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AFOOT IN TWO DALES

EMERGENCY CONTACT NUMBER – 07748 181823 / 07810 438330

REV 03/07/23 JS

Recommended Map Ordnance Survey Explorer OL30 or Landranger 98+99

This route description is a general guide and will not have all the information to direct you over 50 miles. Please supplement the description with the recommended map(s) and compass or use an accurate GPS device and the GPX file.

Take care when crossing and walking on roads Use pavements wherever possible
Paths may be slippery especially when wet and uneven

1. HQ Harmby to CP1 Redmire – 7 miles. Opens 08:45 Closes 11:20.

1.1 Leave Harmby, TL South along lane (Middleham Lane) to trk jnc (SE126887).

1.2 Cross stile. BR across fields to sewage works. Through gate & along trk to rd (A6108). Cross with care, as directed by marshals, onto Low Lane.

1.3 After ½ mile, TR into unmarked FP in hedge (immediately after metal gate), ascending and eventually widening as Low Wood lane. Continue to rd (A684). Do not cross road here. TL & after 60yds cross rd, when directed by marshals, to stile opposite. Ascend onto Leyburn Shawl and TL.

1.4 Continue on FP along the Shawl to exit woods (SE086913) via kissing gate. BL down field, on obvious FP through kissing gate. At fence end, do not follow obvious track, instead follow field edge str on to wood. Cross track into wood, follow waymarked signs through wood & across field to rd. TR to Preston-under-Scar.

1.5 Walk str on through village. Ignore FP on L opposite Laurel Barn. Instead go on and opposite Laurel Tree Barn, TL on FP (SE067912). BR diagonally across fields to rd.

1.6 TR. After 250 yards, take hidden FP down to L (before bend). BR diagonally across fields over a wobbly stile. Over rly line with care. Through Elm House chalet accommodation to minor rd. TL to main rd.

1.7 TL. After 45yds look for FP on L (down hidden steps). BR to gated stile in wall. Diagonally right to gated stile in wall and snickleway to rd.

1.8 At rd cross with care and BL to memorial, large tree and **CP1 Redmire Village Hall (SE045911) – Village Hall/Clip/Hot & cold drinks/Snacks/Toilets - Total – 7 miles**

2. CP1 Redmire to CP2 Haverdale – 7 miles. Opens 10:00 Closes 14:10.

2.1 Retrace steps str ahead up village green. BL at large tree with seating around it. Take trk in corner, Ivy Cottage on your right.

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2.2 Follow trk North, then FP North across fields & over rly - cross with care. TL along trk to rd.

2.3 TL then immediate R along FP towards Castle Bolton.

2.4 Before reaching Castle Bolton, take bw on R between houses. Continue on bw becoming FP, up & over moor to Dent's Houses.

2.5 TL at trk junc (Apedale Road on map). Continue on well-defined tk, to ascend to gate (SD999954).

2.6 Continue, soon descending West on trk to rd (SD983964).

2.7 TL then TR on FP (Isle Bridge) between farm buildings. Descend steep concrete trk. Go through two gated stiles before heading past ruined barn to bottom L corner of field. Thru gated stile in wall. BR to bridge. Cross and follow trk to rd.

2.8 TR and follow rd to jnc. TL to **CP2 Haverdale (SD972972)** Tent/Clip/Cold drinks & snacks.
Total – 15 miles

3. CP2 Haverdale House to CP3 Muker – 5 miles. Opens 11:00 Closes 16:20.

3.1 TL, continue initially on rd becoming bw (Dubbing Garth Lane) to rd (B6270).

3.2 TR to cross River Swale (fee paying toilets at Gunnerside 400 yds). Immediately TL to follow river FP to **SC#1 MARBLE SCAR (SD943980)**. Over stile and R up slope. Cross stile and immediately TL.

3.3 Continue on FP to Ivelet. Shortly after ascending from wooden bridge, TL at minor rd, then TL again, down minor rd to reach Ivelet Bridge.

3.4 At bridge TR to follow river FP to **SC#2 RAMPSHOLME BRIDGE (SD910986)**. BL down path jnc to bridge.

3.5 Cross bridge and BR. After 50 yds TL thru gated stile in wall. Follow flagged stone path to village.

3.6 Enter village. BL to go between buildings to **CP3 Muker Village Hall (SD910979)** Village Hall/Clip/Hot & cold drinks & snacks/Toilets. **Total – 19 miles**

4. CP3 Muker to CP4 Harddraw – 9.3 miles. Opens 13:00 Closes 20:30. Longest and highest stage, make sure you have adequate drinks and provisions.

4.1 Leave hall. BR then BL in front of row of 3 cottages (note all have white doors & windows). Then BR to gate & stile in wall. Go through stile. Follow FP to Usha Gap camp site and rd (B6270).

4.2 TR. At bridge take FP on R to Thwaite. (Do not use rd).

4.3 Str on through Thwaite to Keld rd and str on. TL at FP (Great Shunner) and follow to reach trk (Pennine Way). TL on PW and continue to Gt Shunner.

