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YHA Berwick-upon-Tweed

Berwick, Tweedmouth and Spittal

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

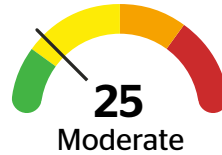
Town, coast and river walk

Distance: 6.8 miles (10.9km) **Ascent:** 106m (348ft)

Time: Allow 2h 45m to 4h 30m

Map: OS Explorer 1:25k (346) Berwick-upon-Tweed

Start/Finish: OS Locate NT 998 527 **what3words** ///rates.rocky.glitz



An interesting and varied walk showing the coastline and trade history of the area. From the hostel cross the car park onto Drivers Lane, then onto Palace Street and left alongside the walls to Pier Road. Head along the Pier to the lighthouse and back. Continue along the coast, around the golf course and turn left. Turn left onto Castlegate, right onto Bank Hill and right over the Tweed Bridge. Take the steps on the right to the river path. Head upstream and turn left before the Border Bridge then follow Riverdene around to the left to meet West End Road. Continue ahead on a footpath back to the bridge steps. Take the footpath ahead and to the right to Kiln Hill. Turn right to Prince Edward Road, turn left, then left onto Main Street and right onto Brewery Lane. Bear right onto Church Road, left onto Well Square and take the footpath on the right to Well Road. Ahead and to the left take the footpath to Billenden Road. Turn left and follow the road to Princes Street. Turn right onto Main Street and left onto Commercial Road to Spittal Beach. Follow the roads along the river to cross Berwick Bridge, turn right onto Bridge Street and back to the hostel.

Hazards

Steep unfenced drop from the pier. Take care near the river.

Accessibility

The route north of the river is accessible for some. There are no steps, mostly pavement with a grassy path around the golf course. The loop on the Tweedmouth side of the river, between the Tweed Bridge and Border Bridge includes many steps. Pudding Lane, after the Tweed Bridge, to Spittal involves steps, narrow passages and parked cars. To avoid turn left onto Prince Edward Road, left onto Union Brae, follow the route to Spittal and return the same way.

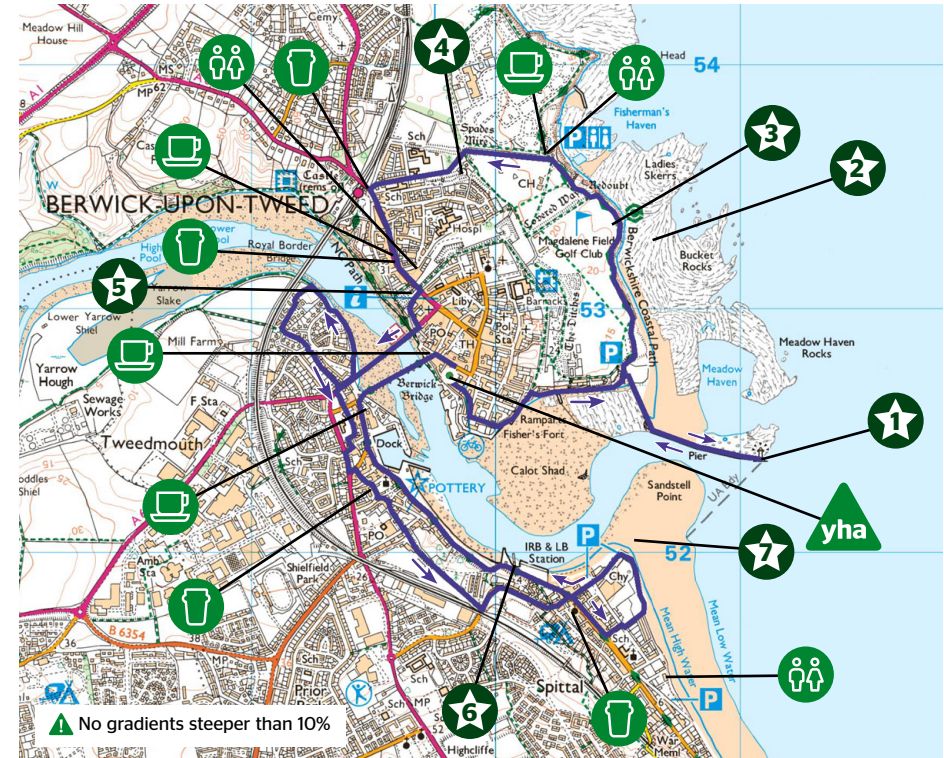
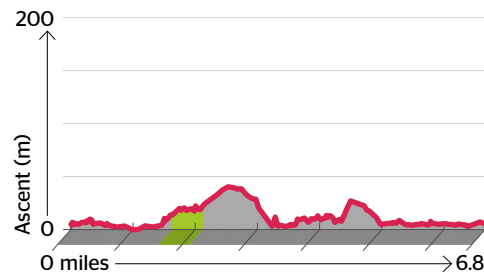
Navigation

