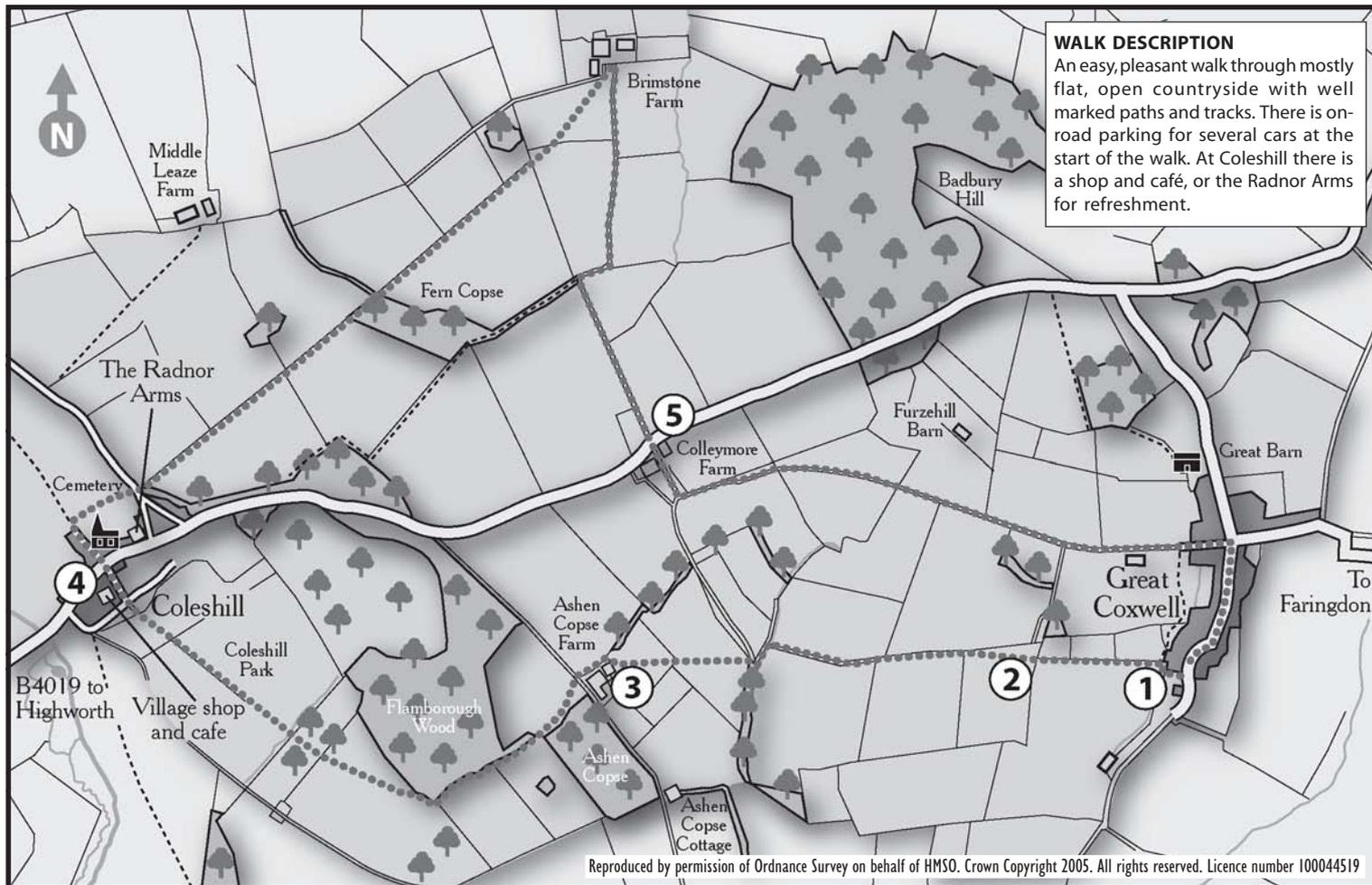


Walk 6

Great Coxwell and Coleshill

approximately 6 miles/9.6km



WALK DESCRIPTION
An easy, pleasant walk through mostly flat, open countryside with well marked paths and tracks. There is on-road parking for several cars at the start of the walk. At Coleshill there is a shop and café, or the Radnor Arms for refreshment.

