



# Deddington Hempton Loop

A rolling, rural exploration in north Oxfordshire starting and finishing in the old market town of Deddington.

**Distance** 8.4 kilometers / 5.2 miles

**Duration** 3 hours and 20 minutes



Wildlife



Great views



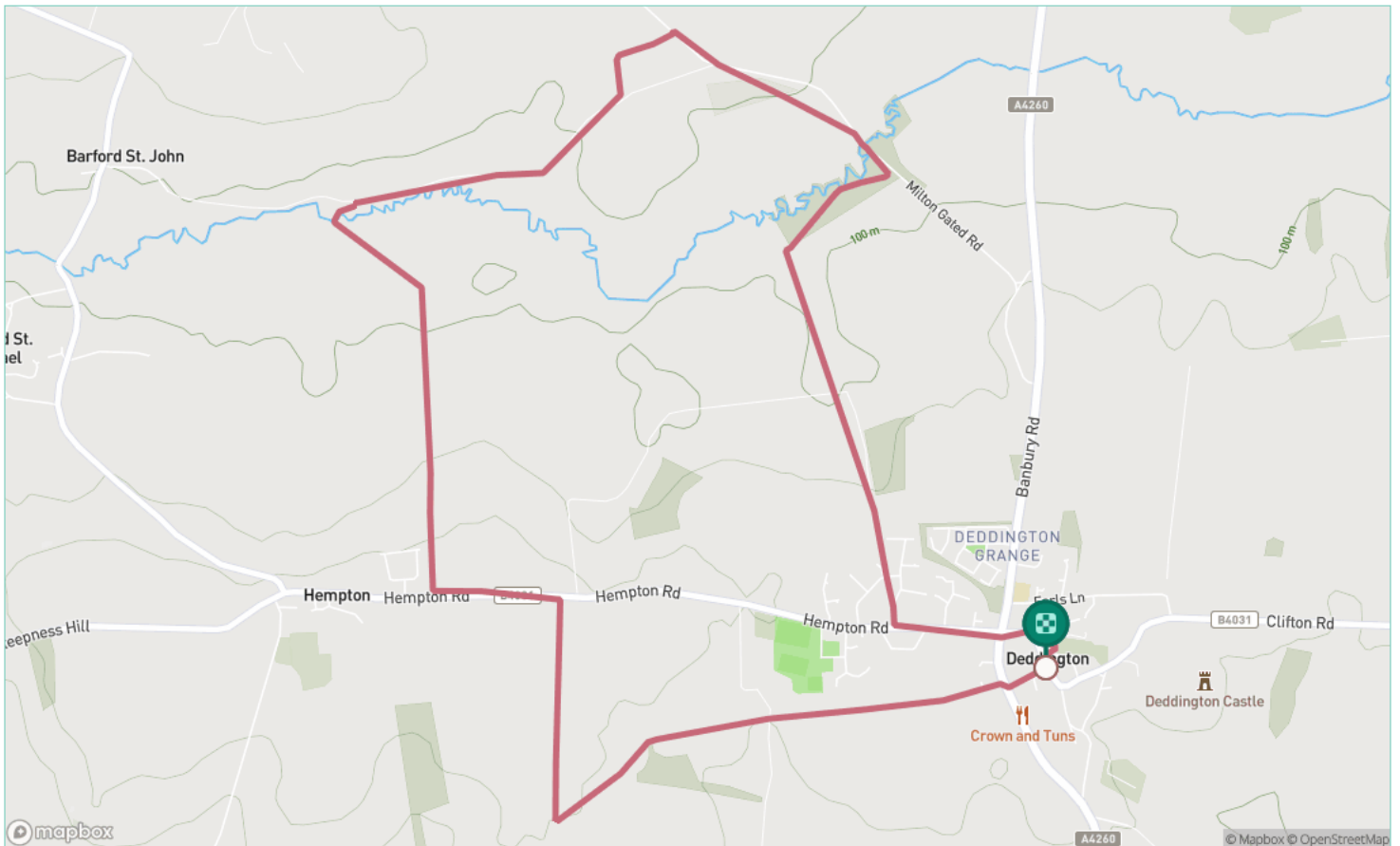
Parking



Dog friendly

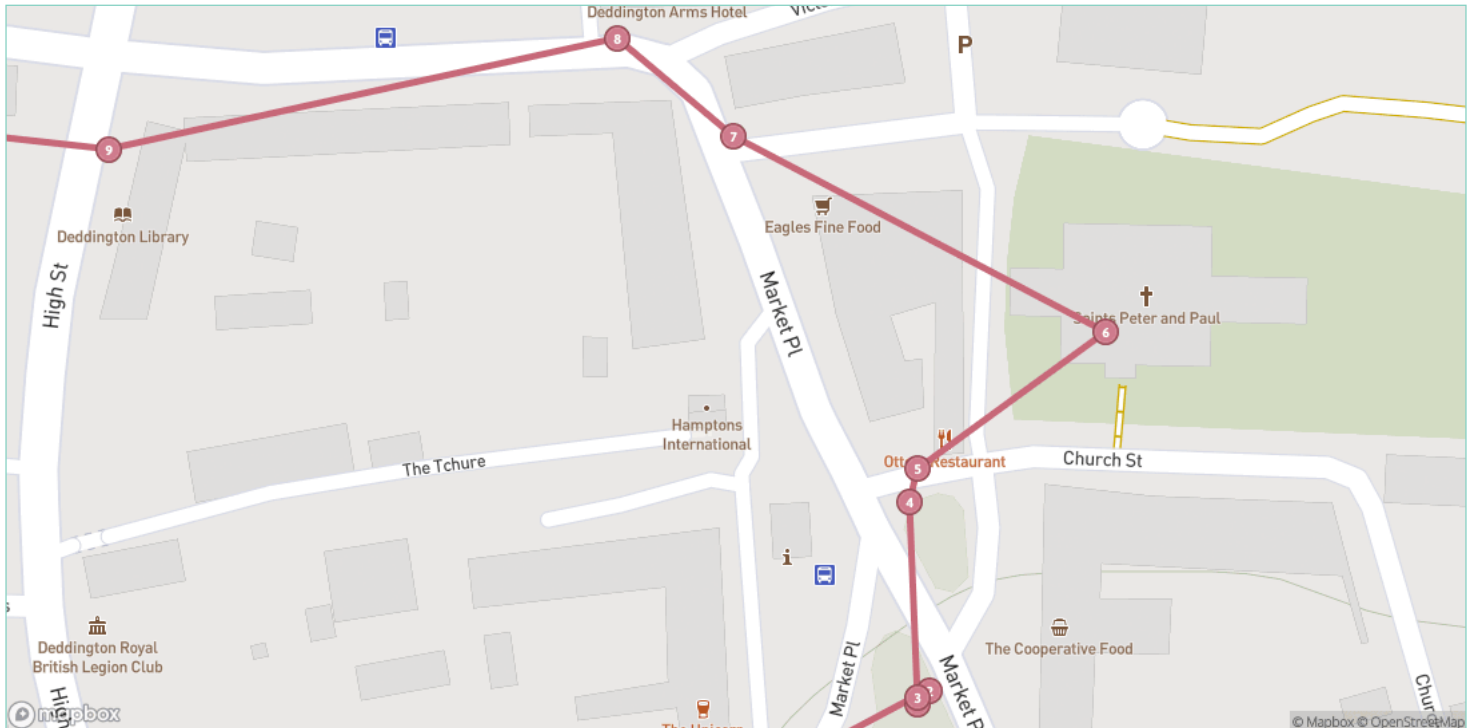


Botanics



Disclaimer: Directions are provided as guidance only. Weather, construction, closures or other factors may affect routes. Please take care when crossing roads and avoid private land. Always follow local signage and use common sense.

Created by Go Jauntly Ltd © 2024. Last Updated: 04 April 2024.



