

Summary: Difficulty: MODERATE, Distance: 10.2 miles, Ascent: 282m

Overview

Climb out of the Misbourne Valley then walk field paths through remote hamlets and woods. Follow the line of Grim's ditch before crossing the "Tring Gap" to the edge of Aldbury.

Route updated for HS2 works. Visit [HS2 Watch](#) for the latest news.

TERRAIN: Field paths, bridleways and tracks

START: Wendover Dean - A413/Footpath WEN37 to Bowood Lane (SP 8804 0414)

FINISH: Aldbury - SE Corner of village

FOOD AND DRINK: Old Swan Pub, Swan Bottom. Pubs, cafe, shop in Aldbury.

COMPLETING THIS STAGE: Possible by public transport with 2 changes (eg. via Chesham & Berkhamstead) and additional walking.

Visit [Chiltern Way](#) for information and news. You can view a detailed map of this stage on [OS Maps](#) and follow it on the app. The next stage is [8 - Aldbury to Chalk Hill](#) – click to download.

For more detailed information on this stage and on the Chiltern Way we recommend the "Chiltern Way and Chiltern Way Extensions" book by Nick Moon due to be published later this year. If you would like us to inform you when the book is available please email: office@chilternsociety.org.uk.

Route Description

1: Wendover Dean

Coordinates: OSGB SP88040415 LatLon 51.7292,-.7266

Take the footpath directly away from the A413 uphill to the right of a Hedge. Continue in the same direction when the hedge ends until you near Bowood Lane. Drop down into the lane by the fingerpost and turn right up the lane. Where the lane is blocked turn left on a fenced path. When you reach a manned crossing over the works road, cross it and the remains of Bowood Lane. Turn left through the hedge and follow the footpath, between the hedge and security fencing.

On reaching Kings Lane, turn left for 20m, then right onto a footpath. Continue to the left of a hedge for 500m to the edge of the Lee.

2: The Lee

Coordinates: OSGB SP89630444 LatLon 51.7316,-.7035

When you come to a junction of paths near the Lee, turn sharp-left on a footpath. Stay on this path for some distance as it runs along the edge of three fields. Eventually it turns sharp left then right, and soon leads you to a path junction where you meet the "original" Chiltern Way. Turn right and continue across the next field. Pass through a gate and turn left on a fenced path between houses and ruined farm buildings. This brings you to the road at Lee Gate.

3: Lee Gate

Coordinates: OSGB SP89610541 LatLon 51.7403,-.7036

Turn right on the road then almost immediately left on Furze Field Lane, which you leave on a footpath that forks right as the lane swings left. The footpath runs across the middle of a broad field to a gate in the hedge opposite, continuing in the same direction diagonally across the next two fields before emerging back on Furze Field Lane. Turn right and you soon reach a road by the Old Swan pub.

4: Old Swan

Coordinates: OSGB SP90190549 LatLon 51.7409,-.6952

Turn right on the road for a few metres then left on a footpath after the entrance drive to Kingswood House and Lodge. After passing the houses go through a kissing gate and turn left at the path junction. Continue on the left hand edge of a field until you enter a belt of trees. Here take the right fork through the trees and continue in the same direction across an open field. Pass through a gap in the hedges at the corner of the field, bearing a little left to walk uphill to the right of a hedge. Turn right when you reach a road and after about 40m left on a footpath that heads to the left of a small clump of trees in the middle of the field. The path then descends to Lady Grove wood. Continue in broadly the same direction as you climb through the wood. The path winds a little so look out for waymarks. when you emerge from the wood the path heads across a field to the right hand edge of another patch of woodland. Here you join a broad green lane. This becomes a concrete track near Dundridge Manor. Take the left fork in this track as you near a road then turn left on the road, turning left again at the first junction onto Jenkins Lane. Take the footpath to the right just before the White Lion Pub (2019 - currently being restored). Descend to a kissing gate, cross a road and continue across the next field to emerge on a lane at the edge of Buckland Common.

5: Buckland Common

Coordinates: OSGB SP91970713 LatLon 51.7554,-.6689

Turn left on the lane. When the lane bends right in 130m, leave it, continuing in the same direction on a footpath. Cross a lane and at a footpath fork after the next gate, bear right and continue with a hedge on your right. The footpath becomes fenced on both sides and descends then ascends to Drayton Wood. Enter the woods through a gate and follow the clearest path. The path twists and turns, but heads broadly north. Turn left at the first waymarked fork. As you near the edge of the wood bear right at a fork and you soon come to a gate. The path continues between fences to a road. Cross the road and take the footpath in the other side which bears half-left through trees. When you come to a field continue in the same direction aiming to the right hand end of a hedgerow. When you reach the hedge, bear left and continue to the right of the hedge to a line of trees marking Grim's Ditch. Turn right and continue to the right of the strip of trees. In 300m you reach a broad track - Brown's Lane.

