

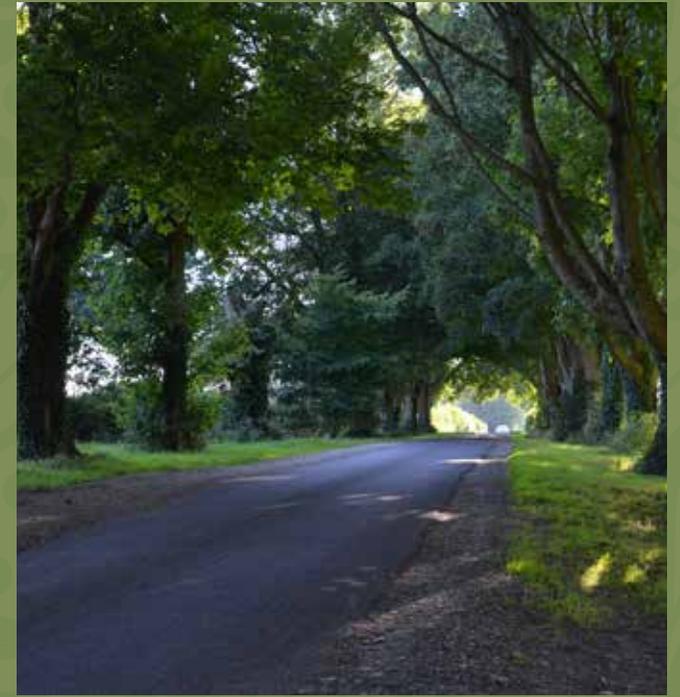
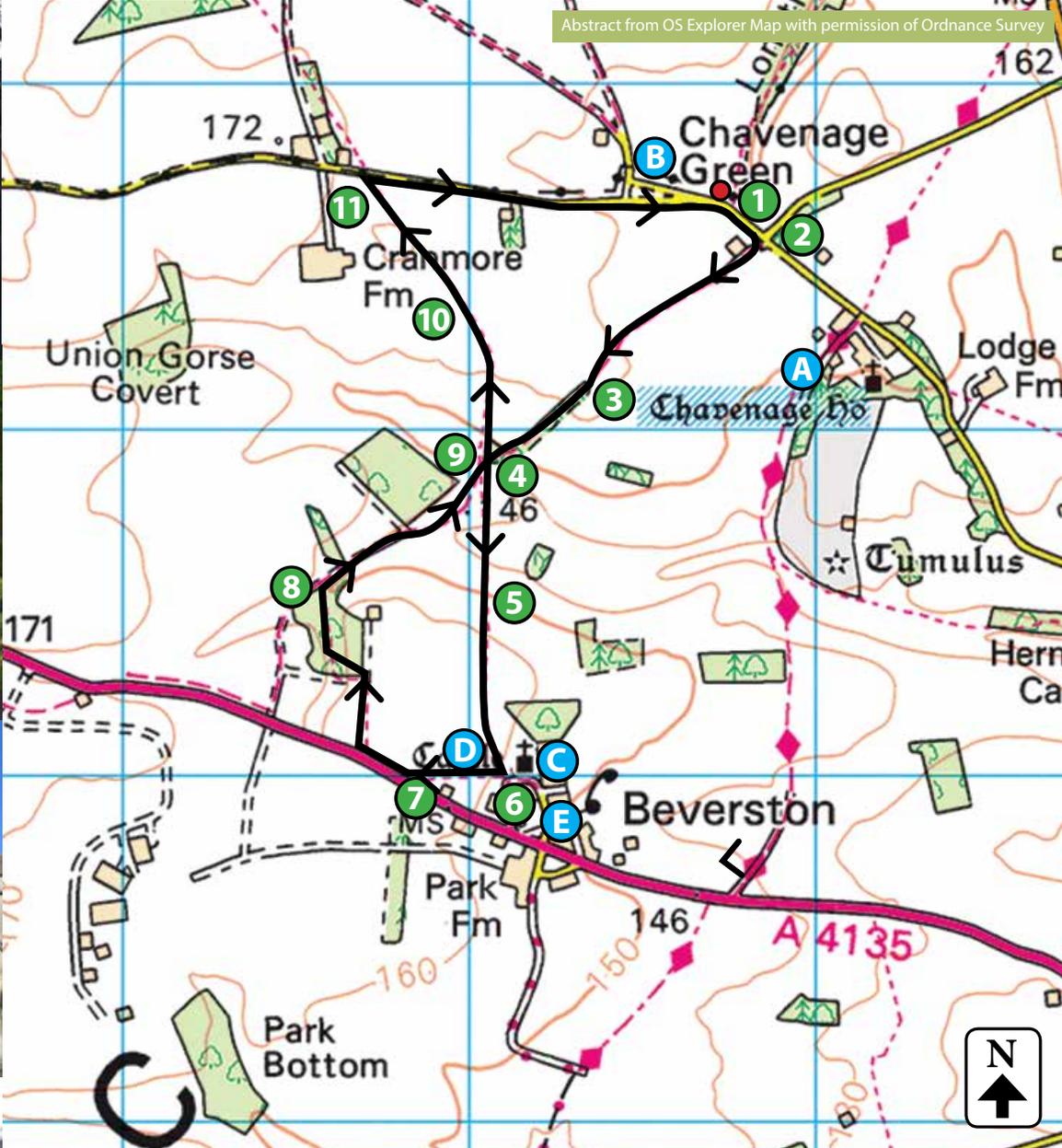
Walks around Tetbury

→ Walk Route

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● Route Instructions

11



Poldark to Cromwell

From Chavenage to Beverston and Return

Distance – 6.4 km (4.0 miles)

Walking Time: 2.25 hours

Starts and finishes at Chavenage Green

Grade A/B on a scale where A is easy and D is difficult



Description

Distance – 6.4 km (4.0 miles)

This walk involves a 4 km drive to the starting point at Chavenage Green (GR 866,956). Take the B4014 (Avening) road out of Tetbury. In 400 metres from the junction with Long Street, branch left down a minor road, sign-posted Chavenage House - 1 1/4 miles. Pass the entrance to Chavenage House **A** and continue for a further 800 metres, passing a road joining from the right, to the point where the road divides - thus creating the triangle of grassland which is Chavenage Green.