**Step 1:** This walk was created in partnership with Cherwell District Council. Enjoy over 30 walks across North Oxfordshire and experience the sights and sounds of nature as you go.

**Step 2:** This route is currently flooded and impassable at Step 44 (4 April 2024).

**Step 3:** The Hempton Loop begins in Deddington's old Market Place which has a great choice of pubs, cafés and food stores.

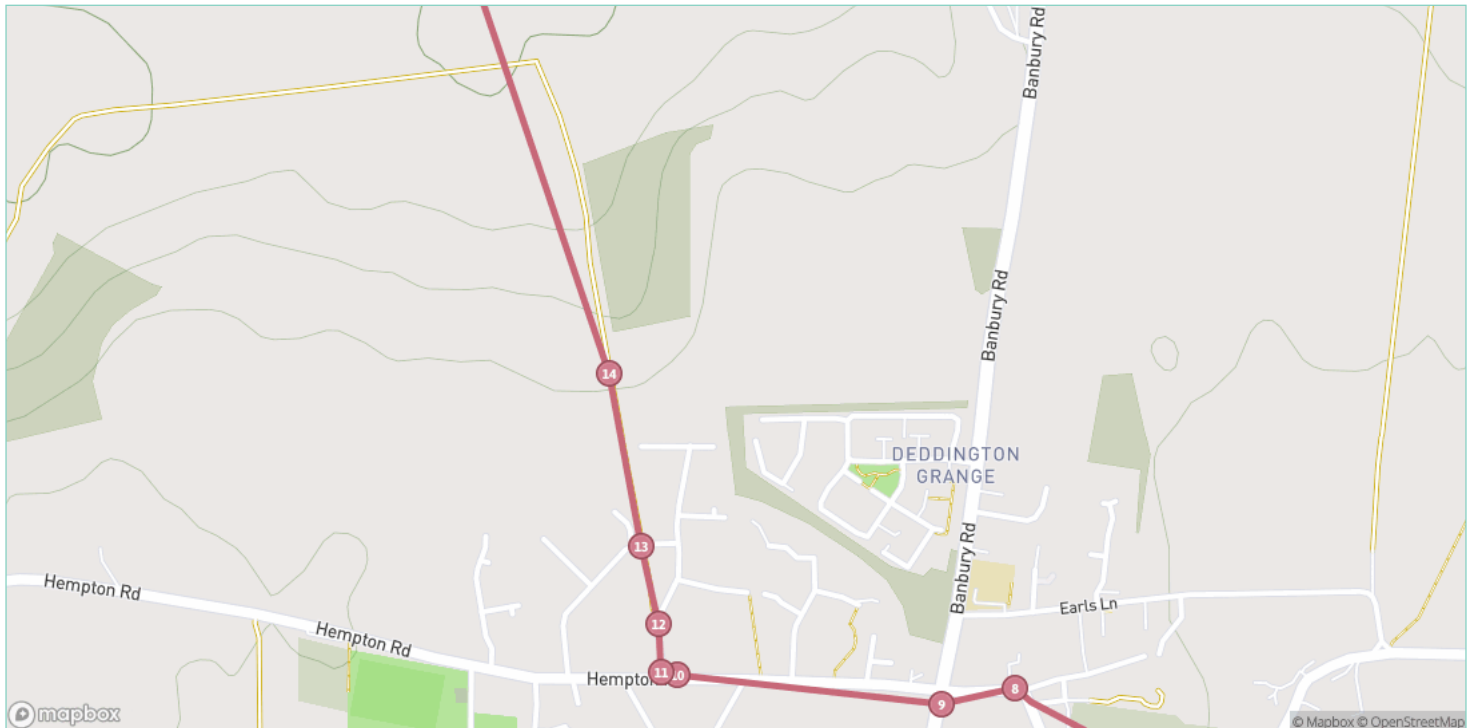
**Step 4:** The Market Place is the original nucleus of Deddington and the lively scene of many a market and fair from medieval times onwards. There is a farmers' market on the fourth Saturday of each month to this day.