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4.4 Follow PW path to **Great Shunner summit (SD848911)**.

4.5 Continue on PW, descending Great Shunner Fell on flagged stone path and trk to rd. TL along road, over bridge to **CP4 Hardraw (Green Dragon) (SD866912)** Pub/Clip/Hot & Cold drinks & food/Toilets **Total – 28.3 miles**

5. CP4 Hardraw to CP5 Bainbridge – 4.7 miles. Opens 14:00 Closes 23:30

When walking at night near residential areas/isolated farms etc please keep noise to a minimum

5.1 TL and immediately look for FP on L (through a gate in back yard of a house). Take R hand path diagonally across field.

5.2 Over stile across field to gap stile in wall & into wood.

5.3 Through wood to rd and TR. At rd jnc BL (Sedbusk Lane). Take care busy rd and blind corner. At rd jnc, str on to wall stile & **SC#3 SEDBUSK (SD884910)**.

5.4 Descend to metalled trk. Where trk TL at Litherskew, bear R to gate then across field passing left of copse of trees and through gate. After 50yds BR to gated stile in wall (no distinct path) compass bearing 105 degrees magnetic and then ahead on same line to rd.

5.5 Cross road with care. Follow indistinct FP between small hillocks on R (ignore obvious trk on L and faint trk on R). Initially descending toward telegraph pole then curving L round hillock. BR across field (no distinct path) to gate & cattle grid in R hand corner of field. Ahead on lane past Cam Houses.

5.6 Where lane TL, ahead on FP/disused rly. Just before bridge BR through field to road.

5.7 TR on rd and proceed to village crossing River Ure.

5.8 Enter village. Continue to rd junc. Str across (Direction – Countersett & Semer Water). In 100 yds BR to reach **CP5 Bainbridge Village Hall (SD933901)**. Village Hall/Clip/Hot & cold drinks & snacks/Toilets. **Total 33 miles.**

6. CP5 Bainbridge to CP6 Thoralby – 5.1 miles. Opens 14:45 Closes 00:45.

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Note: Gill Beck is difficult to cross when in full spate after heavy rain. Use the alternate route below if advised to do so by the organisers.

6.1 Leave hall BL then BR to main road. Continue on main rd to cross River Bain. At rd jnc TR then immediately TL thru gated stile in wall, on FP.

6.2 Follow FP initially ascending then BL along top of Brough Scar (Caution - tree roots) to the hamlet of Cubeck. Note - FP goes to R hand corner of field not thru farm.

6.3 TR onto minor road and continue to Thornton Rust.

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If advised by organisers - Alternate route from Thornton Rust

6.4A Continue along road out of Thornton Rust for 1.5 miles, TR by barn on R, onto Folly Lane trk. After 500 yds at trk jnc TL. Continue on trk over footbridge to gate. Ascend field, wall on L to stile. Cross stile and BR across field to gate with multi directional finger post. Continue as from 6.8

6.4 Opposite village institute, TR up trk (signs to car park). Past car park, over stream and BL up trk. At first FP sign go thru wooden gate on L. BR on FP through 2 gated wall stiles to reach double gated wall stiles.

6.5 At double gated wall stiles, take L hand stile. At finger post (Flout Moor Lane) BL and ascend. *Note - the route from here to para 6.8 is marked in places by flags or reflective tape on stiles. Follow the flags tapes and flashing guide lights (at night).*

6.6 Thru gated wall stile and continue on FP, initially 130°/135°. Passing thru 2 more gated wall stiles and a wire fence stile.

6.6 Cross Gill Beck and ascend with wall on left. Continue with wall on left to wall stile into Flout Moor Lane. Cross to go thru stile opposite (Finger post Thoraby). Keep same bearing, thru 2 gated wall stiles, then to finger post and then descend to hidden step stile at Haw Beck.

6.7 Cross beck via bridge and ascend field to stile in wire fence. Keep ascending on same bearing soon to descend to gap stile in wall. *(Note - this is 80yds to R of trees/flashing light at night).* Thru stile and ahead downhill to gate with multi directional finger post.

Alternate route rejoins main route here.

6.8 TR (Thoraby) down steep bw to rd, initially rough grass becoming concrete.

6.9 At rd TL to village hall on R & **CP6 Thoraby Village Hall (SE000867)**. Village Hall/Clip/Hot & cold drinks & snacks/Toilets. **Total – 38.1 miles**

7. CP6 Thoraby to CP7 West Witton – 5.3 miles. Opens Sat 15:30 Closes Sun 03:00.

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7.1 TR continue past Pub & Post Office, heading out of village towards Aysgarth. As rd swings L uphill take trk on R (Eastfield Lane on map).

7.2 Continue on lane for 1mile, which bears right to reach rd (Eshington Lane on map).

7.3 At rd junc, TR over bridge and follow with care (initially no pavement) for 800yds to West Burton.

7.4 Shortly after directional sign, ascend steps on L thru gated stile to cross Walden Beck bridge. Follow initially rd then ascending trk (Morpeth Gate on map) to 3rd FP finger post (Templar Farm 1/2mile) (Note - Ignore 2nd FP sign Temple Farm 1 1/4mile).

