



YHA Isle of Wight Totland

Yarmouth

Coast and river walk

Distance: 11.3 miles (18.2km) **Ascent:** 250m (820ft)

Time: Allow 5h to 8h 15m

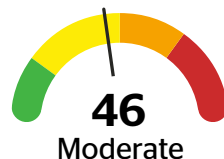
Map: OS Explorer 1:25k (OL29) Isle of Wight

Start/Finish: OS Locate SZ 324 864 **what3words** ///sized.paraded.eyelash

A great day walk exploring West Wight. From the hostel join Weston Lane, pass the campsite and turn right onto the path immediately before the Tennyson Down car park. At the path junction turn left and pass the monument to Freshwater. Turn right onto Gate Lane, left onto Coastguard Lane and take the footpath to Blackbridge Road. Turn right then left before the bridge. Pass through Afton Marsh, turn left onto Afton Road and right onto the cycleway to Yarmouth. Turn left onto Thorley Road, cross Tennyson Road and turn left along the seafront. Cross Yar Bridge. Take the footpath on the right, pass Fort Victoria and continue along the Coastal Path to Colwell. Turn right onto Madeira Lane to the seafront and turn left to pass Totland Pier. After the old lifeboat station turn left up Widdick Chine. Continue straight ahead on Cliff Road and take the footpath on the left just before Fern Bank Close. Turn left onto York Lane, cross over at the junction by the Church and continue along this road to the hostel.

Hazards

Caution required on the road sections, some without footpaths. The roads near Freshwater and Yarmouth Ferry port can be busy. Take care near cliffs as they have unmarked edges and



steep drops. Rabbit holes and cows grazing on West High Down. Cyclists between Freshwater and Yarmouth. The coast section from Colwell to Widdick Chine is exposed, avoid in strong winds.

Accessibility

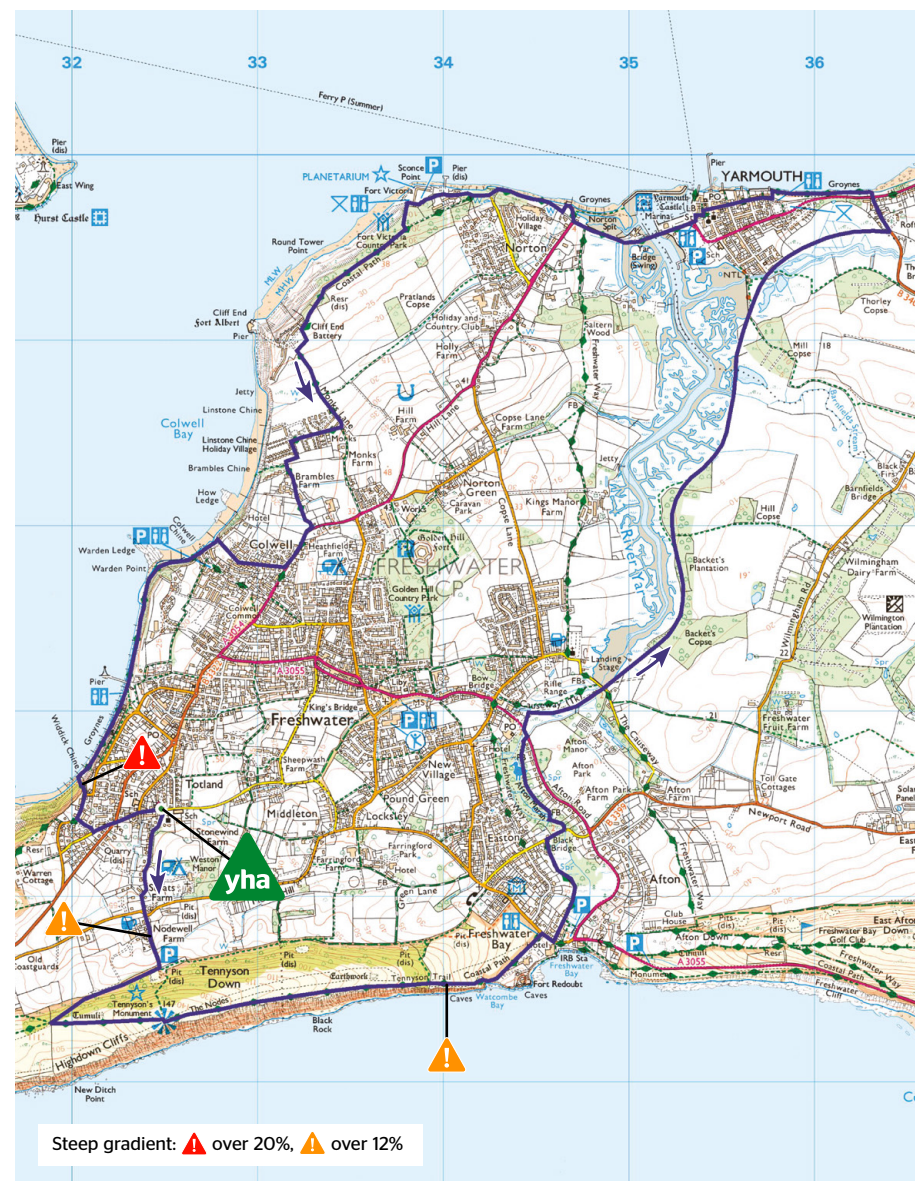
There are no stiles on the route. Paths and gates are wider than one metre. There are steps and uneven paths with stones or ruts exceeding 10cm. The riverside path may be muddy after rain. Bus runs between Yarmouth and Totland Bay, check times before leaving.

Points of interest

A great walk with stunning views and lots to explore. Tennyson Down monument, views over The Solent and English Channel. Picturesque sandy beach at Freshwater Bay and a thatched church (detour along Gate Lane). Yarmouth is a historic port with a castle and pier. Fort Victoria has a reptilarium and planetarium. Picturesque beach, colourful beach huts, and views to the Needles at Colwell Bay.

Facilities

Toilets, food and drink at Freshwater, Yarmouth, Fort Victoria, Colwell Bay and Totland Bay.



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.

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



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

Share your walks



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.