**Step 5:** Dominating the sky line is the 17th century tower of St Peter and St Paul, the Parish Church which dates back to the 13th century.

**Step 6:** North of the Church you can find the imposing Castle House which retains traces of its 13th century origins. It was here that Edward II's infamous favourite Piers Galveston stayed prior to his execution in June 1312.

**Step 7:** From the Market Place head north, with the church on your right, towards The Deddington Arms Hotel.

**Step 8:** Continue left to the main road.



**Step 9:** At the traffic lights cross straight over and walk out along the B4031, signposted for Hempton.

**Step 10:** Keep walking until the second right-hand turn.

**Step 11:** Signposted 'The Daedings'

**Step 12:** After 100 metres, as the road begins to curve right, continue straight on down the bridleway (Cosy Lane) through the gap in the trees.

**Step 13:** Cross Windmill Street with care and continue straight on. From here you have a kilometre straight ahead to Daeda's Wood.

**Step 14:** There are fine views as you descend into the Swere valley.

## North Oxfordshire

### Best Ways to Walk

We want you to have fun outdoors, whilst looking after yourself, those around you and the natural environment. So here's some guidance to help you prepare for and enjoy your walk.

Check the weather. Wear appropriate clothing and footwear as walking can be wet and muddy.

Trousers are recommended as parts of the route can be overgrown with vegetation and nettles.

Charge your phone. Take a mobile phone battery pack if you have one. Bear in mind that coverage can be patchy in rural areas so download this walk for offline mode in advance if you can.

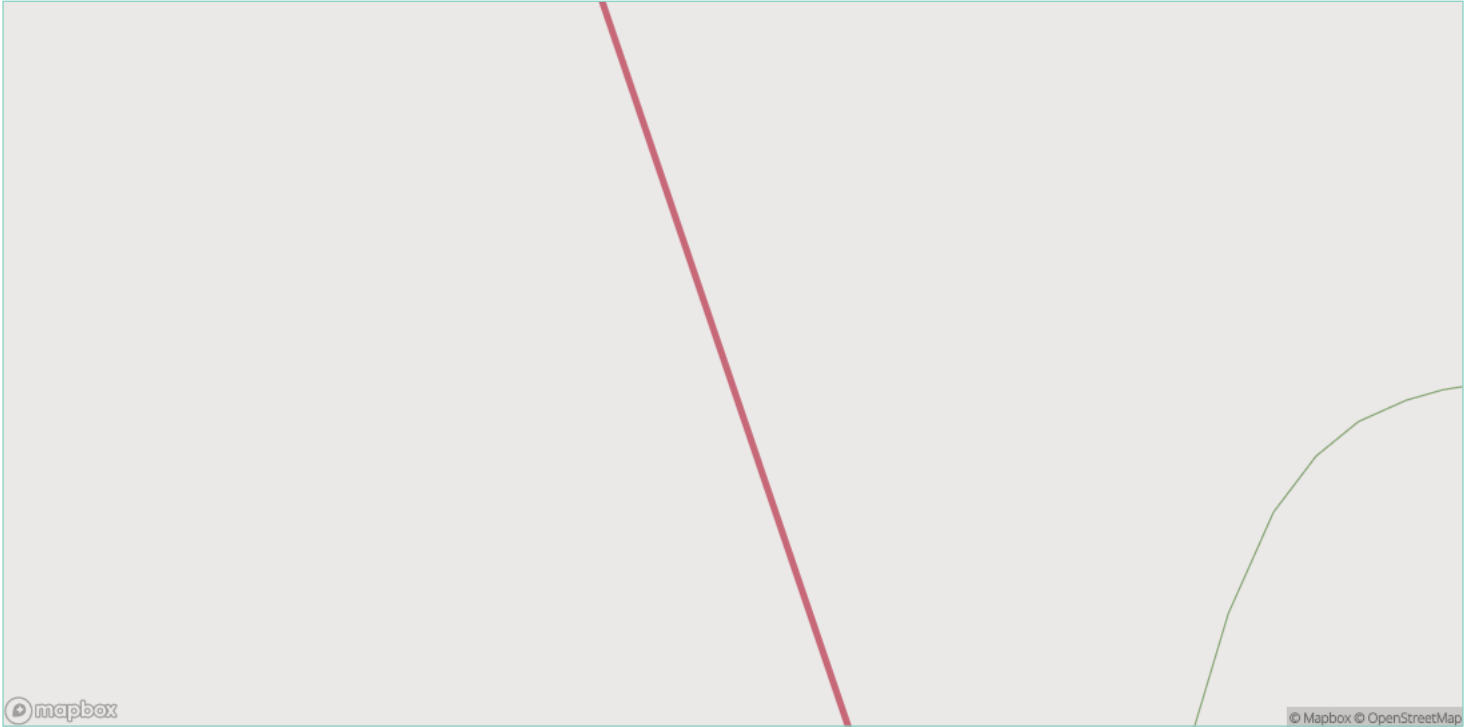
Take water. If you're walking alone it's sensible, as a simple precaution, to let someone know where you are and when you expect to return.