6: Brown's Lane Hastoe

Coordinates: OSGB SP92020890 LatLon 51.7712,-.6677

Cross straight over the lane and continue across the next field towards the left-hand edge of the trees ahead. Follow the path in to the woods. The path continues in the same direction along the left side of the wood. When you come to a road, cross straight over and continue in the same direction through the trees on the other side, now near the right edge. Initially you walk on a bank - the remain's of Grim's Ditch. The trees narrow to a strip and the path emerges on the left-hand side. Continue in the same direction, sometimes through the trees sometimes to the left, When the trees end, continue to the left of a hedge. At the end of this field, turn right through a gap in the hedge and then, after 40m, left through a kissing gate. Head across this field to a gate in the opposite hedge which brings you to a road near Wigginton Bottom.

7: Wigginton Bottom

Coordinates: OSGB SP93970943 LatLon 51.7757,-.6393

Turn right on the road and almost immediately left on a footpath into trees. Follow the most obvious path through the woods. The path curves across to the left-hand edge of the trees and you emerge on a path between a fence and a hedge. As you near a road, the path curves left and soon brings you to it. Keep left along the road then turn right on a footpath after 70m. The path climbs a little on a stony track, levels off, swings to the right then continues as a grassy path between hedges. When you come to a fork in the path at the edge of a wood, take the right fork running along the right-hand edge of the wood. Initially the path is level, but then descends steadily through the trees. As you near the valley bottom you meet a crossing path. Turn right and you soon emerge from the wood. Continue in the same direction across fields. As you near a major road (A41) you pass through a hedge onto a hedged track. Turn right and you soon join a concrete track that brings you to a road that passes under the A41. Turn left under the road and shortly after turn right on a Byway signposted for 'Cow Roast'. This is a broad track, sometimes stony, sometimes muddy. After passing sports fields you come to a road by the closed Cow Roast Inn. Turn right along the pavement a short way to the first turning left off the A road.

8: Cow Roast

Coordinates: OSGB SP95791028 LatLon 51.7830,-.6127

Cross the road and take the lane signposted to Cow Roast Marina. After cross the canal near the lock follow the lane as it bends right. After another 120m take the footpath up a couple of steps left off the lane. Cross the field to a footbridge over the railway. Continue across the next field to a line of trees. Pass through the trees and turn right on a bridleway and then left on a footpath running up a broad grassy track passing to the left of a farm. When you reach the main road to the farm, turn left and almost immediately right on a footpath next to the gate to the farm. Ascend to the left of a fence and pass through a gate in a high, wooden stretch of fence. This brings you to the edge of a long open field. If the line of the path is not clear, aim to the left end of the trees at the upper side of the field. The path climbs a little across the slope and the exit gate at the opposite corner will appear. Pass through the gate and continue along the right-hand edge of the next field. At the far corner of the field, turn right, climbing through a strip of trees and scrub and passing through a kissing gate in to an open field. Once again the path runs half-left across the field. If the path is not clear, aim to the left end of the trees on the upper side of the field. Leave the field through the top-left corner and descend along the right-hand side of the next field and after 40m you will see a gate into the woods on the right.

9: Waypoint 9

Coordinates: OSGB SP96041119 LatLon 51.7912,-.6089

Take the broad byway up through the wood and continue in the same direction after the gate out of the wood. Pass through a car park and join a tarmac road which you follow past the houses of Tom's Hill to a B Road. You join the B Road on the outside of a bend. Keep left along the left-hand side of the road and after the end of the crash-barrier take a footpath left. The path descends half-left through the woods and emerges by houses at the edge of Aldbury.

10: Finish - Aldbury

Coordinates: OSGB SP96691206 LatLon 51.7989,-.5992

We hope you have had a good walk. We are committed to making the Chiltern Way as enjoyable as possible, so if you feel we could improve the directions or came across any path problems, please contact us directly by e-mail: office@chilternsociety.org.uk.

Chiltern Way 7 - Wendover Dean to Aldbury (HS2)

