

Summary: Difficulty: MODERATE, Distance: 11.1 miles, Ascent: 207m

Overview

Chiltern Way from Ashridge to Chalk Hill. Walk through the woods of the Ashridge estate and then cross the Gade valley to Studham. You pass Whipsnade Zoo and the tree cathedral before enjoying the spectacular views from Dunstable Downs.

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

START: Ashridge B4506 New Road - SP 9775 1204

FINISH: Bottom of Chalk Hill near A505 Roundabout

FOOD AND DRINK: Little Gaddesden - Bridgewater Arms; Studham - Red Lion; Dunstable Downs - Chilterns Gateway Centre; Chalk Hill - White Lion.

Visit [Chiltern Way](#) for information and news. You can view a detailed map on [OS Maps](#) and follow this stage on the app. The next stage is [12 - Chalk Hill to Barton](#) – 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: Ashridge

Coordinates: OSGB SP97751205 LatLon 51.7986,-.5838

Take the broad Bridleway directly into the woods heading East. After 400m, just before you reach a field on the left of the bridleway, look out for a footpath to the left.

2: Waypoint 2

Coordinates: OSGB SP98191195 LatLon 51.7977,-.5775

Take the footpath to the left which runs just inside the woods to the left of the open field. Continue in broadly the same direction at the end of the field, following the clearest track. Bear a little right when a path joins from the left. You will soon come to a road on a corner. Continue in the same direction, now on the road. The road crosses 'Prince's Riding' (a grand avenue) then passes a house (Old Park Lodge). Here it bends to the left and you leave it, continuing straight ahead to the right of a barn. The path descends to the edge of a fairway. Cross the valley aiming to the left of the trees beyond the clubhouse. You may be able to see a yellow-topped post under the trees - aim for this. When you reach the trees, bear half-right through the trees to reach a road. Turn left on it, heading away from the clubhouse.

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3: Waypoint 3

Coordinates: OSGB SP98661332 LatLon 51.8099,-.5702

When you come to a road junction, cross over and bear half-right on a footpath that crosses a gravel drive and then becomes a broad track running between garden fences. At the end of the fences continue in the same direction, descending through woods and across another fairway. After the valley bottom the path is fenced again. When you reach a road, go left and immediately right up some shallow steps and continue for another 150m to reach a car-park and the Gaddesden Arms pub.

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4: Little Gaddesden

Coordinates: OSGB SP99191366 LatLon 51.8129,-.5624

Cross the road and turn right on the pavement. Turn left on a footpath just after the end of the pub garden. The path runs across a field between wooden fences, then passes some garden fences before turning half right across an L-shaped field to reach a lane. Take the footpath on the other side of the lane, continuing in broadly the direction you were walking before. Pass the remains of a kissing gate then bear a little to the right, aiming for a kissing gate in the fence ahead. Once through the gate, you are in a large field. Continue in broadly the direction you were walking before. If the route of the path is not obvious, walk east. As you progress you will see a hedge to your left and a fence-line to your right. Aim for the corner where these two meet.

5: Hudnall

Coordinates: OSGB TL00421348 LatLon 51.8110,-.5447

You will reach a kissing gate in the corner. Do not go through it but turn left in front of it on a footpath running downhill to the left of a hedge. Follow this path all the way to a road in the valley bottom. Cross the road and continue in the same direction up the other side now on a bridleway with a hedge on your left. As you near some trees follow the path left away from the field-edge continuing uphill along a deer fence. After the path levels off you emerge at the edge of a field and shortly after reach a footpath to the right in the hedge.

6: Waypoint 6

Coordinates: OSGB TL01321471 LatLon 51.8219,-.5313

Pass through the right -hand hedge and continue on a path running towards the houses across the field. You come to the end of a short lane between houses. Follow it to a road. Cross the road, pass through the hedge and take the left of the two footpaths. The path runs to the right of the electricity pole to the far-left corner of the field in the valley bottom.

7: Waypoint 7

Coordinates: OSGB TL01731544 LatLon 51.8283,-.5252

Cross the road and continue on the footpath running to the left of the hedge. The footpath bends a little right then right again, passing through a hedge and continuing to the left of a hedge. After another 70m you meet a crossing footpath. Here, turn right over a stile. The path runs across the field to the trees on the other side. Bear left along the trees and at the corner leave the field through a kissing-gate to join a broad lane.