Respect landowners. Remember that the countryside is a working place so leave crops, buildings, machinery and livestock well alone.

Leave gates as you find them and please keep to the line of the path.

Respect local people. Park your car responsibly.

Do not obstruct gateways, narrow lanes and village facilities. Consider leaving valuables at



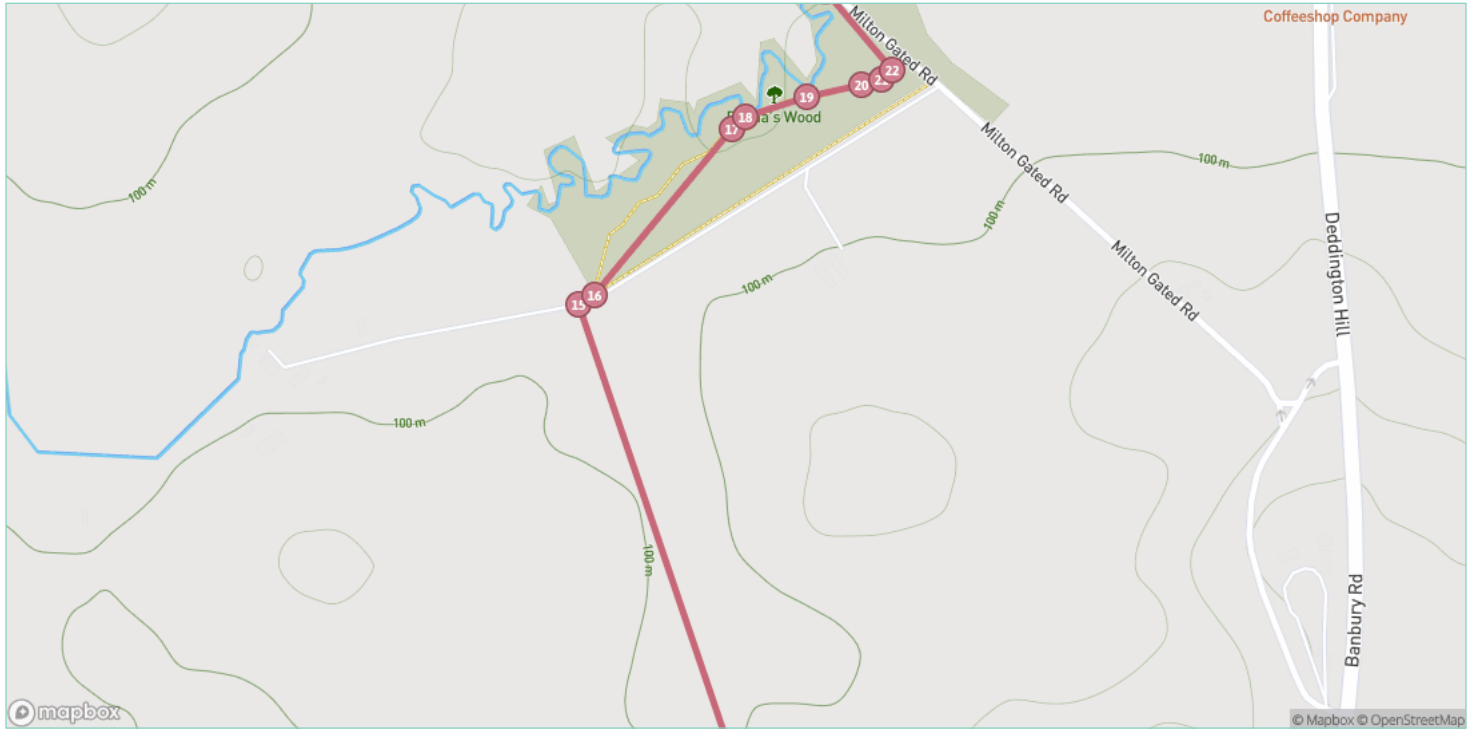
home.

Respect nature. Pick up any litter you see and never leave your own. Ground nesting birds can be disturbed by dogs, particularly in the Spring. Their poo can be bad for the environment so please keep them close by and clean up after them.

Look after your dogs. Dogs should be kept under your control and on a lead if animals are in the fields. Current advice recommends you should not walk between a cow and her calf and, if you are threatened by cattle, you should let the dog off the lead.

Stay safe. Take great care when crossing or walking along roads and narrow paths.

More guidance for users of the countryside - follow the Countryside Code using the link below.