Easy to follow route using streets and footpaths. Keep to the edge of the golf course.

Terrain

Paved route with a grassy section around the golf course.

● Paved ● Grass



★ Points of interest (see map)

Such a variety within a compact area. A historic townscape, imposing military fortifications, iconic bridges, **1** lighthouse, **2** a geologically interesting and rugged coastline, far-reaching sea views, **3** Coastwatch station, **4** Lords Mount and Bell Tower, **5** Scots Gate, **6** lifeboat station and **7** a beautiful sandy beach.

🚻🍽️🗑️ Facilities (see map)

Toilets and food and drink options in Berwick-upon-Tweed, Tweedmouth and Spittal. Ice creams after golf course.

🪑 Seats throughout the route (too many to map)

♿️ **Accessible for some**, diversions avoiding steps

🚫 **Not a touch free route**

♿️ **Pushchair accessible**, diversions avoiding steps

🚫 **Stile free route**

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.

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Route: Matt Overd & Andy Bannister



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).
- For further information on how to stay safe visit adventuresmart.uk

In case of emergency call 999 (or text 999 if pre-registered) and use OS Locate or what3words to provide a detailed description of your location.

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

Share your walks



Countryside Code

Respect everyone

- Be considerate to those living in, working in and enjoying the countryside.
- Leave gates and property as you find them.
- Do not block access to gateways or driveways when parking.
- Be nice, say hello, share the space.
- Follow local signs and keep to marked paths unless wider access is available.

Hazards

- Take extra care and stay alert where a right of way crosses a railway line.
- When walking on a road without a pavement keep to the right-hand side, so that you can see oncoming traffic. Keep close to the side of the road, and walk in single file if necessary. It may be safer to cross the road well before a sharp right-hand bend so that oncoming traffic has a better chance of seeing you. Cross back after the bend.
- Give wild animals, livestock and horses plenty of space.

Protect the environment

- Take your litter home – leave no trace of your visit.
- Do not light fires and only have BBQs where signs say you can.
- Always keep dogs under control and in sight.
- Dog poo – bag it and bin it – any public waste bin will do.
- Care for nature – do not cause damage or disturbance.

Enjoy the outdoors

- Check your route and local conditions.
- Plan your adventure – know what to expect and what you can do.
- Enjoy your visit, have fun, make a memory.

What to wear

- Comfortable clothing suitable for the conditions.
- Use several layers, so you can add and remove clothing to regulate your temperature.
- Extra warm clothes in case it gets colder.
- Hat, gloves and scarf.
- Sun hat, sun cream and sunglasses.
- Waterproof jacket and trousers.
- Cushioning comfy socks.
- Comfortable well fitting trainers, walking shoes or boots.

Kit

- Map and compass.
- Water, lunch and snacks.
- Charged mobile phone and portable charger.
- First aid kit.
- Torch and spare batteries.
- 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

- Picnic blanket.
- Waterproof baseball cap, if you wear glasses.
- Walking poles.
- Tissues and hand sanitiser.