

Rock And Rowel 2014 full Route Description

From Dacre Banks village green proceed north along road to Summerbridge. Cross B 6165 near Flying Dutchman pub and continue up Hartwith Bank with care as road soon bends sharply right. Immediately after driveway of "Tall Trees" on R take bridleway which climbs diagonally away from road, passing underground reservoir on your R. Path becomes enclosed track and reaches cross track, continue onwards into fields, and through wood to emerge near buildings. Pass between them, turn right and soon left down drive to road. Turn Left, passing caravan park on left. Look for FP down field edge on R, and walk down field edge. Note stile ahead is about 20m from field corner and is steep (take care). Head down field, towards bridge across beck which is about 80m in from R field corner. Cross stream, and turn L passing Farm on your L. At slurry tank turn R up hill to meet road at T. First CP (no food) is 50m to right.

After CP retrace for 50 M and continue on road until it bends L. Here go R down drive to Bramham Lodge Farm (Nidderdale Way), and keep R at fork to reach T junction. (**Route change due to Bridge closure.**) Turn R (leaving Nidderdale Way) and go through the R gate of two, to walk down L edge of field. Where fence ends, bear slightly L and to gate ahead, and continue through it to top L corner of next field (Stile is behind blackthorn bushes) Continue down L field edge to farm buildings. Pass farm on permissive path to reach farm drive and turn L to walk across front of farmhouse. Follow the track L again round side of farm, and turn R, away from farm on cart track down R edge of field. On leaving this field (wall stile in corner to R of gate) immediately turn L to follow field edge, which soon turns half right and half right again. Look for angled field gate in fence ahead, go through, and turn half right, going diagonally across field heading for nearest buildings beyond field, looking for a metal field gate. Go through gate and keep to wooden fence at R edge of paddock, then R hedge of second paddock to walker's gate in corner. Turn R on track (**rejoining Nidderdale way**) over cattle grid where surface changes to tarmac. Continue on (ignore Nidderdale way leaving to right) passing more houses to reach a T junction. Go straight on through gate into field, crossing to second gate ahead. This farm is not particularly walker friendly and gate may be tied. Once through/over bear slightly R, aiming about 80m to right of farm buildings. Now cross directly across fields aiming towards the road into Bishop Thornton village which is on the horizon. Approaching last field look out for bridge across deep ditch. On reaching road continue straight on into Bishop Thornton (CP is on edge of village as you approach).

Just as you reach village look for FP left, and follow fence on your L to field corner. Cross through hedge and turn R to pass house and farm buildings on your R. As path moves into open field look for stile in far edge, midway between field corner on L and large gate on R. On leaving field ignore obvious FP ahead, but instead turn L along lane, passing house and looking for waymarked gate into fields ahead. Enter fields and continue along Left edge, passing the lone tower of Bishop Thornton Church on your L. In next field aim for L edge of large barn further ahead, to find next stile. Continue on to reach driveway, taking it to continue on to houses, and enter field in front of stone bungalow with large arched porch. Continue in same general direction until reaching a driveway, and turn R to Road. Turn L on road for 100m then R into Watergate Lane. Road falls gently to cross stream, then a long gentle climb ends as the road becomes more rolling. Ignore Westerns lane on right, but notice disused church on mound like hill ahead to L. Church will disappear from view, then re-emerge as you near drawing level with it. Look for and take WhitCliff lane "Unsuitable for Motors" to R. Lane rolls and bends, passing farms, and eventually tarmac becomes a stony track. Continue on to CP at Junction with farm drive, where you meet the Ripon Rowel path.

Turn L track becoming tarmac once more and walk gently down (look out for views of Ripon Cathedral ahead to the right). Adjacent to large farm building on R turn L climbing across field to enter wood over brow. 80m into wood, turn sharp R descending steeply to River Skell. Nearing River take L fork to FB (self clip on Bridge), cross and go L upstream. Enter enchanting Valley of 7 Bridges

Deer Park through metal gate and meander up the valley crossing the river on arched stone bridges (if you are tempted to walk through the fords take care- the stones can be very slippery). The final bridge is across the dam of the lake at Studley Royal. Once crossed proceed along the shore of the lake for about 100M to reach tarmac drive and turn R, up and away from the lake. At crossroads turn left and walk towards church directly in front of you. Road bends to pass to L of church to metal gate and pedestrian gate. Go through and turn L to walk parallel with road to your R. If you need toilets look for signs to Fountains Abbey Visitor centre off to L as you approach the road crossing. Otherwise continue across road to hedged path continuing parallel to road, but with road now on L. Where path re-joins road, continue straight on down stony track as road bends R. Track soon rejoins road- turn L to go steeply downhill. As road sweeps L, climb stile by gate on R, and follow stony track across field descending gently to River Skell. Ignore stone bridge to L, and enter forested area. Ignore tree trunk bridge to L, and where track widens into a turning area look for bridge to cross river on L. Cross and turn right, climbing steeply out of valley to reach road at edge of woodland. Cross stile and proceed R (which is almost straight on) as road climbs gently to Sawley, arriving in village at the Sawley Arms. Here turn R, and soon L onto village green with village Hall (and CP) ahead of you.