**Step 15:** On reaching the tarmac lane, turn right.

**Step 16:** Then a swift left through the gap into Daeda's Wood.

**Step 17:** The path winds through the woods for 700 metres, passing this bench on your left.

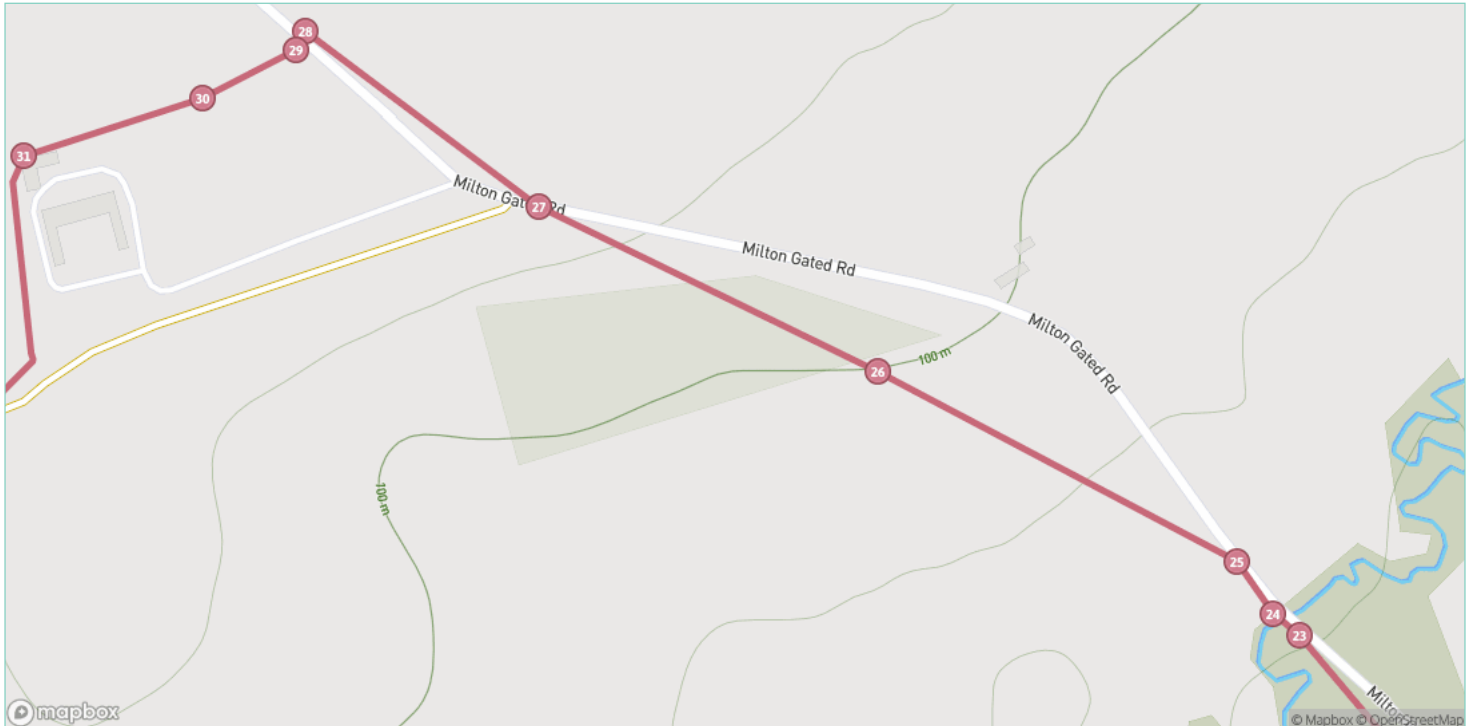
**Step 18:** Daeda's Wood is the first of 200 new Millenium Woods in England and Wales created by the Woodland Trust, with substantial contributions from local inhabitants and Cherwell District Council.

**Step 19:** Some 3500 trees were planted in 1996 in a former arable field and seeds were sown to create a wild flower meadow.

**Step 20:** The trees and shrubs selected are all suitable for this riverine site: ash, five species of willow, oak, alder, grey and black poplar, aspen, downy birch, osier, hawthorn, blackthorn and guelder rose.

**Step 21:** The variety of wildflowers is increasing and changing as the Wood develops and includes white campion, ragged robin, ox-eye daisy, meadow cranesbill, poppies, musk mallow, purple loosestrife and knapweed.

**Step 22:** Continue on and at the end of the wood you will reach a road where you turn left.



**Step 23:** After a short while you will reach the River Swere here at the bridge.

**Step 30:** Depending on the time of year, beautiful wildflowers can line the fields.

**Step 24:** Otters have been sighted in the River Swere, which forms Daeda's Wood's northern boundary. The site is a popular destination for walkers and nature watchers as well as for community events, such as walks and picnics.

**Step 25:** Continue over the bridge and up the hill towards the house at the top.

**Step 26:** Follow the road round to the left and continue on the gentle climb.

**Step 27:** Passing these gates and then the gates to Coombe Hill Farm.

**Step 28:** 150 metres past the farmhouse gates, look out for a metal pedestrian gate on your left (out of sight behind the hedge).

**Step 29:** Pass through the gate and continue along the fence line.



**Step 31:** After the farm buildings, the footpath turns left. This is an alternative route signed around the farm by the landowner.

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**Step 32:** It runs along the front of the farmhouse, down to the hedge at the end.

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**Step 33:** Pass through the wooden gate and then turn right. A fine view down towards Barford Mill opens up in front of you.

