110m go through a metal kissing gate into the corner of the next field to go up its left-hand side, with an electric horse fence on the right. In 260m (having passed a redundant stile after 140m) go through a metal kissing gate to the left of a wooden field gate to cross a road and enter a wood through a gap in the corner by a two-way footpath sign. In 10m you *fork left* through the wood, following white arrows on trees. In 180m by a tree with a white painted cross on it, you *turn left* (130°) and follow white arrows through a dip after 50m and then *turn left* after 15m. In another 20m cross a path and *veer right* and in 60m you reach a road by a three-way metal footpath signpost, with a house on the right. Cross the road and go through a metal kissing gate to go along the left-hand side of a field with tall trees on the left (100°). In 85m cross into the next field through a metal kissing gate left of a metal field gate. Continue in the same direction towards a metal kissing gate in 140m, leading into a wood.

Through the kissing gate follow a footpath through the wood for 900m to exit through a kissing gate. **In more detail:** in 180m a path joins from the left, and when in 210m the path veers right (120°), you ignore a path up to the right. In 320m at a cross paths with white arrows on a tree continue ahead through the wood (175°). In 180m go through a metal kissing gate and ignore a stile in the corner fencing of a field on your right and a path going up left, but continue along the right hand side of the wood (155°). In 370m a footpath joins from the left, and at a path T-junction in 60m, *turn left* along a bridleway, initially with the wood on your left-hand side and a field off to your right (80°). In 110m at the end of the wood a bridleway joins from the left and the path runs between hedges for a while, at the bottom of a vale, soon swinging right. In 530m you come out onto a lane and continue in the same direction along it.

In 100m, *turn right* over a stile to go up the valley flank on the right hand side of a field (220°). In 240m you cross a stile to continue up the right-hand side of the next field (with a wire fence on the left), initially still rising. In 200m go through a metal gate to the right of a metal field gate and continue diagonally across the next field to a point just left of a pylon (235°). In 130m go through a metal gate into a field and *turn half left* along the left-hand side of the next field (due S). In 80m go over a stile to cross a tarmac lane to walk along a fenced-in footpath, initially with a wall on the left. In 140m you *veer right* along a narrow path through a small wood. After 50m go through a fence gap to go steeply down across a field (190°) towards a track at the bottom of the valley, with views over to the left towards **Chesham**. In 130m cross the track (flanked by two squeeze gates) and follow the footpath up through a wood. After 190m go through a metal squeeze gate to emerge from the wood and *turn left* along a tarmac lane. In 25m *turn right* with a footpath signpost along a car wide concrete track to **Redding's Farm**.

In 160m (by a hedge and fence corner on the right, and 100m before the farm buildings), *turn right* to follow the marked public footpath alongside a hedgerow (due N). In 50m *turn left* with the hedge (280°) with a valley on the right. In 250m *turn left* with the hedge and over a stile to go along a fenced in footpath (200°). In 90m cross a stile and *turn right*, along the left hand side of a field. In 100m you *turn left* over a stile

into the corner of a wood. In 15m ignore the faint path to the right along the edge of the wood to follow the more obvious footpath half left through the wood (240°), marked by occasional white arrows on trees. [**The wood (Redding Wick) is Access Land** and a scheduled ancient monument to the left of the public footpath route. This **is well worth exploring**, as it has **extensive earthworks from the 13th century**, i.e. a moated homestead with ramparts and defended outworks, with a westerly entrance.]

If you stay on the bearing, you will pass some of the earthworks on their right-hand side and then a pond also on its right (often dry) and after a total of 220m come to a crosspaths, with a couple of white houses some 35m ahead, visible through the trees. *Turn left* with a public footpath marker, ignoring another footpath ahead. In 170m go past the corner post of some wire fencing, with a path joining from the left, to continue with the wire fence on your right-hand side. In 30m a path joins from the left, in 70m go through a wooden gate to emerge from the wood by a three-way footpath sign and *turn right* along a tarmac lane. In 100m at a three-way public footpath sign *turn left* along a fenced in footpath (170°) and in 140m cross a stile into the corner of a field to go along its left-hand side. In 160m at the left hand corner of the field cross a stile to the left of a metal field gate into the next field to continue in the same direction.

[!] Head for a (not initially visible) stile about 50m to the left of the far right field corner (145°) and in 260m cross the stile to then cross a smaller field in the same direction. Exit it after 110m (over a stile and through a gap in a hedge) onto **Chesham Road**, with **Hyde Lane** joining on the other side. *Turn left* along the grass verge. In 60m *turn right* across the road and enter a small wooded area through a gap in a hedge left of the entrance to **Hyde Manor** (Circular Walk signpost). Exit after 10m through a metal kissing gate into the corner of a field to go along its right hand side, following a line of mini-pylons (150°). Swing right with the field border in 150m (170°), and in 145m at the right-hand corner of the field go over a stile into the next field. In 15m *turn right* towards a stile (220°) which you cross after 60m. [!] Ignore the path veering half left, to continue in the same direction across the grassy field towards a metal kissing gate at the bottom of the valley ([!] not visible for the first 100m).

In 200m go through the gate to the right of a metal field gate leading onto a car wide concrete track and *turn right* along the track uphill. Another farm track joins from the right in 20m. In 280m at a T-junction with a tarmac lane (and **Hyde Farm** left) *turn right*. In 100m *fork left* off the road by a footpath signpost and through a small wooded area. *Turn left* after 10m and in 35m cross a stile to emerge from the wooded area to go along the left hand side of a field. In 100m you go over a stile between trees to continue along the left hand side of the next field (290°). In 150m cross a stile between hedges to continue along the right-hand side of the next field towards a line of HV pylons, which you go under in 325m. In another 160m pass a line of smaller pylons. In 70m cross over a stile and veer diagonally across the next field on an obvious path (half left 280°).

In 120m the path starts to drop into the **Misbourne** valley, with **Great Missenden** ahead of you. In a further 110m cross a lane flanked by two stiles (**Rock Wood** is on the left). Now walk down across the next field on a faint path on the right slope of the valley, aiming for **St. Peter & St. Paul church**, 350m away (260°) but hidden by three large trees. Enter the churchyard through a metal kissing gate and pass the church to its left. *Turn left* on a tarmac lane to go over a road-bridge across the **A413** (Aylesbury Road). Follow **Church Lane** and in 270m *turn left* into **Church Street**. In 230m *turn right* along **High Street**, in 50m passing **Cafe Twit** on the right, in 50m a Pizzeria and a Thai restaurant, in 100m the **Cross Keys** pub on the left, then **The Stamp** café and Sri Lankan takeaway, a **Costa Coffee** and **Matilda's Bistro Café**. *Turn left* up **Station Approach** and in 130m you reach **Great Missenden station**.

London bound trains depart from platform 1.