



YHA Malham

Malham Tarn and Attermire Scar

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

Moorland walk

Distance: 13.2 miles (21.2km) **Ascent:** 564m (1,850ft) **Time:** Allow 6h 45m to 10h 45m

Map: OS Explorer 1:25k (OL02) Yorkshire Dales – Southern & Western areas

Start/Finish: OS Locate SD 901 629 **what3words** ///prowling.bike.robots



A great walk through stunning moorland scenery. From the hostel turn right and follow the road and track to Malham Cove. Bear left to go up the steps to the top of the cove and join the Pennine Way to Malham Tarn. Head around the tarn and turn left before Home Farm. Turn left onto the road, bear left towards Malham, then take the path at the crossroads.. Carefully navigate across the moor to join the Pennine Bridleway. Leave the bridleway to follow alongside Brent Scar and Attermire Scar. Bear left to re-join the Pennine Bridleway, pass Stockdale Farm and leave the bridleway to follow around Kirkby Fell. Pass Hanber Side and Hooper Edge back to Malham and to the hostel.

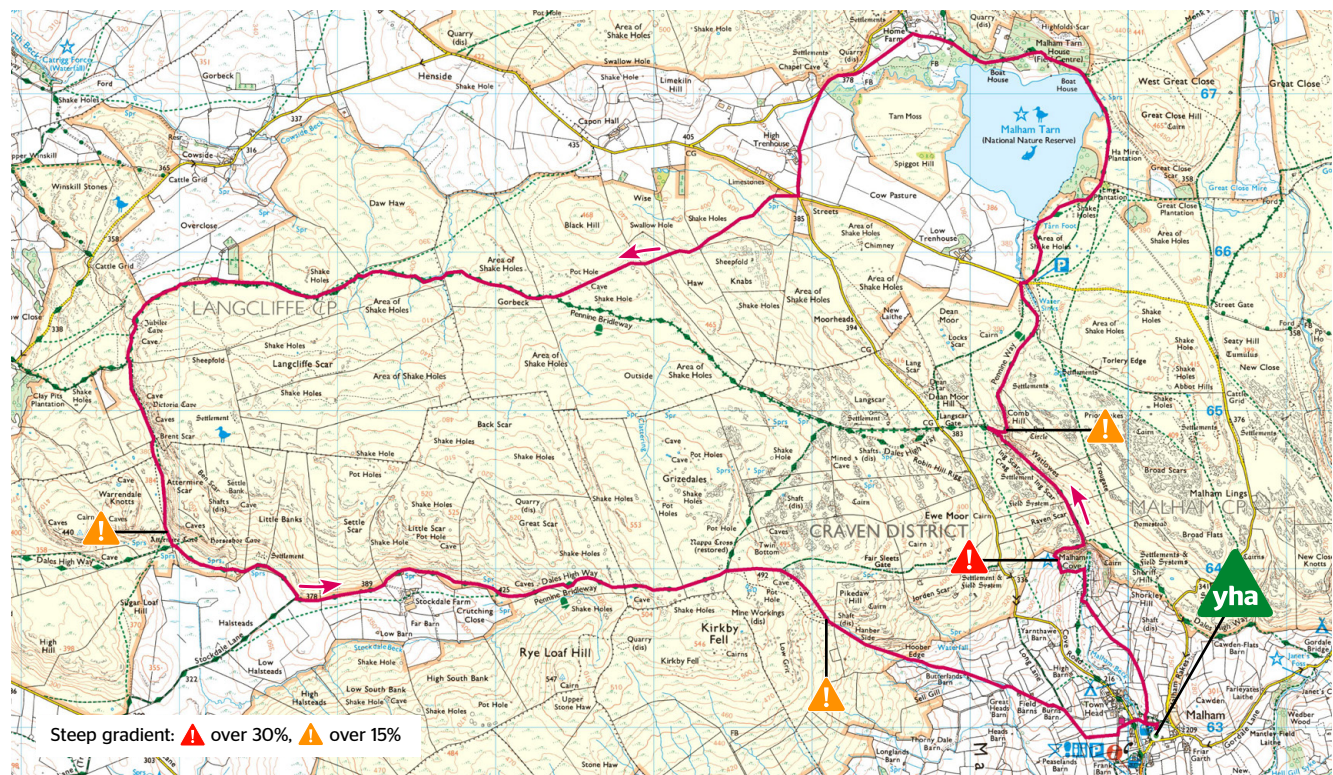
Hazards

Caution on the road sections, they are narrow with no pavements. Exposed and isolated moorland sections. May be livestock near the path to Malham Cove and on moorland. Take care on the ascent and at the top of Malham Cove. Limestone paths may be slippery when wet. Navigation may be difficult in poor visibility. In winter the route may become hazardous, especially if covered in snow and ice, and will require winter clothing and footwear.

Accessibility

There are stiles and steps on the route. There are gates and paths less than one metre wide. Some areas of steep and rough path with ruts or stones exceeding 10cm.

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.



Points of interest

Features include the impressive Malham Cove from below, limestone pavements at the top of Malham Cove, disappearing stream after the Dry Valley, views across Malham Tarn, views to Pen-y-Ghent and Ingleborough (two of the peaks in the Yorkshire Three Peaks Challenge) and Attermire Scar.

Facilities

No facilities on the route. Toilets in Malham and at YHA. Pubs in Malham.

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Route: Trail Magazine and Richard Lord



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

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.