

Summary: Difficulty: MODERATE, Distance: 14.8 miles, Ascent: 487m

Overview

Chiltern Way from Stokenchurch to Wendover Dean. Explore the pretty ridges, valleys and woods past Radnage and over Bledlow Ridge. Cross the broad Risborough Gap and continue through quiet woods and remote hamlets. Note the stage finish has changed because of HS2 works.

TERRAIN: Field paths, bridleways and tracks generally in good condition.

START: Stokenchurch: Oxford road, Kings Hotel (currently closed).

FINISH: Wendover Dean - A413/Footpath WEN37 to Bowood Lane

FOOD AND DRINK: Stokenchurch: Pubs and shops; Bledlow Ridge: the Boot; Bledlow: the Lions of Bledlow; Loosley Row: The Whip Pub

COMPLETING THIS STAGE: Two changes needed by bus

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 [10 - Wendover Dean to Ashridge](#) – click to download.

For more detailed information on this stage and on the Chiltern Way we recommend the "Chiltern Way including the Berkshire Loop" book by Nick Moon available from the [Chiltern Society](#) (Tel: 01494 771250).

Route Description

1: Stokenchurch

Coordinates: OSGB SU76069627 LatLon 51.6601,-.9018

Head west along the Oxford Road (left if you are facing the Kings Hotel). Pass the hotel and turn right into Church Street. Follow the street round to the right past the churchyard entrance and the Royal Oak pub. Turn left on Park Lane.

Follow the lane out of town past the entrance to Longburrow Hall. Just out of town take the footpath to the right signposted 'Chiltern Way'. The path crosses open fields, descending then climbing to a ridge by a bungalow. Bear right near the bungalow along a broad grassy track.

2: Waypoint 2

Coordinates: OSGB SU76769686 LatLon 51.6653,-.8915

After around 150m the path passes through the hedge on the left and continues in the same direction on the opposite side of the hedge. At the end of the hedge, the path drops down some steps into an open field. Bear a little to the left across this field. heading for a signpost on the track in the valley bottom. Turn right on the track for 50m then cross a stile and continue across the next field aiming for the right hand edge of the trees in front of the farm. Cross the track to the farm, pass through a gap in the hedge then turn left on a minor road. Shortly after take the footpath half-right across the next field aiming for the point where the electricity wires from the farm meet the hedge at the top of the slope - you should see a waymark post.

3: Waypoint 3

Coordinates: OSGB SU77819750 LatLon 51.6710,-.8761

Turn left along the hedge then right through the gap in the corner of the field. Almost immediately go through a gate on the right in to the end of a garden. Walk along the right hand side of the garden. At the far end of the lawn turn right through a gate, cross a road, and pass through another gate. Now take the road to the right passing between houses and barns. You emerge at the edge of an open field with some lovely views across the valley. Bear left and walk along the hedge at the left hand side of the field. The path descends and passes to the left of a house, crossing a couple of stiles before dropping down to a lane. Turn left on the lane and left again when you get to a junction. Then take the footpath right off the road heading to the pretty church of Radnage. This takes you across a narrow meadow leading to the church.

4: Radnage Church

Coordinates: OSGB SU78549790 LatLon 51.6745,-.8655

Take the footpath through the churchyard and leave by the gate in the south east corner. Walk diagonally across the next fields, climbing to the edge of woods ahead of you. Keep left at the first footpath junction. When you reach the trees bear right and continue to climb up the edge of a clearing. Bear left at a fork in the path and continue to climb. As you near the top of the slope the path passes in to scrub and young trees and then turns left along the left hand side of open fields. In another 400m you reach the narrow strip of houses along the top of Bledlow Ridge.

5: Bledlow Ridge

Coordinates: OSGB SU79449808 LatLon 51.6760,-.8524

Cross straight over the road and follow the gravel track as it curves left. Continue in the same direction on a footpath where the track ends. Ignore a footpath to the right and continue at the top of the slope. When you reach a lane, cross straight over and continue in the same direction. When you emerge on a lane near houses, turn left and after 100m turn right at a junction. Where the road ends, take the bridleway to the left. The bridleway is stony at first but soon turns to a green lane and descends through woodland. When you leave the woods, you walk to the right of a hedge with fine view of Lodge Hill on your right. As you near some houses the path passes through the hedge and continues in the same direction on the opposite side.

6: Waypoint 6

Coordinates: OSGB SU78689981 LatLon 51.6916,-.8630

Turn right on the drive past the garden of the main house then left on a bridleway running along a green lane. You soon pass some more houses and join the access track for these houses. Follow this track as it climbs and bends to the left and takes you to a road. Cross straight over and through a gate. Bear right across the field aiming for the corner. Cross through the hedge to the right and turn left joining the Ridgeway for a stretch. Almost immediately, the path passes back through the fence continuing beside trees on the right hand side of the field

7: Waypoint 7

Coordinates: OSGB SP78080080 LatLon 51.7006,-.8716

Take the path on the right through the trees, leaving the Ridgeway. This drops across a field to a narrow wooded slope where you have a short steep climb. Keep on in the same direction across the next field to meet a Byway. Cross straight over the Byway and follow the hedge on the right hand side of the field. As you reach the crest of a ridge you will see the village of Bledlow ahead of you. Continue in the same direction into the village and turn right on the road to the church..

8: Bledlow

Coordinates: OSGB SP77840214 LatLon 51.7127,-.8746

Continue past the church. At the end of the lane turn right on Perry Lane and after the last house on the left, take the bridleway left off the road which runs across the middle of a large field. When you meet a byway, turn right and after 50m, left onto a footpath heading across a field to the right of some Frogmore farm buildings. You will see the road leading to the farm. The footpath runs to the right of the hedge along the road. When you reach a minor road on a bend continue straight ahead on the road. Turn left when you reach the Bledlow Road and almost immediately right onto Church Lane.