8: Studham

Coordinates: OSGB TL01541580 LatLon 51.8317,-.5278

Turn left along a broad bridleway which soon curves right and runs along the right-hand edge of a wood. When you come to a crossroads of tracks keep ahead on the bridleway out of the wood. It is now a broad grassy track running to the left of large hedgerow.

9: Whipsnade Zoo

Coordinates: OSGB TL01221683 LatLon 51.8409,-.5321

Keep straight ahead through a strip of woodland and you reach the high fence around Whipsnade zoo. Continue to the right of the fence until you reach a country lane. Turn left up the lane.

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10: Waypoint 10

Coordinates: OSGB TL01091768 LatLon 51.8486,-.5338

When a private road comes in from the left and the lane becomes a proper road, take the footpath to the right which runs uphill along the left-hand edge of a field. Pass through a kissing gate at the top of the rise and then almost immediately left through a gate heading directly towards the church. Walk through the churchyard, passing to the left of the tower. Once on the common turn left aiming to the left of a house with four tall narrow windows you can see across the road.

11: Whipsnade

Coordinates: OSGB TL01061799 LatLon 51.8514,-.5340

Cross the road and walk along the track signposted to the Tree Cathedral. Just before you reach the Car Park, fork right on the bridleway that runs to the right of the Tree Cathedral. At the end of the Tree Cathedral the bridleway turns right and then left when it meets a private road.

12: Waypoint 12

Coordinates: OSGB TL00841829 LatLon 51.8542,-.5372

After 50m on the road follow the bridleway as it forks right off the road running a little away from the road. After about 300m at a boundary fence, turn left back to the road and turn right along the road. Continue along the road past scattered houses. The road turns to a dirt track at Ever Green Lodge.

13: Waypoint 13

Coordinates: OSGB TL00571889 LatLon 51.8596,-.5409

The track brings you to a junction of tracks near a radio mast. Take the lower of the two tracks to the left (the upper may be drier in wet weather). When you come out at the edge of a field, continue along the left hand edge until you pass through a gate onto the sloping hillside of Dunstable Downs. Turn right along the top of the field. After another gate continue along the hedge to the rusty iron sculpture to the left of the visitor centre.

14: Dunstable Downs

Coordinates: OSGB TL00701954 LatLon 51.8654,-.5389

Follow the made-up track north along the top of the downs. Where it bends right and then left for the car-park you can take a short cut across the grass.

15: Five Knolls

Coordinates: OSGB TL00762069 LatLon 51.8757,-.5376

As you near the 'Five Knolls' at the north end of the downs, there is a fork in the made-up track. Take the left fork, passing to the right of the Knolls. Continue in the same direction when the made-up path ends. After the Knolls, descend steeply at the right-hand edge of a grassy hillside. At the end of the steep section, bear left to the trees on the left. Head to the Pegasus crossing and cross the road.

16: Dunstable West

Coordinates: OSGB TL00722140 LatLon 51.8821,-.5381

Head right along the pavement for about 20m, then left through a small car park to join a broad byway. Follow the made-up track. Initially you will have houses beyond the trees on either side. The houses on the left give way to open fields with views to Ivinghoe beacon.

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17: Waypoint 17

Coordinates: OSGB SP99842210 LatLon 51.8886,-.5506

After the houses on the right end, you come to a crossroads of tracks. Stay on the made-up track as it turns right and follow it as it turns left 250m later. The track starts to descend and bends left, continuing to descend alongside a disused railway cutting. When you reach the level of the railway, do not join it but continue descending and turn right onto a road and pass under the railway. Keep on the road as it turns right through the hamlet of Sewell. After 300m, look out for a footpath to the left, just after the entrance to Sewell Manor Farm.

