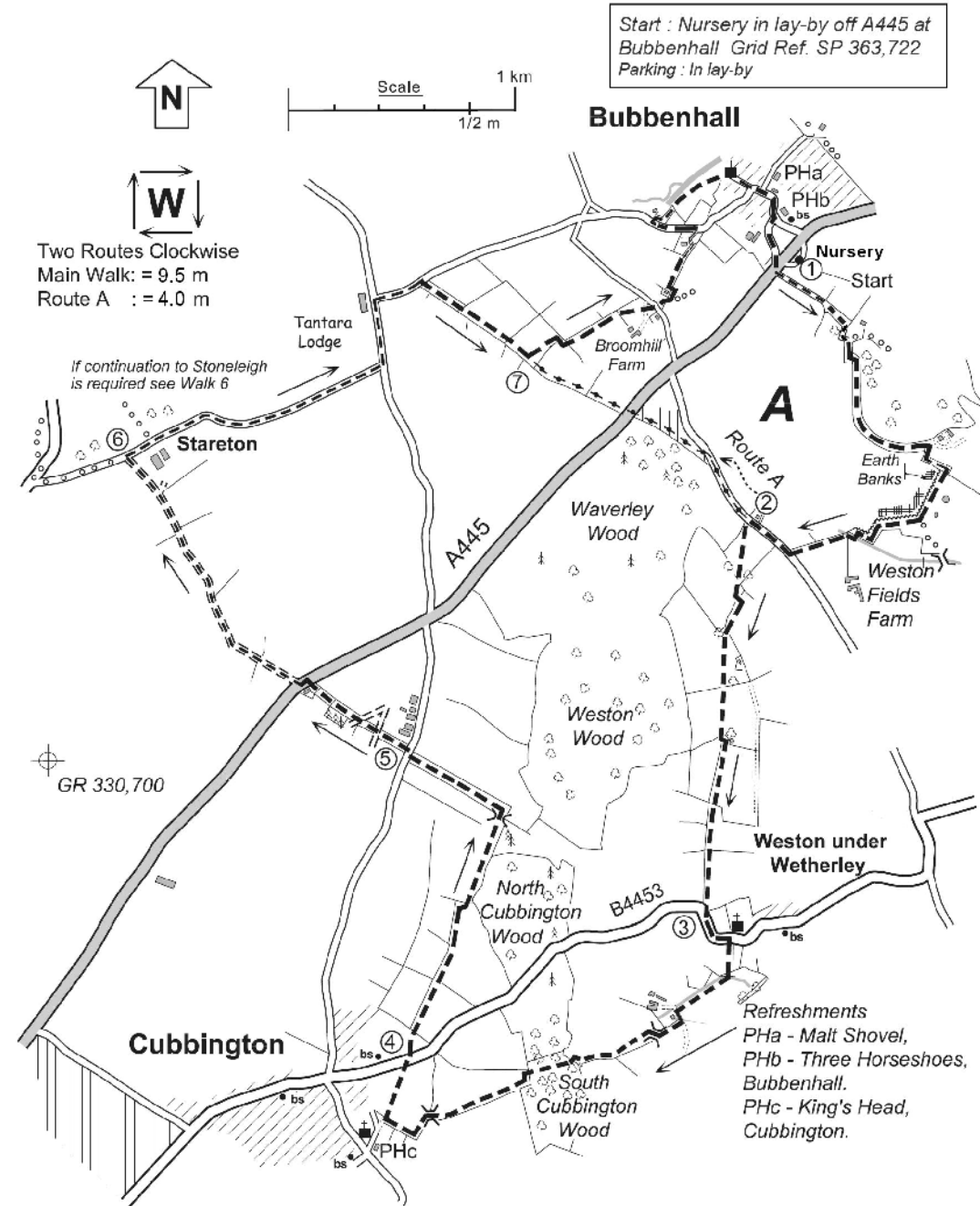


Main Walk

1. With back to Nursery go left for 100m, thro' p/g (in f/g) on left. **Fwd** along track thro' fenced quarry workings, then **H/R** to reach boundary of wood. **T/R**, & keeping wood on left, follow round in enclosed path to the end. **T/R**,hg-right to field corner,**T/L** along enclosed path to end & **T/R** into field. With fence on right continue to electricity pole near end of field. **H/R**, still with fc-right to enter enclosed path and copse / hg-left. Follow round until path ends. **T/L** thro' k/g, s/b, k/g. **T/R** stream right, shortly thro' k/g & cross f/b. **Fwd** hg-right & thro' k/g onto road. **T/R** for 250m. (**Route A** see below).
2. **T/L**, over s/b & thro' k/g. **V/L** "plus" cross-field to outward hedge corner. **H/L**, thro' gap in hedge ahead. **T/R**, hg-right to field corner, over s/b & thro' k/g into next field. **H/L**, look up field to far hedge line & aim uphill cross-field for small gap just right of prominent tree. Go thro' gap & **fwd** cross-field to go thro' left side of large hedge gap. A short distance away go thro' smaller gap on left (WMP), **T/R** to pick up hg-right. **Fwd** over 3 fields hg-right to reach road.
3. **T/L** down road (pavement) for 150m. **T/R** opposite church thro' gap, wall/fc/hg-left to go thro'k/g in corner. Cross narrow field (enclosed path) to go over f/b. **T/R**, stream then hg/fc-right to farm track. **T/L**, up track for 40m **T/R** fc/hg-right for 70m to **T/R** over f/b. **Fwd** hg-left ignore permissive path just before wood & enter wood thro' gap 25m further on & follow path up thro' wood with ditch on left to exit just past s/b. **T/L** wood left, follow round right, hg-left down to field corner & over f/b. **T/L** follow hg/fc-left round to right to "path T junction".(houses ahead) (Note **T/L** here for The King's Head and village). **T/R**, **fwd** cross-field and gap to road.
4. Cross road thro' gap, **fwd** to meet hedge line ahead and go thro' gap to pick up hg-left for two fields then **T/R**, hg-left to meet corner of wood. **T/L** and keep wood on right until field gate, hg-right to go over f/b in hedgeline. **T/L**, hg-left (enclosed path) & thro' k/g and s/b to road.
