

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

River and valley walk

Distance: 6 miles (9.7km) **Ascent:** 219m (719ft) **Time:** Allow 2h 45m to 4h 30m



Map: OS Explorer 1:25k (OL24) Peak District – White Peak area Start/Finish: OS Locate SK 131 603 what3words ///soggy.shipyards.dwell

A great walk through stunning valleys. From the hostel follow the track opposite the top gateway, signed to Hulme End. Turn right and cross Reynards Lane onto the track opposite. Turn left, follow the path worn through the livestock field and keep Pennilow to your left. Continue on and into the woods. Follow the river, crossing it and then back again, and enter the stunning Wolfscote Dale valley. As Wolfscote Hill peters out, leave the river to turn left into Biggin Dale, a dry valley. At Dale End turn left to follow Highfield Lane back to the hostel.

Hazards

Caution on the short road sections, some without pavements. The first kilometre of Biggin Dale is very rough and stony which can make walking difficult – watch those ankles!

Accessibility

There are steps on the route and gates and paths less than one metre wide. The route is a mixture of good tracks, grass and tarmac. Biggin Dale is very stony.

Points of interest

There are good views across the White Peak at the beginning and end of the walk. A pretty walk by the river in Beresford Dale followed by the spectacular Wolfscote Dale, with steep valley sides, rocky outcrops and walk-in cave. The good path, babbling river and assorted wildlife add to the joy of this place. The nature reserve in Biggin Dale preserves a habitat for birds, butterflies and plants including wild thyme and orchids.

Facilities

Food, drink and toilets available at the YHA. No facilities on the route. Pub a short detour along the road in Biggin (no footpath).

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



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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.