18: Sewell

Coordinates: OSGB SP99592301 LatLon 51.8968,-.5540

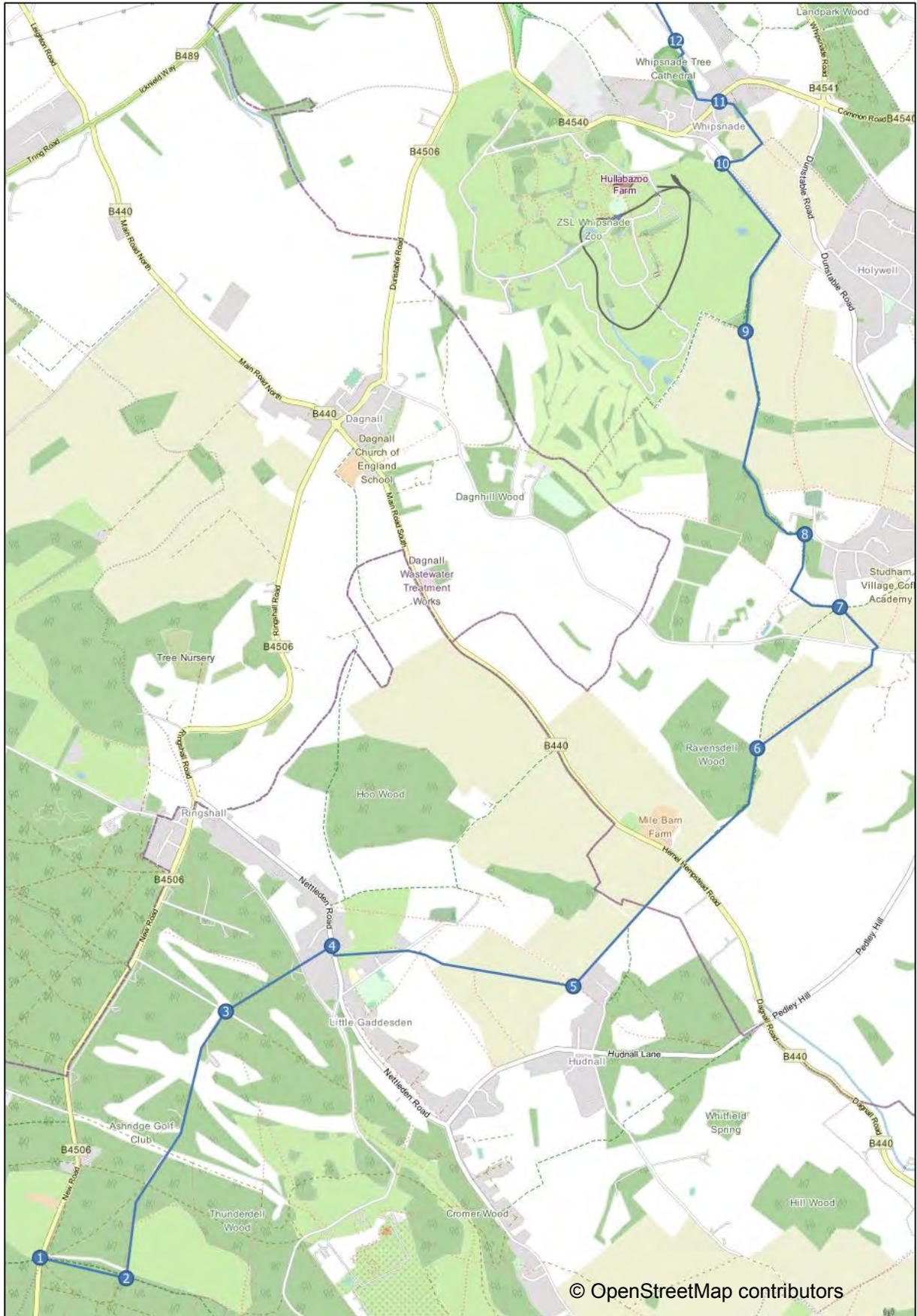
Take the footpath to the left off the road. The path runs around a garden between fences then turns left towards a field. Cross a stile and head diagonally across the field to a gate. Pass through the gate and head to a stile over the fence on the other side. Cross the stile, turn left and walk down the narrow strip of trees. After crossing a bridge over a drainage ditch turn right and continue to the left of ditch and trees. When you reach the base of the road embankment, turn left and walk along the base of the embankment to the corner of the field. Turn right up steps to meet the road at the bottom of Chalk Hill.

19: Chalk Hill

Coordinates: OSGB SP99852407 LatLon 51.9062,-.5500

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.

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