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**Step 34:** Head towards and join the stony track. Note the meanders of the River Swere as you reach flatter ground

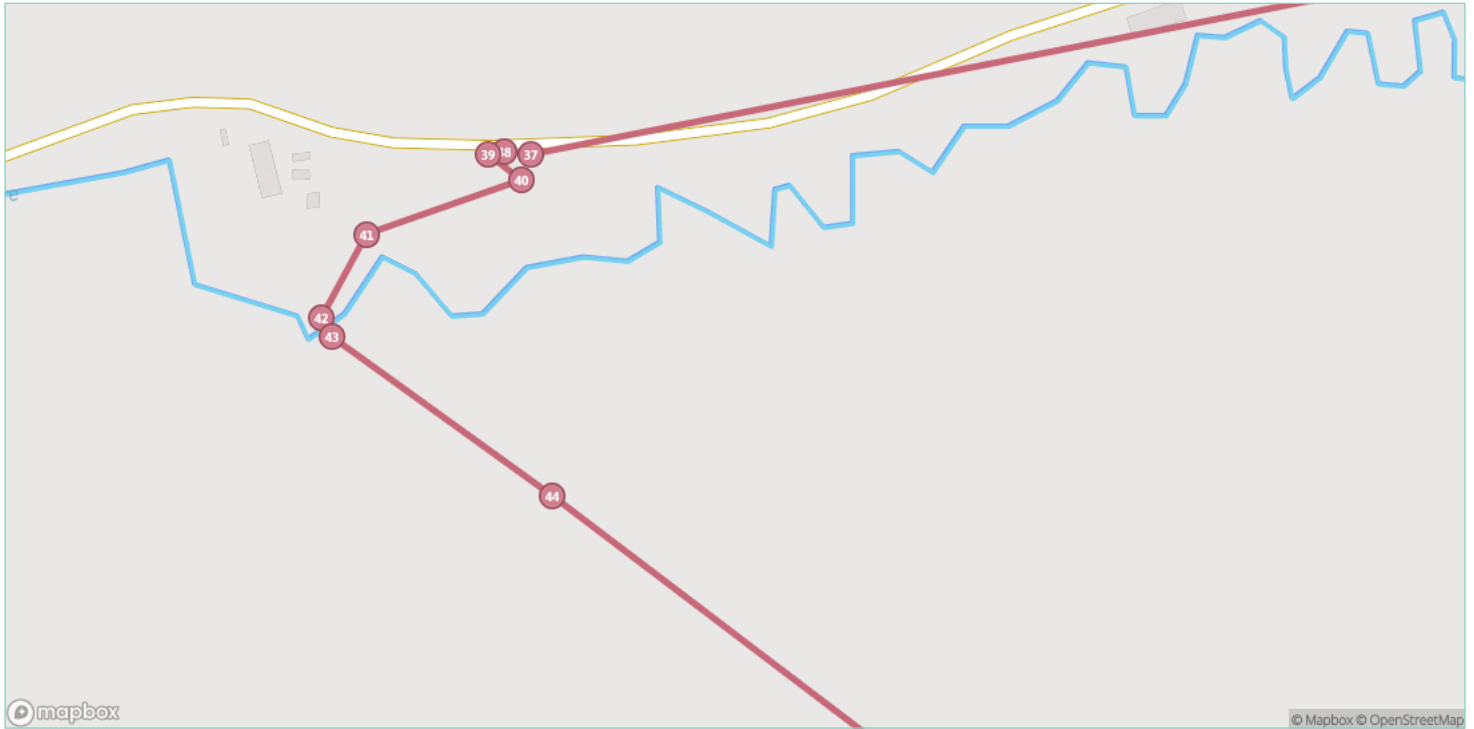
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**Step 35:** At the bottom of the first field is a gate which will open with a nudge or you can cross the cattle grid.

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**Step 36:** Wind on along the track through the next field and the next gate.

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**Step 37:** Head on through a third gate and 150 metres ahead you will see Barford Mill.

**Step 38:** Barford Mill is a listed building in ironstone rubble dating from the 18th century. Corn has been ground here until recent times. With its pond, the setting amongst pasture has great charm.

**Step 39:** 50 metres before the Mill, take a left and follow the permissive route.

**Step 40:** Go down some steps and across the bridge into the paddock (you may be sharing this one with a friendly foal or two!).

