



## Walking trails at

# Wendover Woods

Whether you're looking for play and adventure or a bit of peace and quiet to observe the wildlife, we've got a trail for you.



### Firecrest Trail

5 km/3 miles With shortcut: 3.5 km/2 miles

A great way to explore the different habitats at Wendover Woods, this trail follows surfaced tracks and unsurfaced woodland paths.

## Hill Fort Trail ●●●

3 km/2 miles

Follow this trail around the Iron Age Boddington Hill Fort along surfaced and unsurfaced paths. Along the way you'll learn about the hill fort's features and the work to maintain this historic site.

## Hilltop Trail ●●●

#### 500 m/0.3 miles

This easy access trail is mostly level, well-surfaced and suitable for pushchairs and wheelchairs. It passes open spaces and takes in one of the best views from Wendover Woods. Look out for the den building area along the route. Please be aware this trail crosses the exit road.

## Forest Fitness Trail • • • • 3 km/2 miles

Test your stamina on this trail around the hill fort, and challenge yourself at the ten exercise points. Suitable for adults only.

## Play Trail ●●●

Short loop: 600 m/0.4 miles Long loop: 1 km/0.6 miles

Discover lots of play structures inspired by nature and the local area. Suitable for all ages. The trail follows surfaced tracks.

## **Emergency info**

Name of key location:

Wendover Woods, St Leonards Road, HP22 5NO

**Grid ref:** SP 890 090

**Nearest A&E hospital:** Stoke Mandeville, Aylesbury, HP21 8AL

In an emergency call 999 or 112.

Inform the info point of any accidents or trail problems
T: 01296 696184

## The forest code

- Protect and respect wildlife, plants and trees.
- Guard against all risks of fire.
- · Keep dogs under control.
- Take your litter home.
- Make no unnecessary noise.
- Take only memories away.
- The forest is for everyone.
   Please be aware of other visitors.

# Join today

As a member you'll be supporting Wendover Woods and get free onsite parking, forest updates and discounts.

forestryengland.uk/ membership