7.5 On short trk thru metal gate (ignore trk off to R). Trk becomes FP with wire fence on L. After 50m past FP finger post.

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7.6 Continue in same direction. FP will BR between stone gate posts then along field edge, to R of tree line (Morpeth Wood on map).

7.7 Continue in same direction passing thru 4 stiles to reach remains of Knights Templar on R. (Note – 4th gated wall stile damaged so TR to use gate into field and TL to return to FP).

7.8 Continue in same direction to cross lane thru 2 gated wall stile (FP finger post West Witton 1 mile).

7.9 Continue in same direction thru 3 gated wall stiles to reach FP finger post (West Witton ½ mile) just before gate to rd.

7.10 Bear R (approx. bearing 140°) ascending field to stile in wall.

Alternate route if footpath obstructed by barley crop.

7.10A Continue ahead past gate on LH field edge (by road), BR in field corner to ascend to gated stile in wall on L. Over stile.

Alternate route rejoins main route here.

7.11 Continue bearing approx.130° to solitary telegraph pole, then bearing approx.100° to stile in corner of field.

7.12 Cross stile & enter copse, path follows fence on L not depression on R, to emerge into field. Str ahead with fence on R to FP sign on R. TR thru wall stile. Now TL in front of white railings to enter field.

7.13 Ahead in same direction, fence on R, 15m to R of telegraph pole, to reach gated stile in wall and rd.

7.14 Cross busy rd with care to grass verge opposite. TR and continue on verge to reach village (West Witton). When safe to do so, cross road to pavement on right.

7.15 Continue right through the village, past Wensleydale Heifer Hotel on L, Village Shop on R, Fox & Hounds pub on R and Old Vicarage B&B on R.

7.16 At last house on R (Pen Cottage) TR up small lane to sports field and ahead to **CP7 West Witton Sports Pavilion (SE065883)**. Sports Pavilion/Clip/Hot & cold drinks & snacks/Toilets **Total – 43.4 miles**.

8. CP7 West Witton to HQ Harmby – 7.1 miles. Closes Sun 06:00.

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8.1 Exit CP and TL to go around to the back of the pavilion.

8.2 Go thru small rusty metal gate and immediately TL. Ahead, with wall on L, to wall corner. Now (generally bearing 120°) go through wooden gate ahead to gated wall stile 10m to R of barn.

8.3 Still bearing 120° thru open gate to gated wall stile and small stone bridge over beck. BL to go thru metal gate and then stile over fence (Note-Flashing light here at night). Now BL ascending to small tree and BL to go thru metal gate beyond.

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8.4 Bearing now due East, cross stone clapper bridge and continue on obvious path to go thru gated wall stile. Continue in same direction to cross a depression/track, BR towards 2 metal gates in wall ahead.

8.5 Go thru L gate (disc sign YDNP) and continue with wall on R. Thru gate in corner of field and continue in same direction towards Top Barn (House).

8.6 Go thru gate in fence to R of house and BR past wind turbine to gate in field corner (Ignore small wooden gate in wall to wood). Follow forest wall on R ascending thru open gate to rd.

8.7 TR uphill past Spigot Lodge on R. Where rd bends sharp R go str ahead on bw. In 400m reach entrance to Tugill Park. TL on bw. Continue for 1.5mile to reach rd.

Be mindful of approaching racehorses and move aside onto grass until they have passed

8.8 TL on rd to reach Middleham and cobbled square with fountain on L.

8.9 Take back street on L (Park Lane/Key Centre), continuing past Methodist church, Key Centre & School and out of village.

8.10 At Sharp Hill Farm go thru electric gate (Note - button on a post on R to open). After 50 yds take FP/bw/trk on R.

8.11 In 150yds go thru gate (Ignore gate on L to house) and BL downhill to corner of field.

8.1 Follow Blue bw signs & coloured tape to SC#4, initially across field on good path which will BR to corner of field and metal gate.

8.13 Thru gate and str on with wall on R to reach small red gate. Thru this and another larger red gate to head str downhill to reach **SC#4 RIVERSIDE (SE114886)**. Go through gate & TR onto trk by River Ure.

8.14 Continue on trk to reach main rd. Cross rd with care, TL along rd to cross River Ure (Caution traffic).

8.15 Take first FP on R. Continue across fields following flags to FP jnc. (Note, if River Ure is in flood, take care when crossing the ditch just before the junction – may be flooded). TR over bridge then ahead on a bearing of 130° through gate and follow flags across field to reach FP/lane jnc.

8.16 Cross stile on L. TL and follow the route you took at the start, back up the lane (Middleham Lane) to reach **HQ and FINISH. Total – 50.5 miles.**

CONGRATULATIONS YOU HAVE COMPLETED
AFOOT IN TWO DALES (THE YORKSHIRE DALES 50)