At Chavenage Green **1 B**, park anywhere under the trees on the verge, taking care to leave the road and tracks clear for farm traffic.

From Chavenage Green **2** walk back along the lane for 200 metres, and at take the first turning on the right onto a farm track, passing the house on your right. Continue in the same direction for 1 km on a broad grass track with the field boundary on your right (hedge and large trees).

Just before curving right and descending into a small valley, **3** look out for Beverston Church tower on a rise in the half-left direction about 1 km away. Also, Tetbury Church Spire to the left, a fine view from this position. Just before the foot of this descent the path curves to the right and goes through a small thicket; go through the thicket and a wide metal gate and then turn half left (about "10 o'clock"), away from the track in front of you.

Start across an open pasture field **4**. After you have climbed a small rise you will see ahead a corner of a square field projecting into the field that you are in. Aim for the nearest corner and, as you continue to climb, keep the hedge of this field on your right. Continue up the hill and over a stile adjoining a wide metal gate and keep straight on, mainly along a wide grass path, to the end of this field.

Here **5** the path/track continues nearly straight ahead towards Beverston Church and Castle, now with a stone wall on your left.

At the end of this field, **6** only turn left over the cattle grid on to the lane if you intend to look more closely at the Village, Church and Castle. (Notes **C D E**). Then return to this point.

Otherwise, turn right and, with a higher wall still on your left, walk 250 metres along the edge of the field to reach the main Tetbury - Dursley road through a wide metal gate near a cottage. **7** Turn right, and keeping the main road on your left, walk about 230 metres along the edge of the field to a stile, cross the stile and pass through a small copse to another stile. Cross this stile and walk along the edge of the field to reach a footpath sign pointing right, turn right and with the field boundary on your left for 250 metres, **8** and then, just before you get to a wooded area on your left, turn left by a wide metal gate and go down a farm track (keep the concrete track to your right) for 100 metres. Then turn right through a wide metal gate into the piece of woodland and walk down through this wood for 300 metres to emerge through another gate onto a farm track and turn right.

Continue ahead through two more gates, for about 600 metres passing a rectangular piece of woodland. After passing through the second gate bear slightly left and follow the track skirting the trees and pass through a low metal gate then across pasture down the slope to a wooden stile on your left. (A little further on, to the right of the stile, you will see the metal gate through which you came on the outward journey. So this is shown as both **4** and **9** on the map.) Go left over the stile, and veer right up the slope.

At the top of the slope veer left across three cultivated fields on which the Right of Way is sometimes clearly defined through the crop. **10** Go up a short climb following the partly overgrown track, with a small area of trees on your right, and then curve slightly left (about "11 o'clock"), aiming to the left of a large tree in the hedge about 300 metres away. Go through a wide gap in the hedge beyond the tree and, bearing diagonally left, head across the field towards another gap in the hedge about 200 metres away. After going through this gap look for a large farm that you will see more or less straight ahead. Aiming a little to the right of the farm buildings, continue in the same line for about 400 metres towards a gap in the hedge. Through the gap in the hedge a Footpath sign is visible. Look for the Footpath sign as you approach the boundary wall and hedge and cross the bank onto Chavenage Lane.

Turn right **11** and walk approximately 1 km along this lane back to Chavenage Green.

POINTS OF INTEREST

A CHAVENAGE HOUSE

This is an Elizabethan country house with a long and colourful history, and is said to be haunted. In recent times it has been used in many films and TV programmes, including Poirot, Lark Rise to Candleford and Poldark.

B CHAVENAGE GREEN

This is now a quiet place, but once had greater importance. In Saxon times, it was the meeting place, or Court, of the Longtree Hundred; "Longtree" being an old name for this area, the name still survives in "Longtree Bottom", just to the north of the Green. Three secondary Roman Roads passed through Chavenage Green; one a road from Cirencester to Bath, a second linked the Severn and the Forest of Dean to places further east and a third from the direction of Kingscote. Later than this, Chavenage Green was on an old direct road from Nailsworth to Tetbury.

C BEVERSTON CHURCH

This is largely Norman, though the much eroded sculpture of Christ set in the outside wall of the tower is Saxon, and from an earlier Church. Inside the bright well-tended interior, note particularly the decorated doorway, the pillars of the south arcade and the very ancient rood screen of black oak.

D BEVERSTON CASTLE

This dates from the 13th Century and belonged for much of its existence to a junior branch of the Berkeley family (of Berkeley Castle). Held for the king in the Civil War, it fell to the Parliamentarians when its Commanding Officer rashly left his post to court the daughter of a neighbouring farm (reputed to be Chavenage House). Though it survived the Civil War intact it was later ravaged by fire. The Banqueting Hall and other sections were remodelled to form a residence, but the rest fell into ever greater decay. Now, the resulting conglomeration of ruined walls, crooked roofs and battlemented towers make an intriguing picture viewed through the opening of the Gate House.

E AN ANCIENT BARN

This is sometimes referred to as the Pilgrim's Barn, having supposedly offered shelter to travellers between the Abbeys of Malmesbury and Gloucester