5. Opposite, thro' k/g into enclosed path, keep fwd thro 2 gates & over two farm tracks & cross 2 stiles to reach road. **T/L** and shortly **T/R** up farm track 1200m to the road at Stareton.
6. **T/R** along road (ACW) for approx. 1 km, **T/L** at road junction and then after 400m **T/R** at Tantara Lodge, 200m from junction, at spinney **T/R** over f/b into enclosed path. **Fwd** to cross f/b & thro' k/g, **fwd** hg-right & thro' 2nd k/g. **Fwd** hg-right for approx. 100m to **T/L** at WMP.
7. Aim for "out of sight" top right hand field corner, & thro' k/g in corner. **Fwd** with fence and gate on left for 15m, **T/L**, thro' k/g. Hg-left to go thro' k/g off field corner. With pool on left, **H/R** cross-field, aiming to left of house, cross a farm track (two k/g's), then thro' k/g in corner next to garden into road. Cross road and go thro' k/g, **H/R** & thro' k/g in hedge a short distance away, cross f/b & **T/L** up hg-left for 70m and thro' k/g on left. **T/R**, hg-right up thro' field to x-stile into a fenced walkway around a large garden on left and then a disused quarry on right Follow down drive to road. **T/L** down road for 250m and **T/R** thro' k/g. **T/R** up enclosed path, hg-right to x-stile, **T/L** and descend with conifer hedge on left to x-stile into field, cross-field, aiming for church, enter churchyard and exit at front gate. **Fwd** up road to junction, continue **fwd** passing "Three Horseshoes" on left, go right at Y-junction (Pit Hill) up to main road. Cross over & **T/L** to Nursery.

Route A At the end of Note 1 continue up road for another 200m. At "Road Narrows" sign **T/L** & follow path along edge of wood to reach enclosed path & gravel drive to road. Over road & thro' k/g opposite, hg-left to field corner, thro' k/g hg-left to next field corner. Thro' k/g and over s/b, **fwd** and in a short distance **T/R** at WMP, continue with Note 7.



"As far as Cubbington"

WALK 7 "AS FAR AS CUBBINGTON"

Start: Old School in lay-by at Bubbenhall
Grid Ref: SP 363,722
Direction: Clockwise
Main Walk: 9 miles
Route A: 3.5 miles
OS Maps: (p= part)
Landranger 140p
Landranger 151
Pathfinder 955p
Pathfinder 976p
Explorer 221

Parking: In lay-by

There is a brewery in Cubbington, The Warwickshire Beer Company. It started up in 1998 in the former bakery near the centre of the village.

