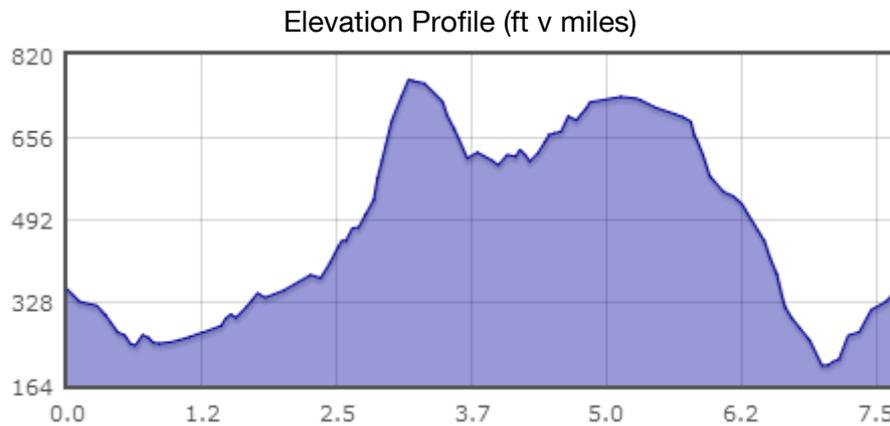


Walk No 5 – Wotton, Tyley Bottom, Ozleworth, Newark

GPX file:	Walk-5.gpx (and others for the options; see below)
Distance:	7.6 miles (12.3 km)
Total ascent/descent:	about 930 ft (280 m)
Walking time:	about 4 hrs (without a break)
Options:	to reduce or increase walk by about a mile (1.6 km)



Starting at The Haven (**point 1**), walk to the right down Merlin Haven to the main road. At the main road (**point 2**), don't cross over but instead turn left along Haw Street until you get to a crossroads (**point 3**), just before a pedestrian crossing.

Take a right at the crossroads down the High Street (which becomes Long Street), past the shops. Turn left at the Falcon Inn (**point 4**) onto Church Street, before the road begins to drop down more steeply.

At the end of Church Street (**point 5**), cross over the road and bear right, away from the road, down a footpath called The Cloud. After a short time, the footpath will take a sharpish left to take you through a gate into the churchyard, and past St Marys Church.

Exiting the churchyard (**point 6**), take a right onto Culverhay, heading away from the town. Take the second right onto Valley Road, and at the end of this road it will turn into a path. Follow the path beside the waterway.

On reaching a lane with a picnic area immediately ahead (**point 7**), turn right and almost immediately turn left to continue on the streamside path. Walk beside the stream until the path leads onto another lane (**point 8**).

Leaving the Cotswold Way here, turn left for a few metres, then right just beyond a red brick Pumping Station. Walk up a drive signposted to Tyley Bottom. After 250 metres a signpost in the hedge on the right points to a narrow path on the left (**point 9**), which leads you up to two stiles. Beyond this, keep to the right of the next field beside Coombe Lakes (which are large mill ponds) to reach a stile beside a gate (**point 10**).

Turn right here, onto a bridleway. Follow the main track up Tyley Bottom, an empty, isolated valley of great scenic beauty. After about a mile it goes through a metal gate. Keep going straight ahead at this point. Follow the track through another metal gate, then keep parallel with the stream on the right. Cross a footbridge over a small tributary stream in a very boggy area (**point 11**), keeping on until you reach a small wooden gate. Beyond

this cross another wooden footbridge to the right (roughly at **point 12**) over the main stream.

Turn left over the footbridge, and continue with the stream now on your left, to reach a way-mark post (**point 13**) where your route now turns almost 90 degrees to the right up the slope. Aim for the woodland on the skyline, with a marker post part way up the slope on your way.

When you reach the trees (**point 14**), turn half left, through a wooden gate, on a muddy, zigzag path up through the wood. On reaching the top edge of the wood go through another wooden gate and straight up the hill, aiming for a dirt track (**point 15**) which leads diagonally to the left of the hillside.

Follow this dirt track up the hillside to a gate, which leads to another track and shortly reaches a road (**point 16**). The Ozleworth radio/TV beacon is prominent to the right. Turn right, then in 50 metres turn left, into a lane. For a shorter walk, instead of turning left here, skip to the "Short Route Return 1" section below.

Follow this for 200 metres, then turn right up a track to Sawcombe Farm (**point 17**). Keep to the left of the buildings and continue downhill on the track, through a gateway and out into a valley below the wood. Keep the wood on your right, crossing a muddy patch (a stream trickle) and keep straight on, taking care not to lose height. Walk through a couple of fields until you see a wooden hide structure by some trees at the end of the field.

