Scan or click to view this route on the OS Maps App — also a route profile and GPX

Coast path and country lane walk

Distance: 5.8 miles (9.3km) **Ascent:** 318m (1,043ft) **Time:** Allow 2h 45m to 4h 30m

Map: OS Explorer 1:25k (115) Exmouth & Sidmouth and OS Explorer 1:25k (116) Lyme Regis & Bridport Start/Finish: OS Locate SY 223 896 what3words ///wacky.passion.statement



With fabulous views and changing terrain this walk follows the South West Coast Path before passing through Devon villages on the way back to Beer, From the hostel driveway turn left onto Bovey lane, left onto Townsend, bear right onto Causeway and bear right onto Fore Street. At the Anchor Inn bear right onto Common Lane and turn left onto Little Lane to join the Coast Path. Drop down to the spectacular wooded landscape under the cliff, before arriving at historic Branscombe Mouth. Pass the carpark and take the path to the left of the café heading inland. Follow alongside the stream onto the road at Manor Hill. At the junction turn left to visit Branscombe. otherwise turn right, bear right downhill, pass the pub, turn right onto the road signposted 'Beach 1/2', turn left onto the restricted road, then take the footpath on the right. Follow the path to Hazelwood then through crop fields — which may be diverted around the hedgerow – to Mare Lane. Turn left onto Townsend, right onto Bovey Lane and back to the hostel.

Hazards

Caution required near sea cliff edges and on small minor road sections.

Accessibility

There are stiles and steps on the route and gates less than one metre wide. The terrain includes rough ground with rocky, uneven surfaces and ruts and stones exceeding 10cm. There is an accessible path from Branscombe Mouth to Branscombe.

Points of interest

Spectacular cliff top views. Beer village and beach. Cretaceous chalk cliffs at Beer contrast against red Triassic mudstones to the east and west. Branscombe Mouth has a fascinating shipwreck history. Beer Quarry Caves (small diversion). Pecorama theme park and many other attractions in the area.

Facilities

Pubs, cafés and toilets in Beer. Toilets and food available at Beer Head Caravan Park, Branscombe Mouth and Branscombe village. Pub on the way out of Branscombe.

This route has been created by YHA to provide inspiration and to aid planning and preparation of your walk. It doesn't replace the need for an OS Map or the OS Maps App to navigate your walk safely. Digital maps are a guide and do not always reflect the conditions on the ground, ensure you are aware of your immediate surroundings.





Thank you for choosing to walk from our hostel. We hope you have a great time.

Walking in the national landscapes of England and Wales is part of YHA's heritage. With hostels on National Trails, in National Parks and Areas of Outstanding Natural Beauty, YHA plays a unique role in the nation's walking community.

To make it easy for everyone to enjoy walking from YHA hostels, we have curated three walks — an easy, moderate, and more challenging option. They have all been graded — the higher the grade, the more challenging the route.

Before you go:

- Check the local weather forecast (metoffice.gov.uk).
- Check the tide times for coastal routes (tidetimes.org.uk).
- · Get the right clothing, footwear and kit for the route and weather.
- Ensure you have enough time to complete the route before dark.
- Download the OS Locate and what3words apps to your phone.
- Contact 999 by SMS text (must pre register by texting 'register' to 999) (relayuk.bt.com/emergencysms).
- Plan your walk by completing the YHA route notification card it helps Emergency Services if you get into difficulties or fail to return from your walk when anticipated (yha.org.uk/route-card).
- Ensure your entire group have the fitness and skills to complete the route.
- For further information on how to stay safe visit adventuresmart.uk

For more walks or information on route grading and timings go to yha.org.uk/walks

If you encounter problems with this route contact walking@yha.org.uk



Scan or click to shop for OS maps online osmaps.com/yha



What to wear

- · Base layer and mid layer.
- Walking trousers.
- · Warm jacket(s).
- Take extra layer(s).
- Hat, gloves and neck gaiter.
- · Sun hat, sun cream and sunglasses.
- Waterproof jacket and trousers.
- · Cushioning walking socks.
- · Walking shoes or boots.

Kit

- Map, compass and GPS device or OS Map app on your phone.
- · Water, lunch and high energy snacks.
- Charged mobile phone and portable charger.
- First aid kit.
- Head torch, spare batteries.
- Watch.
- Whistle and survival bag.
- Rucksack, with waterproof cover or a dry bag or plastic bag inside.
- Medicines or toiletries you would usually use.

You might also want to take

- Spare socks, hat, gloves.
- Balaclava.
- Leg gaiters.
- Waterproof baseball cap (handy if you wear glasses).
- · Walking poles.

- Bivi bag or group shelter.
- Spare food and hot drink.
- Duct tape (handy for fixing things).
- Penknife or multitool.
- · Tissues and hand sanitiser.
- Plastic bags to take away your rubbish or dog poo.

In case of emergency

- Call 999 (or text 999 if pre-registered) and ask for the Police.
- Use OS Locate or what3words to provide a detailed description of your location.
- If you need to attract attention shout or give six blasts on a whistle at regular intervals. In low light flash your torch six times at regular intervals.
- If you can send someone for help, they need to know your location (grid reference), number of people in the group and the nature of the emergency.
- Help could be some time coming so whilst waiting make the casualty comfortable.
- Keep the casualty warm and dry using spare clothing. Use coats or rucksacks to insulate them from the ground.
- Remember the rest of the group could be getting cold whilst waiting.
 Use an emergency shelter or find a sheltered location.