The saw mills, an ever present and visible business for over 100 years have relocated to near Leamington Spa.

Mains sewerage was not connected to the village until after the Second World War.

Apparently men of the village were known as "Cubbington Earbiters" following a soccer match incident, some years ago, when a lad had his ear lobe bitten off.

Mr Horace Lloyd was awarded the BEM for the work his team of firemen did during the Coventry Blitz 14th, November 1940.

Brief Information and Outline of the Route

Starting at the old school in **Bubbenhall** go down a driveway to pass the quarry's conveyor belts, the path diverted now in places round the sand and gravel/landfill quarry. Here you walk in the footsteps of pre-historic man. Waverley Wood Farm Pit has been recognised as a Palaeolithic site of considerable importance, and finds of stone tools, mammal bones, plant fossils etc. have been recorded, some of which may be seen in Warwick Museum.

At **Weston under Wetherley** pass St Michael's Church and cross the fields to **Cubbington** (*Cobintone* in DB, estate of a man called Cubba). The village lies in a shallow valley on a stream, a tributary of the Leam. It has a Norman church of St Mary, where Jane Austen's brother was vicar. During the Second World War many evacuees came from Coventry, Birmingham and London to stay in the village.

Now walk towards the hamlet of **Stareton** and then on past Tantara Lodge, the old entrance to what was Stoneleigh Deer Park. Across fields passing a restored barn back to Bubbenhall, on high ground beside the Avon known in DB as "*Bubenhalle*" and in Saxon times as "*Bubenhull*", hill of a man called Bubba. Also, according to stories told to the children in the old village school "*Bubbling hole*" due to the large number of natural springs to be found in the village.

Pass through St Giles churchyard. The church was initially built in the 12th century of local Keupers stone, with a number of additions made in the 14th century. It had a new peal of six bells installed in time for the Millennium celebrations. The 12th century font was believed to have been used as an animal water trough at one time! Sadly, the church has to be kept locked, but a key can be obtained from a nearby resident.

Pass Church House, thought possibly to have been the Prebendal Mansion to the parish church of St Giles. The prominent Manor House, at the junction with Stoneleigh Road, is a relatively recent property built on the site of a much older building.

Off route to the left one passes through a pleasing mix of new and old buildings, from the 17th century timbered Malt Shovel public house, Yew Tree Farm, the Old Forge and Victoria Cottages.

Continue on the route past Bubbenhall's second public house, The Three Horseshoes. In the wall opposite, under an ancient oak tree, can be seen "The Spout". Until the middle of the last century this was an important water supply for the whole village, never known to have dried up. Claimed by many people, both local and not so local, to be excellent drinking water, it was only in the decade 1980 to 1990 that it was declared unsuitable for drinking due to its high nitrate levels. However, there are still those who swear that their cuppa wouldn't be the same if made with any other water! Sadly, due to sand and gravel extraction, the flow is diminishing.

Wildlife

This walk is dominated by an extensive area of woodland running north to south and includes Waverley Wood, Weston Wood, North Cubbington Wood and South Cubbington Wood and represents an almost continuous expanse of woodland over three kilometres in length. Unfortunately, most of the woodland here is plantation, with only the southern section of Weston Wood and South Cubbington Wood being semi-natural.

Weston Wood is arguably the most renowned woodland in the area in that it is here that for many years it was assumed that the only Warwickshire population of dormice occurred. In more recent times surveys have suggested that this species occurs in a number of Warwickshire woodlands and efforts are underway to try and establish the true distribution of this shy and rarely seen creature.

Walkers will immediately see that the area is also heavily affected by gravel extraction operations. Such work has in the past created areas such as Brandon Marsh and it is hoped that restoration of the site will offer opportunities for the establishment of interesting wildlife habitats. Whilst works continue Bubbenhall Wood has been chosen as an experimental site for the re-establishment of dormice to the wood.

South Cubbington Wood appears to be dominated by oak in the north and ash in the south. It is extremely rich with a number of rare plants including ancient stands of wild service tree, midland hawthorn and small leaved lime. Townhall clock can also be seen from the footpath as well as bluebell and wood anemone.