A little to the right of this go through a gate and around the edge of a field to a stile. Cross the stile (a larch plantation is in front of you) and follow the path round to the right. Cross the stile and follow a track round to the right, cross a stile and continue downhill to a lane (**point 18**). A few metres left of this point is the gateway to Ozleworth Park with its mansion and Norman Church, which has a unique hexagonal tower. If you have time, take a detour down to Ozleworth Church (St Nicholas of Myra's Church), and rejoin the route thereafter.

At the lane (**point 18**) turn right, then keep left at a fork (**point 19**). Pass the stocks on the left just before Fernley Farm, also on the left. The lane leads past the entrance lodge of Newark Park (**point 20**), a National Trust property open to the public at certain times of the year. If you have time, take a detour to visit Newark Park, and rejoin the route thereafter.

At a road junction (**point 21**) turn left, and in 300 metres there is a left turn (**point 22**) off the road onto a dirt track signposted as the Cotswold Way (Wortley 2 miles). For a shorter walk, instead of turning left here (point 22) skip to the "Short Route Return 2" section below.

If you choose to continue on the longer route back, take the Cotswold Way along the track away from the road, pass through a gate (**point 23**), taking care not to bear left before the gate (private track), into a field and continue downhill.

When the Cotswold Way turns hard left a short way down the hill at a circular cattle trough (**point 24**) to follow the contours of the hillside, leave it and carry on down the hill and through a gate (**point 25**). For a longer walk, instead of continuing at the cattle trough (point 23), skip to the "Long Route Return" section below.

Continue downhill through another gateway, keeping the fence on the left. After passing through a hedge gap, cross the field diagonally to reach a track in the far corner (**point 26**),

close to a wire fence. Follow this sunken path, known as Cuckoo Lane, downhill to a road (**point 27**). Cross the road with care and go down the lane opposite for 100 metres and turn right over a stile by a gate. Walk diagonally across the middle of the large field, past an isolated tree, to a stile (**point 28**) at the end of a terrace of five cottages.

From this follow the obvious path and cross the end of a road to a stile. From here a tarmac path beside a board fence leads over a footbridge (**point 29**). Continue along the path, turning left uphill, just short of a road end. Aim 45 degrees right up the hillside and follow the path. You will soon reach a tarmac track, which is known as Brown's Piece. Then take the first left onto Symn Lane (**point 30**).

Follow this up the hill, past Blue Coat Primary School on the left, then the Swimming Pool and Fire Station, reaching the main road (**point 2**). Take care crossing over the main road, heading straight up the tarmac track beside a stone wall on the left. This is Merlin Haven. Pass through the metal barrier, and continue up until you reach The Haven on the left (**point 1**).

Short Route Return 1

GPX file: Walk-5S1.gpx

This reduces the walk by about 0.7 miles (1.1 km), replacing slower country walking with quicker walking along a lane. Instead of turning left soon after **point 16**, continue along the lane all the way to **point 22**, at which point you can return to the main route above, or shorten the walk even further with the Short Route Return 2 below.

Short Route Return 2

GPX file: Walk-5S2.gpx

This reduces the walk by about 0.4 miles (0.7 km), replacing slower country walking with quicker walking along a lane. From **point 22**, continue along the lane, with fine views to the right of Tyley Bottom and the escarpment. Carrying on down the hill, pass a farm entrance on the left, and after another 250 metres turn right at a Cotswold Way signpost and follow the steep bridleway down to reach a drive. Turn left for 20 metres to Coombe Lane, then turn right down the hill until, after 150 metres, there is a stile on the left, where the outward route is rejoined. Cross the stream and follow it back to Wotton.

Long Route Return

GPX file: Walk-5L.gpx

This adds about 1.25 miles (2 km). Instead of continuing at the cattle trough (**point 23**), take a sharp left to follow the contour of the hill, towards a wooded area. Enter the wooded area and head up the slope, and out on the other side onto a dirt track. Turn right and follow the track around and all the way down the hill, becoming a path. At the bottom, go through the gate, and take a left toward a lane. At the lane, take a right, which will wind around to a larger road. Cross over and head into the fields, roughly following the contour of the land. When you get to a lane (Nind Lane), cross over and continue straight towards

Leys Farm. Shortly before you reach the farm building, there is a gate on the right. Go through the gate, then immediately left to make your way around the farm building, continuing roughly along the same line as you were before the building. Head towards a footbridge, and over the footbridge turn right to go over a stile. Then head up the gentle slope, keeping right, to reach a stile towards the top right-hand corner, after which keep left up a steeper slope. You will want to end up with a school field on your left, heading to a metal gate. Through the gate, head down the pathway, past the school on your left, to Symn Lane. Take a left, and at the main road (**point 2**) take care crossing over, and head straight up the tarmac track beside a stone wall on the left. This is Merlin Haven. Pass through the metal barrier, and continue up until you reach The Haven on the left (**point 1**).

The Haven

