



## Buscot Estate walks

Alternative walks can be made by linking up with other footpaths, please use Ordnance Survey Pathfinder 1135. All distances are approximate. A good guide to time taken is 2.5 miles per hour. Some footpaths may be uneven as well as wet and muddy after rain so care and suitable footwear is recommended. Please take care when crossing the road. Walkers follow routes at their own risk. Please use the map and colour co-ordinated way markers to follow the route. Each route has a brief description and some information. All follow footpaths, permissive paths or bridleways with gates or stiles.

- To ensure the countryside can be enjoyed by everyone and to respect our farmers please:
- Leave gates and property as you find them
  - Leave plants where they grow
  - Take your litter home
  - Keep dogs on leads to protect wildlife and livestock
  - Keep to designated paths



### Lechlade Walk

Difficulty: Easy • Time: 1 Hour • Distance: 2 miles (3 km)

Park at Buscot in the National Trust visitors car park. Follow the road to Buscot Lock. Cross the lock and weir and turn left onto the Thames Path. Cross the big footbridge and continue to the road bridge. Pass beneath to St John's Lock, the first lock on the River Thames. Bear left and cross the bridge, taking care on the road. Turn right along the road after the Trout Inn. After a short distance turn to the right and rejoin the Thames Path to return to Buscot.



### Farm Walk

Difficulty: Easy • Time: 1 hour 30 • Distance: 3 miles (5 km)

Park on the side of the road in Eaton Hastings. Take time to visit Eaton Hastings Church. Follow the D'Arcy Dalton Way back along the lane. Continue along the lane until you meet the A417. Follow the footpath to the right alongside the road. Take the farm drive on the right, past a cattle grid, with Kilminster Farm to the right. Continue through gates through The Anchor Boat Club bearing right, then through a third gate and follow the field boundary to cross a footbridge. Pass through a gate across the field towards a cottage, cross a stile. Follow field boundary and rejoin the Thames. Cross another stile and continue straight on over field, cross drive to Rhodes Farm and go over a footbridge. Continue across field to gate and return to your car.



### Woodland Walk

Difficulty: Easy • Time: 1 hour 30 • Distance: 3 miles (5 km)

Park at the National Trust car park at Badbury Hill. Follow the track away from the car park down through the woods and enter open farm land. Follow the hedgelines to Brimstone Farm. Turn right through the farm yard, continue past Oldfield Farm towards the Buscot Park cricket club. Here turn right through a gate along a track. Follow the way markers carefully as they take you through the woods, then turn to the right through Oak Wood finally coming back out onto open farm land beneath Coxwell Woods. Follow the way markers back up to Badbury Hill. Please ensure dogs are on a lead through Oak Wood as there are pheasant pens here and a nearby archery range.



### Thames Walk

Difficulty: Easy • Time: 1 hour 30 • Distance: 3 miles (5 km)

Park in the National Trust visitors car park in Buscot and follow the road to Buscot Lock. Cross the lock gates and turn right onto the Thames Path. Follow this path over a bridge and continue with the river to your right. You will pass Second World War bunkers. Eventually enter a willow spinney through a gate. Continue and cross a wooden bridge over the Thames to the right. Pass through the Anchor Boat Club onto a farm track. Bear right diagonally across field to the opposite corner by two trees. Cross a stile and footbridge, turn right and follow hedge. Cross a footbridge and cross field to gate beside the road. Turn right onto the track. Turn left through gate before reaching house, follow grass track through a gate. Turn left beside Buscot Wharf. Follow grass track around field and cross a stile and footbridge back into the Weir Field. Turn left at the road to return to the car park.

The National Trust thanks it's tenant farmers for supporting permissive paths.