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You can extend this walk by starting from Faringdon, or shorten the walk by turning right at Ashen Copse Farm and walk towards the rear of Colleymore Farm. At Ashencroft Farm the walk links with the D'Arcy Dalton Way.

To start from Faringdon walk up Coxwell Street and Coxwell Road and along the path by the (former A420 Swindon) road until, past the mini roundabout, you reach a footpath on the right to Oakfield. Continue until you reach the road again, turn right and then left at the junction and walk down through the village.

1) Drive to Great Coxwell. At the T-junction in the village **turn left**, drive down towards the end of the village and park on the road. Take the **marked footpath right** (signed *Coleshill 2.5 miles*) next to Wrekin Cottage. Go over the stile and follow the waymarked sign **right round the field boundary** (ignoring the first stile in the corner of the field) to another stile, over a small bridge crossing a stream and over a second stile.

2) Bear right across the corner of the field (ignoring the field gate on the right), and continue along the field boundary to a farm gate. **Go over the stile** next to it (waymarked), and continue along the farm track, turning left at the end of the field. When the track **turns right, almost immediately go left** over a combined stile and bridge into a small spinney and over another stile. **Follow the path across an open field** and over two stiles towards Ashen Copse Farm.

3) Keeping the farm buildings on your left, walk around the farm until you emerge onto a metalled road (*The D'Arcy Dalton Way is signed left and right here*). **Cross the road** and walk straight ahead keeping a spinney on your left. Continue until this spinney ends, then follow the line of another spinney on your right. Where the spinney ends **turn right** (waymarked) slightly uphill diagonally across a field towards a group of 7 or 8 trees. Continue along a visible path, cross a stile and enter Coleshill Park. **Walk towards Coleshill** across well marked fields with a stile/bridge/ stile combination at a field boundary. Go through the farm gate, down the driveway to the road. *The village shop and café is ahead of you to the left.*

4) Cross the road (Coleshill to Faringdon) and continue up the metalled road - passing the church on the right - to a kissing gate. **Follow the path to the right.** Follow the field edge, keeping the fence on the right uphill (ignoring first stile on right) to a stile onto a road (Coleshill to Buscot). **Cross the road** and go over a waymarked stile next to a farm gate. Proceed round the field with its boundary on the left, through an open entrance into the next field. Walk slightly downhill to a small wood (*Fern Copse*).

Go through the wood, across a bridge and over a stile. **Continue through the field** (keeping the hedge on your left) to the corner of the field and then follow a track with a hedge on each side. Cross a bridge and stile and go **diagonally left** across the corner of the field. Go over another stile, a bridge, and under a strand of protected barbed wire. **Cross the field towards Brimstone Farm**, over another stile,

through a small newly planted spinney and over a stile onto a farm track. **Turn right** and walk until you reach the metalled road at the farm. **Turn right** and keep on the metalled road until you reach Colleymore Farm.

5) At the road junction (signed *Great Coxwell 1 mile*) **cross the road** straight ahead to Colleymore Farm. **Walk through the farm** and along a track until it bears right. Here, **turn left** onto a footpath and follow the clear track (*for motor vehicles*) to Great Coxwell. At the end of Puddleduck Lane, **turn right** and walk down through the village to the start.

Comments about these Walkcards are very welcome, and can be emailed to: walkgroup@faringdon-online.co.uk

Accessibility
If you see any part of the walk that needs attention (eg stiles, gates, vegetation, surfaces, signage etc) please report this to Oxfordshire County Council Tel: 01865 810226 or email countryside@oxfordshire.gov.uk.

- Countryside Code**
- Be safe - plan ahead and follow any signs.
 - Follow paths across land that has crops growing on it, wherever possible.*
 - Leave gates and property as you find them.
 - Use gates and stiles wherever possible.
 - Protect plants and animals, and take your litter home.
 - Keep dogs under close control.
 - Consider other people.

* Follow the walk directions where possible as this is the legal right of way. If because of an obstruction, animals, or the path is obscured, you are allowed to take as little avoiding action as is necessary to continue your journey while not causing criminal damage.

For more information on the countryside code see: www.countrysideaccess.gov.uk/countryside_code and for walks in the area www.oxfordshire.gov.uk/countryside.

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