From village hall retrace your steps towards road and look hard for wall stile into field at track to farm on your left. Enter field, and turn back on yourself, passing village hall, now climbing gently, to cross a second field. At stile in corner turn R, with path enclosed until next stile. Cross and turn L to follow field edge. Cross next stile, and ditch, turning right, to follow R edge of fields. Entering 3rd field turn half L to road. L on road 50m then R along farm drive. Continue until you approach garage like shed, and look for gate to L, with short path reaching another farm track. R through farm (often mucky here) and into field. Field ahead becomes funnel shaped. Head for point of funnel, to cross stile on R, turning left for 30 boggy metres to a stile on R, climbing to reach a third farm. Pass farm on your L, and follow track bending around to L. On reaching gates on R go through second gate and proceed diagonally across field to gate/stile into wood ahead. Often muddy/slippery track descends thorough wood to pass across dam of Eavestone Lake. Cross un-walled packhorse bridge, continue across dam, and sweep L to follow lake shore to head of lake. Cross valley at foot of smaller lake and climb up through evergreen wood to reach road. Turn R, descending then climbing to brow before dropping down gently into Eavestone village. When reaching dead end signs (where Ripon Rowel path continues onwards) turn R down driveway to West Farm. Keep R until drive bends sharply left, and hear continue straight on through field gate. Immediately look slightly left for walker's gate ahead, go through, and take stile to the left into field. Continue across field parallel to field edge. Sparse line of trees across the route ahead follows a deep ditch- the crossing point is about 100M away from the L edge of the field. Now turn half R, and head just to the R of the largest tree in the next line of trees running down across the field. Once through this tree line head downhill to the wooden fence and turn L. Follow the fence on your R until it turns away from you then head diagonally down to reach Stepping Stones across the Skell. Cross and turn upstream. In the first field keep the river about 40m to your left to cross a stream, then look diagonally right and spot a natural stone cliff. Climb up to the R of the cliff, and continue on to a stile. Here aim for the R of the farm house, to find a field gate which takes you in front of the house to a concrete drive, which soon swings T, become a tarmac lane to the T junction with Drift lane. **(Here route differs from 2013)** Turn L, and head along Drift Lane to find CP at next T junction.

Turn L (having re-joined the Ripon Rowel, but in the opposite Direction) then follow road as it swings right passing houses and farms. On approaching large farm yard with barns on R look for a track L heading back towards the river valley. Where track ends follow the Ripon Rowel waymarks down a field with a wood to your Left to river. Turn L 50 yards to cross river, and turn R to come back 50 yards, crossing a stile, and immediately a side stream before turning steeply uphill with side stream on your L. Climb to stile in fence along fallen down wall, and continue uphill 200m to where Ripon

Rowel turns left. Do not follow, but turn half right, aiming for gateway in wall on horizon to L of ruined buildings. Through gateway up L edge of field to another gateway, and turn R to walk on almost level ground along field with wall to your R to reach gate at end. Through gate turn L and join a clear cart track heading south. Cart track becomes tarmacked at point it becomes a farm drive. Proceed along tarmac drive, over cattle grids to cross, carefully B6265 (Pateley Bridge to Ripon Road) and take road straight ahead. Care here, as this road can be busy in summer. In a few hundred metres you reach a wood behind a wall on your left. Continue and pass large parking area with access into wood, and look out for a finger post on R taking you away from road down a driveway track. Where track turns L to house continue straight on through field gate, and soon another. Now head out into centre of this field, slightly to R of telegraph pole with yellow patch on it. Look out for a double stile though hedge in front and below you, and cross into next field, climbing gently to right hand side of barn ahead. Pass barn and go through field gate to track, turning right to pass between houses. Footpath is to R of field gate, but do not take it, as a fence blocks it further on. Instead go through field gate, and look for a second gate at far end of this narrow field. Through this gate and half left, crossing boggy ground to third field gate at R edge of sparse wood. Pass through and climb gently along R edge of field to reach another field gate with a track beyond it. R along track 30m to stile in wall on L. Now diagonally across rough field, soon climbing. This is open access land and you need to find a route through the large rocks to reach the broad path above them. On gaining this track turn R, and follow it as it bends round to the left. Notice the gable end of a building and prepare yourself for the magnificent site of Brimham rocks below you as you reach the R end of the building. Pass in front of the National Trust shop and exhibition centre to take stone steps down beyond it. (Toilets are to the L at bottom of steps) and walk away from the building down the vehicle access track. As you are approaching the first car park look down to your left to see CP about 60m from track.

Continue on along track to exit Brimham Rocks, and on reaching road turn R (Take care road can be busy) After about 300m road starts to fall. (**From here route differs from 2013**) Look for opening with gateways to R, and take R gate. To pick up BW descending gently through sparse woodland (This is Nidderdale way once more) and eventually an enclosed green lane. On reaching a field gate next to a house (the first of Smelthouses), go through and turn left down concrete track to road. Turn R and walk downhill towards bridge over beck. Do not cross, but instead turn L down BW at red post box, and pass between houses on a stony track. Continue on the track to reach and cross (take care) the busy B 6165 at Low Laithe, and proceed across field, the obvious path falling quite steeply towards the beck on the R. Cross beck on FB, and continue to reach River Nidd, turning R (upstream) along wooded bank to metal footbridge. Cross bridge, and continue across field ahead aiming for field gate. Go through and turn half R up rising vehicle track to pass between farm house and buildings. Swing L to pass more dwellings on your R, and take gate leading to access track on L. Follow this track, but where it turns R continue straight on through field gate to walk down left edge of field and reach gate and wooded area ahead. Go through and follow this track past buildings and a pigeon loft with a carved owl, and on often adjacent to a disused railway. Dacre Banks church soon comes into view, and track passes to right of it, to reach main road through village. Turn R and proceed into village passing shop on your L, to reach village hall. Well done!