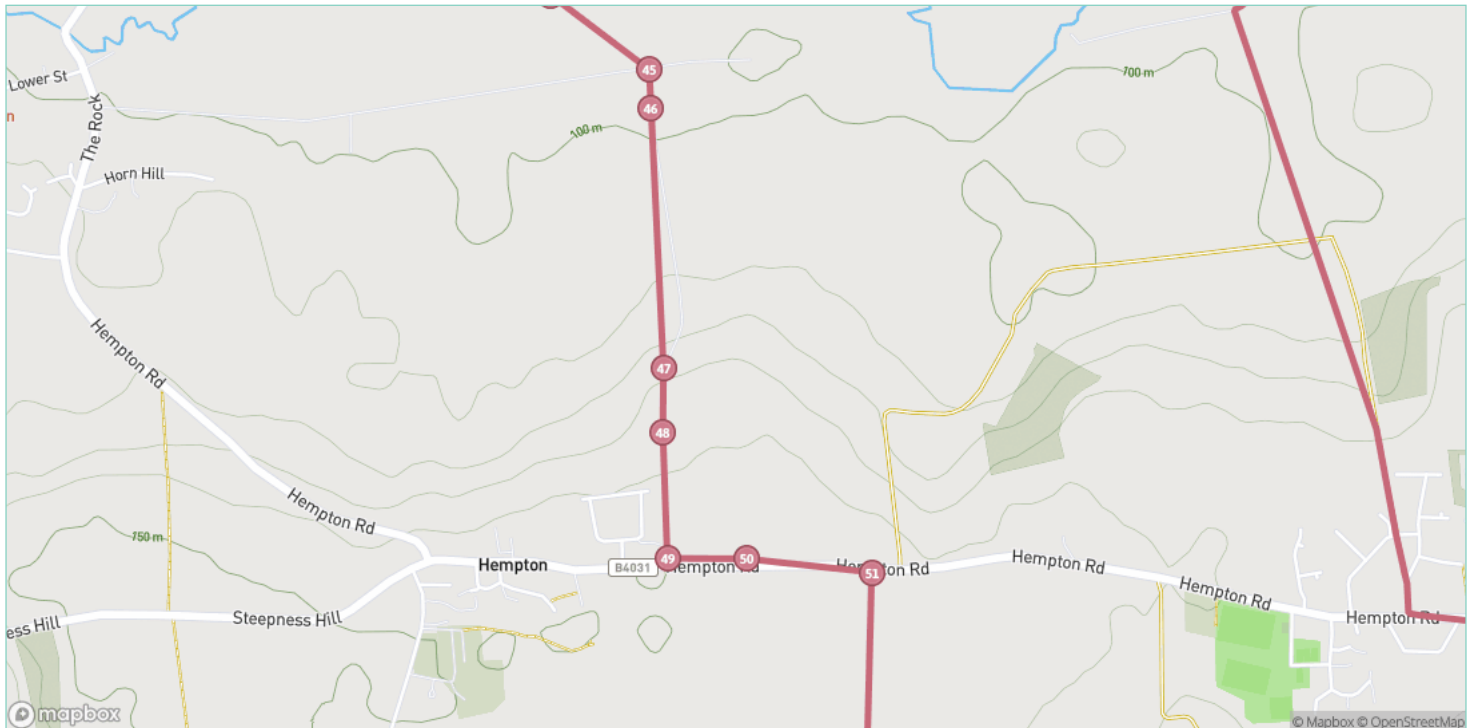
**Step 41:** Head right and up towards the Mill, following the footpath round to the left just before it.

**Step 42:** Through the trees is a small footbridge you will cross.

**Step 43:** Out the other side are two fields to cross on the diagonal. These can get very waterlogged after rain.

**Step 44:** On through this gap in the hedge, and keep going through the second field.





**Step 45:** At the end you will reach the farm road, which you cross and head onwards up Snakehill Lane.

**Step 46:** The origins of the name of the lane are unknown but fear not, no snakes 🐍 have been spotted!

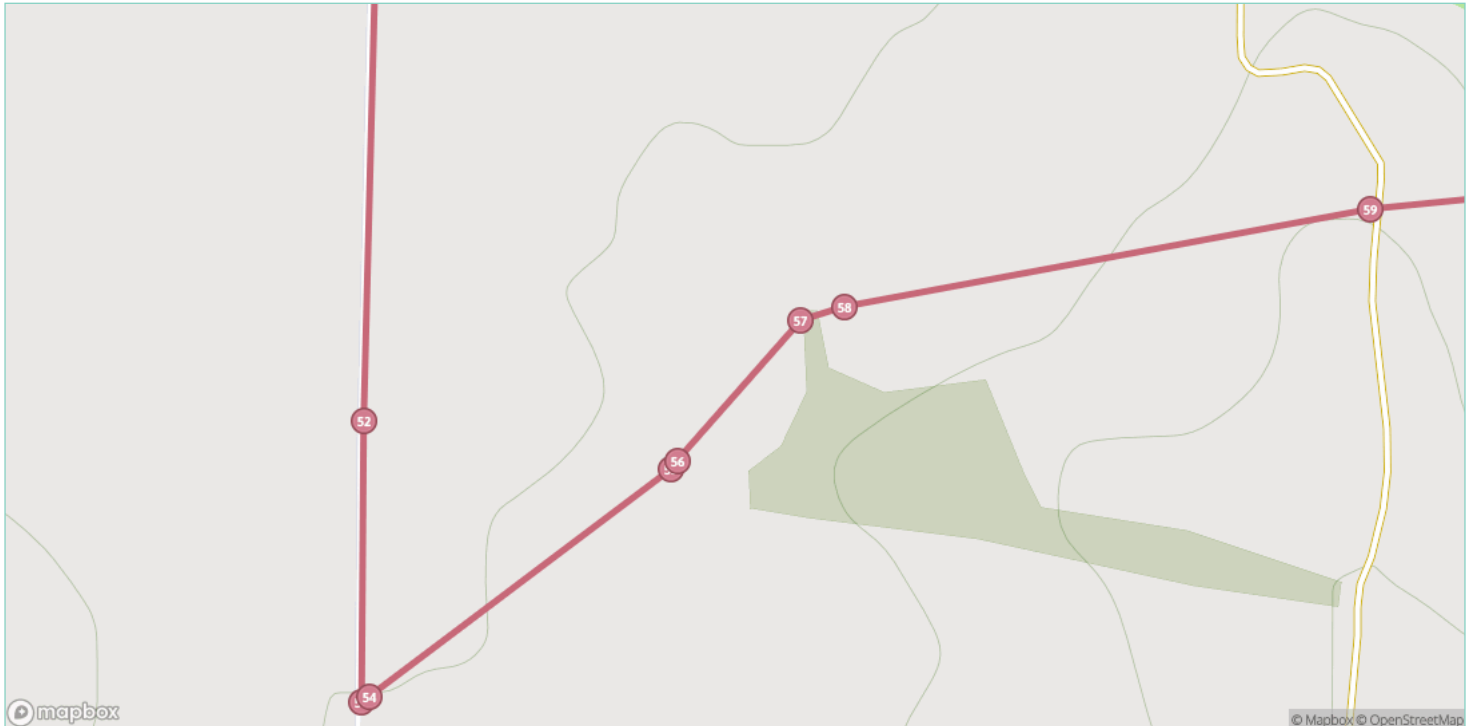
**Step 47:** Although you may spot one or two beautiful, soaring birds.

