

Wokingham Way – Section 2 Mill End to Knowl Hill

This section crosses the Thames via a weir and lock and follows the river before climbing away from the river and over Bowsey Hill. It ends at the edge of the flat fertile plain south west of Maidenhead.

Distance: 7 miles

OS Map: Landranger 175, Explorer 171, 172, 159

Start: Car park on road from Mill End (on A4155) to Hambleden Grid ref SU785856
Postcode RG9 6TL

Finish: Lay-by on A4 at Knowl Hill Grid ref SU822794 RG10 9UR

From car park, cross the road and turn right along the pavement. Cross to right hand pavement and go round to the right at the road junction. Cross the A4155 with care as visibility is poor at this point to signed footpath between houses. Go ahead then turn diagonally right to follow enclosed tarmac path to weir. Cross weir and lock and turn left onto Thames path.

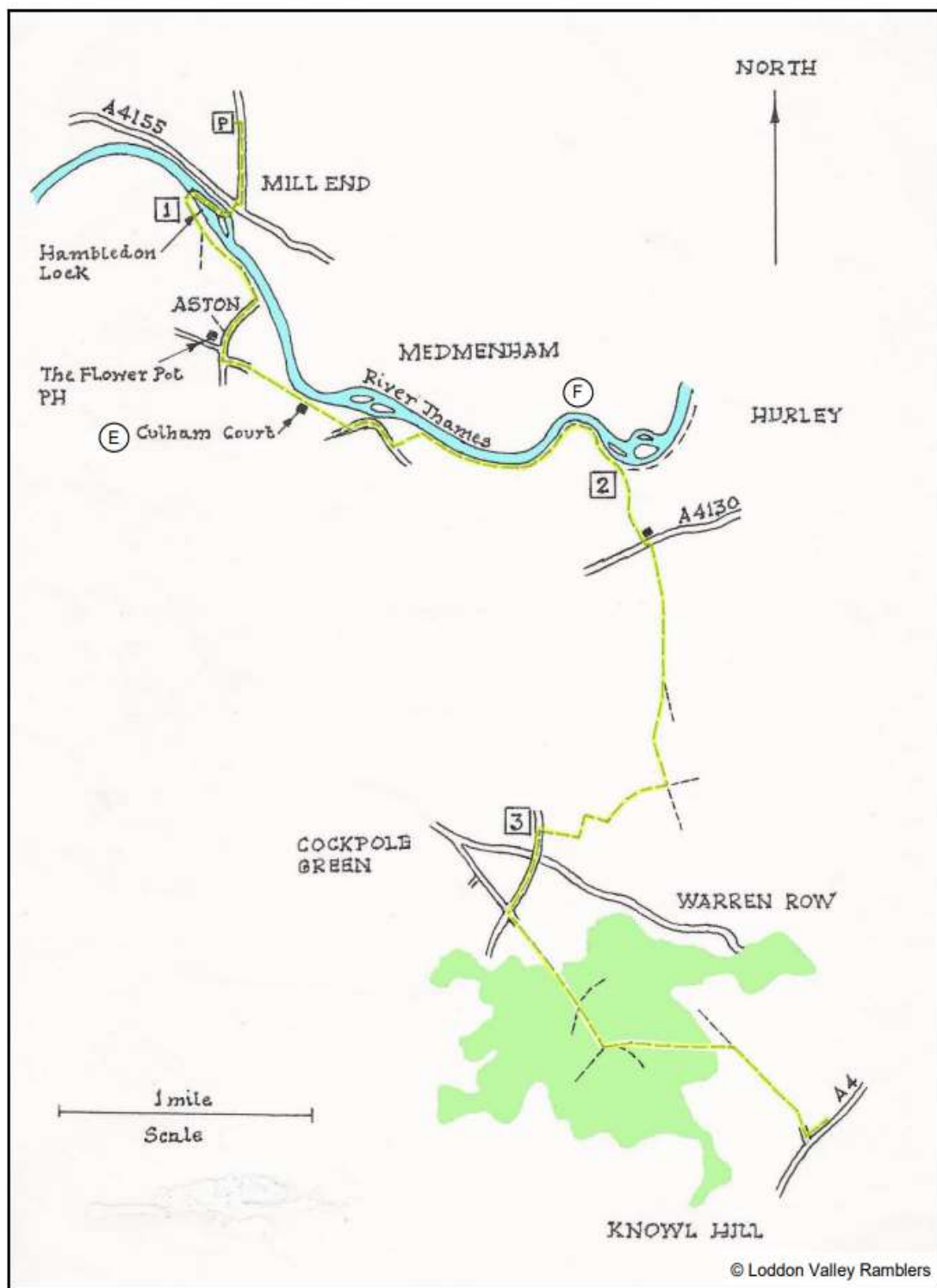
1 Where the metalled road bends to the right go straight ahead following the river bank. At the far end of the meadow turn right (Ferry Lane) and continue to the Flower Pot Hotel on the right. From Ferry Lane bear slightly to your left and after 80 yards turn left into the drive to Culham Court following the Thames path. Immediately bear left before gate to reach grass path that passes Culham Court on your right. A hundred yards after the house, go through a kissing gate into a deer park where you may see a large herd. Follow the well signed and defined path to a metalled drive to leave the deer park down a slope and bear left through a tall kissing gate. Continue across the meadow to rejoin the river bank. Before cattle grid follow the river bank passing Medmenham Abbey on the opposite bank. Ignore all right turns until you are opposite a large island in the river, unless you wish in muddy conditions to follow the Thames Path inland on its short detour.

2 Turn right to face the flinted property (River Barn). Bear right around the property, following the public access road serving Frogmill Court. Continue to main road (A4130) and turn left in front of the (former) Black Boys Inn and then with extreme care looking for fast moving traffic, cross the road to enter a bridleway (Hodgedale Lane). Keep straight ahead on the bridleway ignoring side paths. After an initial rise the track levels out and then as it begins to rise again look for a stone way mark on the right pointing to Rose Lane. Turn right here and go ahead through 3 squeeze gaps to go up path with trees on the right and paddock on the left and where hedge starts, pass to the right. At the top of the path, continue on the same line along a wide grass flanked drive and turn right in front of Juddmonte Stud buildings. Pass to the right of the horse corral and then turn immediately left. Follow the enclosed grassed footpath with hedge on left and fence on right and exit through a squeeze gap and a kissing gate onto Rose Lane.

3 Turn left up Rose Lane and go over crossroads to continue along road until reaching the rather grand double pillared entrance to Cayton Park. Now turn immediately left up the restricted byway where the sign shows the way to Bowsey Hill. Follow this tarmac byway as it ascends to Bowsey Hill and where the tarmac ends at another set of ornate gates on the right, go ahead for about 150 yards and take the restricted byway to the left, marked Knowl Hill and Warren Row. Follow this lovely tree lined byway as it gradually descends past the old quarry (just visible through the trees) of the once thriving Star brickworks. When the byway reaches a T-junction with a field visible ahead through the hedgerow, turn right following signs for Knowl Hill Bridleway Circuit. Go past the houses and emerge on to Star Lane and reach the lay-by on the left.

For information on public transport back to the start point, [click here](#)

When you walk this route, if you find any problems with map or instructions, please advise the Loddon Valley Ramblers' Footpaths Officer at paths@lvra.org.uk, with a description of the problem and enough information to identify the location, ideally with a grid reference. Thank you!



Legend	
1	Text reference
A	Point of interest