9: Saunderton

Coordinates: OSGB SP79520184 LatLon 51.7097,-.8504

As you near the end of the village, turn left on a concrete track leading into the churchyard. Take the footpath running diagonally across the churchyard past the church and leave through a wrought iron kissing gate. After a section through undergrowth, you cross a stream and climb up a bank. Turn right at a footpath junction. The path takes you to the railway. Here the railway is split into two. Cross a stile and go up steps and cross the single track (look out for trains). Go down the other side and continue on the footpath to a lane. Cross straight over the lane and up the drive of a large house. Follow the drive round to the right. When you get near a play area, you should be able to see a gate with a stile and waymarking ahead of you. Cross the stile and take the broad path straight on descending across the field. At the bottom of the slope you meet the Ridgeway. Turn left on the Ridgeway climbing uphill to cross the second line of the railway at the south end of a tunnel. After crossing, turn right on a footpath running along the hedge next to the railway cutting. As you near the corner of this triangular field, the footpath swings left across the field by a waymark post. Head to the left of the hedge across the field. Cross a grassy track then continue in the same direction across the next field heading for the corner. You pass through a kissing gate onto an A road.

10: Wycombe Road

Coordinates: OSGB SP80860079 LatLon 51.7001,-.8313

Cross straight over and take the footpath running along headland to the left of a copse. When you come to a stony track, cross straight over, pass through a plantation before climbing steps to a track near a house. Bear left on a bridleway back into trees, climbing steadily and bringing you out on the stony track you crossed earlier. Turn right up this track, following it for 400m past horsey paddocks and stables. The track turns to concrete by houses. When it swing left, leave it on a footpath going straight on uphill. When you reach a street, turn right uphill. When you reach a crossroads turn sharp left up Loosley Hill to reach the Whip pub.

11: Loosley Row

Coordinates: OSGB SP81810069 LatLon 51.6991,-.8175

A little to the right of the pub, you'll see a wrought iron bus shelter, Take the footpath left off the road here. Follow the hedge line to the left across fields. Where the left hedge ends continue straight on across the field to a gate by a tree. Here the path bends half-right to a white-painted stile across the paddock. Turn left onto a broad stony track between fence. Leave the track at a stile just before an electricity pylon, continuing in the same direction across a large irregular field. As you cross, a gap in the hedge to the right of the largest tree in the hedge will become apparent. Turn half-right across the next field to a kissing gate in the line of trees, then left on a bridleway following the course of an ancient track downhill. This brings you to a road by Lily Bank Farm. Turn left and almost immediately right on a footpath past a cottage. There is a confusion of paths after the cottage. Take the leftmost, a bridleway which runs close to a bank and ditch you will see signs of in the trees to your left. When you reach a gap cleared through the trees for electricity wires you can either continue left on the path along the wires, or cross over and follow a sparsely waymarked winding parallel track through the trees. Both bring you to the same gate at a road. Cross straight over and follow the road to Redland End.

12: Redland End

Coordinates: OSGB SP83460218 LatLon 51.7122,-.7933

Cross the Whiteleaf Road and go through the gate into the woods. Initially the path runs along the top of a bank (Grimms Ditch). After 120m leave the wide path when you see the waymark post and fork right. Continue through the lovely beech woods for 500m and look for a waymark on a tree that takes you out of the wood into a cropped field. The crossfield path continues for 800m and goes through a copse in the middle. Go through the gate at the end and continue for 200m along a broad grassy track until you have a clear view of Hampden House. Before the next gate across the path look for a pedestrian gate on the left.

13: Hampden House

Coordinates: OSGB SP84760244 LatLon 51.7143,-.7745

Go through it and cross the meadow in front of Hampden House for 200m towards the gate at the edge of the wood. Go through the wood and continue across a cropped field for 1Km to meet the Rignall Road. Cross the road and continue through sparse woodland for 500m. The path then leaves the wood and climbs for 300m across a field towards a bench at the edge of the next wood. Leave the wood and turn right for a few metres looking out for the Chiltern Way discs on the waymark posts. Then turn left and continue up the gentle slope for 250m across a track to some dwellings. until you meet the road in Little Hampden.

14: Little Hampden

Coordinates: OSGB SP85940376 LatLon 51.7260,-.7571

Go across the road and follow a clearly marked path through woods and fields for 1Km until you reach the road at Cobblershill Farm. Cross the road onto a broad stony bridleway. When you reach a surfaced parking area turn left on a footpath. The path soon veers right away from the houses. At a junction of paths turn right on a footpath. The path bends left as you near a field, then runs just inside the edge of the trees. As you near the corner of the field the path swings left. Almost immediately leave it on a footpath left (look out for yellow arrows on the trees). The footpath runs away from the field along the top of a shallow bank. When you come to a junction of several old sunken tracks, take the track half-right. This is a sunken, descending lane. After leaving the wood it becomes a broad grassy track between hedges. After crossing the railway, leave the broad track on a footpath ahead through a belt of trees.

15: Mayortorne Manor

Coordinates: OSGB SP87660428 LatLon 51.7304,-.7321

At the corner of parkland, the route of the Chiltern Way has changed because of HS2 works. Instead of continuing along the fence, turn half-right on a footpath crossing the field diagonally to a footpath gate (this about 20m to the left of the white painted gate in the fence ahead). Continue in the same direction across the next field to reach the A413 near some houses. Turn left on the verge for 20m to the start of the next section.

16: Finish - Wendover Dean

Coordinates: OSGB SP88030415 LatLon 51.7292,-.7267

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.