**Step 48:** Continuing on, the hill runs for one kilometre up to the main road.

**Step 49:** When you reach the road, cross it carefully and turn left to walk alongside it. Turn right if you want to visit Hempton village.

**Step 50:** Hempton's two-storey ironstone rubble cottages date mainly from the 18th or early 19th century. Attached to the Church (built in 1850) is what was once a Victorian schoolroom but is now a community centre.

**Step 51:** After 400 metres, there's a metal gate on your right and a signpost across the road to your left. Turn right here and follow the track towards Tomwell Farm.



**Step 52:** When you reach these beautiful twin trees, proceed another 100 metres keeping your eyes peeled for a gap in the hedge.

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**Step 53:** When you find it, turn left and head through the gap. The fields ahead can be muddy and slippery in wet weather.

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**Step 54:** Head left on the diagonal. The footpath should be obvious on the ground, particularly when it's cut through the crop.

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**Step 55:** Pass through the next gap and continue on.

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**Step 56:** On through the next field.

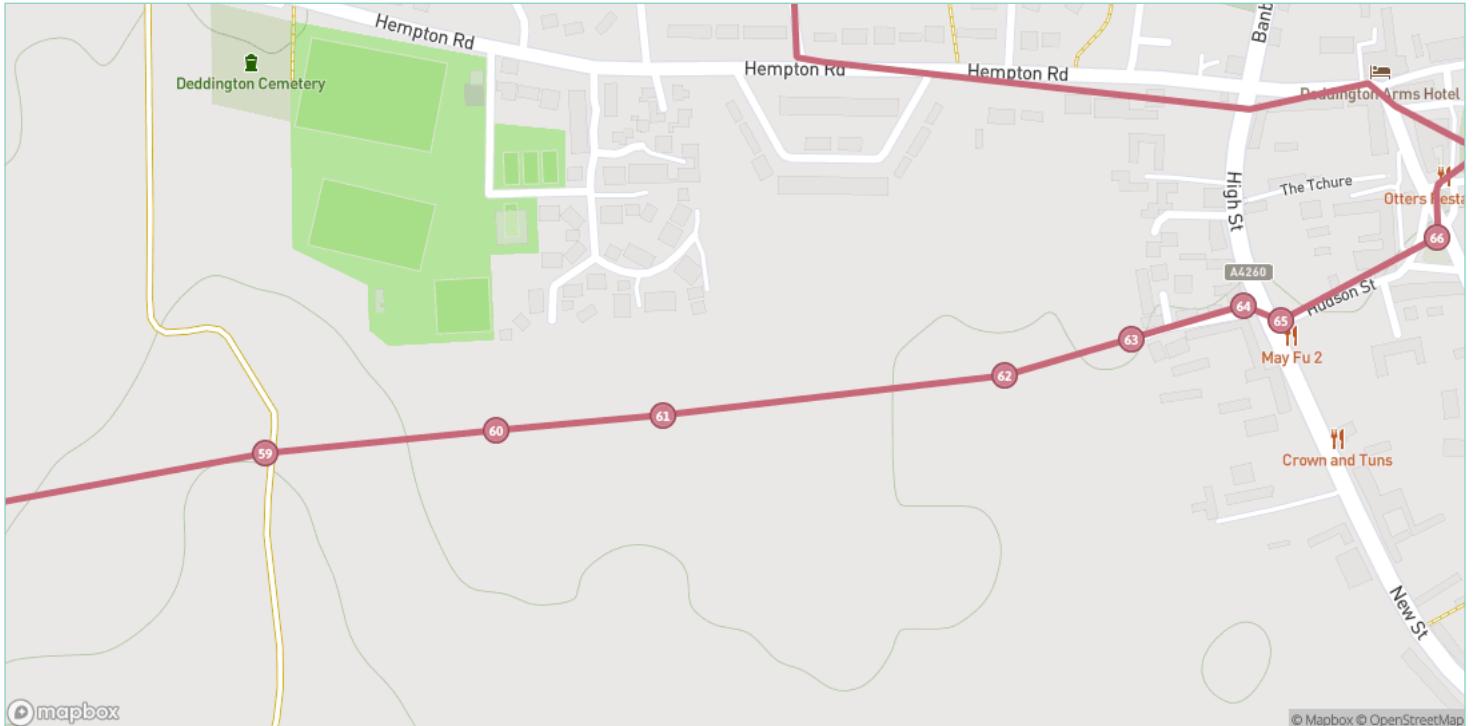
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**Step 57:** And the next gap in the hedge.

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**Step 58:** Emerging upwards where the Deddington Church spire should appear ahead of you. Head on towards it.

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**Step 59:** Climb steeply up to cross a farm lane.

**Step 60:** Continue uphill and follow the telegraph poles towards town.

**Step 61:** Continue across a second field.

**Step 62:** Follow this lane and continue straight through to The Grove.

**Step 63:** Back on the edge of town.

**Step 64:** At the end of The Grove, cross the main road carefully, aiming for Hudson Street here on the diagonal.

**Step 65:** Head on down Hudson Street.

**Step 66:** As you emerge, look left and you will recognise the Market Place where this loop starts and ends.