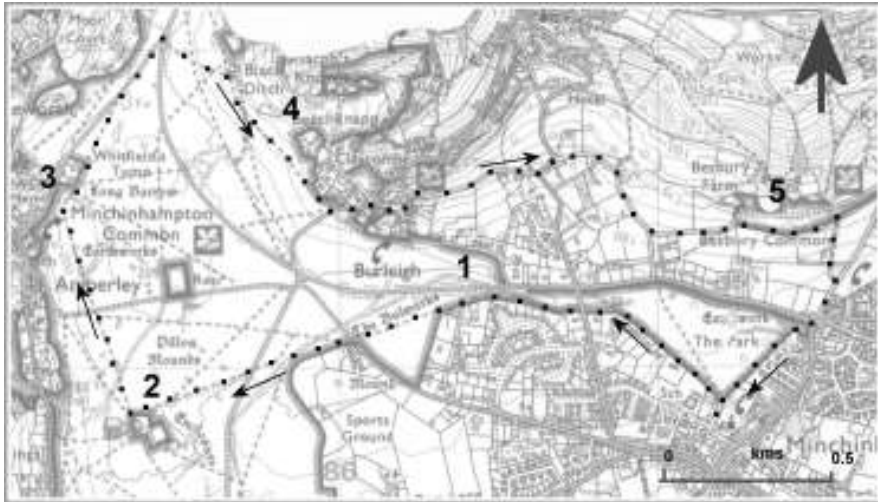


**Countryside Code:**

Fasten all gates	Keep dogs under proper control
Take your litter home	Guard against starting fires
Keep to public footpaths	Protect wildlife, wild plants and trees
	Avoid damaging fences, hedges or walls



Based on O.S. Explorer Map 168  
Numbers refer to places of interest outlined in the text

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*Free public car parks are located on the Great Park and in Friday Street. Regular buses from Stroud set down by the Market House. There is a selection of restaurants, cafes and a public house in the town, as well as a variety of shops.*

# **Minchinhampton** **Parish Walks**

**3**

## **Minchinhampton Common**

**Length: 8.0 km (5miles)**

**Published by  
Minchinhampton Local History Group  
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Minchinhampton Parish Council  
The Trap House, West End**

**2007**

## Minchinhampton Common

*This walk is almost level, but strong footwear is advisable. Over much of the common there is a golf course, so keep a wary eye for the players, and do not cross the greens.*

From Bell Lane car park in the centre of Minchinhampton walk along the private road, follow the wall round to the left and cross to a ridge by "Hunters Lodge". Walk along the ridge for 200m.

*1. This ridge, and the ditch alongside, locally called the Bulwarks, form part of the Iron Age earthworks that sweep in a large arc around the Common. They are probably protective rather than defensive in origin, although archaeologists differ in their opinions.*

Bear left past the entrances to some large houses; when the wall turns left continue across the common, aiming to the right of the house and trees ahead. Cross the road, pass "Windmill House", follow the Bulwarks to the next road, cross and walk beside the track which is signposted for the Old Course, until you reach "The Lodge"

*2. The present building had its origins in the C17th, possibly as a hunting lodge but it had become an inn by the beginning of the C18th. The name Old Lodge was coined when a New Lodge Inn was opened in Amberley in the C19th, but on March 14<sup>th</sup> 1889 the Minchinhampton Commons Golf Club was formed and it was agreed that the headquarters would be the Old Lodge Inn. So it remained until the new course was built at Avening, and the new headquarters for the old course was built opposite the inn.*

Walk to the right of the enclosure, pausing to appreciate the view to the west over Nailsworth and the wooded Woodchester valley, and aim for a large house to the north, about 1km away. Cross the road and keep to the edge of the plateau, through some more earthworks until you reach the edge of the village of Amberley, opposite the War Memorial, in the form of a stone cross.

*3. Amberley War Memorial stands on the edge of the Common and this area goes by the name of Littleworth. The house on the left was formerly "New Lodge" but has been renamed "Springhill". The view from here is across the Severn Valley, to May Hill and beyond.*

Continue behind "The Pines" and follow the lane until it reaches the junction with the main road. Cross this, go ahead for some 100m before turning right to remain on the plateau, with houses lower down to your left.

*4. Jacobs Knoll, Beechknapp and Claycombe lie on the spring line where water issued from beneath the Greater Oolite rock. This was an important factor in the siting of settlements in mediaeval times, and many of the cottages would have been built in small clearings in the wood that covered the Common at that time.*

At the main road turn left, downhill, for a little way, then take the track right by the telephone kiosk, through Burleigh. Turn left at the T-junction and go down the path between two walls. On arriving at a lane turn right and follow this for 0.5km, then at the junction by "Burleigh House" go straight on, into a lane (Love Lane), ignoring the roads to right and left. Walk past "The Old Weavers House", then straight on at the next junction, until coming eventually to Besbury Common.

*5. Besbury Common is one of the smaller pieces of land owned by the National Trust in this area. To the north there are views over the Golden Valley, and the woods above Toadsmoor.*

The road goes down to the left, but follow the path straight ahead, along the top of the Common, next to the wall on the right. After the footpath narrows at the end of the common, turn right onto a path through fields. Follow the fence on the right past a house, cross the drive and, at the far end of a small paddock, go out onto a lane. Walk up the lane and at the main road bear right across the grass opposite. Keeping the same direction, with the wall on the left, walk to the car park in Bell Lane.