

Moorland walk Distance: 10 miles (16km) Ascent: 486m (1,594ft) Time: Allow 5h to 8h 15m



Map: OS Explorer 1:25k (OL30) Yorkshire Dales – Northern & Central areas Start/Finish: OS Locate SE 047 975 what3words ///series.unfilled.caravan

A great moorland walk with stunning views across the Yorkshire Dales. From the hostel head to the road and onto the track directly opposite. Continue to a road, turn left, then turn right onto a signposted track. Follow this track across moorland, pass High Harker Hill and Green Hills to Whitaside Moor. Continue to the T junction and turn left to pass Morley's Folly. Follow the track (Apedale Road) downhill to the crossroads at Dent's Houses, near a disused small building and metal barn. Turn left, uphill and pass a series of Grouse Butts. Pass through a gate at the top of Greets Hill, bear right and head downhill to a road – this is not a very clearly marked path but there are cairns and the road is visible in the distance. At the road turn left, then turn left back onto the moor to follow a line of grouse butts to a track. Turn right and retrace the route back to the hostel.

Hazards

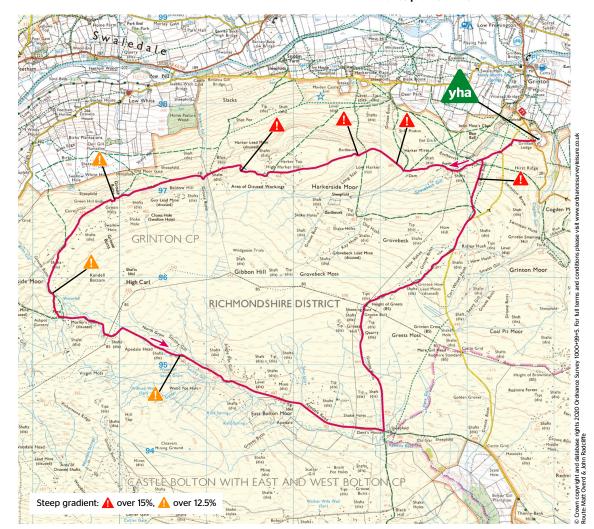
Caution on the roads without footpaths. Old lead mine workings throughout the walk, but off the path. The moors are exposed to winds and storms with limited shelter and no shade. Watch out for shooting warnings. In winter conditions winter clothing and footwear will be required. The higher parts of the route regularly have low visibility, make sure you know where you are at all times and have a map and compass for navigation.

Accessibility

There are no stiles or steps on the route. Gates are wider than one metre, paths are less than one metre wide in places. Many good paths, tracks and roads. Some rough ground with ruts or stones greater than 10cm. Indistinct moorland path in places. Dogs are only permitted on rights of way and under close control to protect ground nesting birds.

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



Points of interest

Views across Swaledale, Wensleydale and beyond. Remnants of mining works. Birdlife including lapwings and curlews.

Facilities

There are no facilities on the route.



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 (mwis.org.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.