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YHA Minehead [Book your stay now](#)

Hurlstone Point

Forest, village, moorland, coast and town walk

Distance: 15.4 miles (24.8km)

Ascent: 776m (2,546ft)

Time: Allow 7h 30m to 12h

Map: OS Explorer 1:25k (OL09) Exmoor

Start/Finish: OS Locate SS 972 442 [what3words](#) ///latches.ripe.amplifier

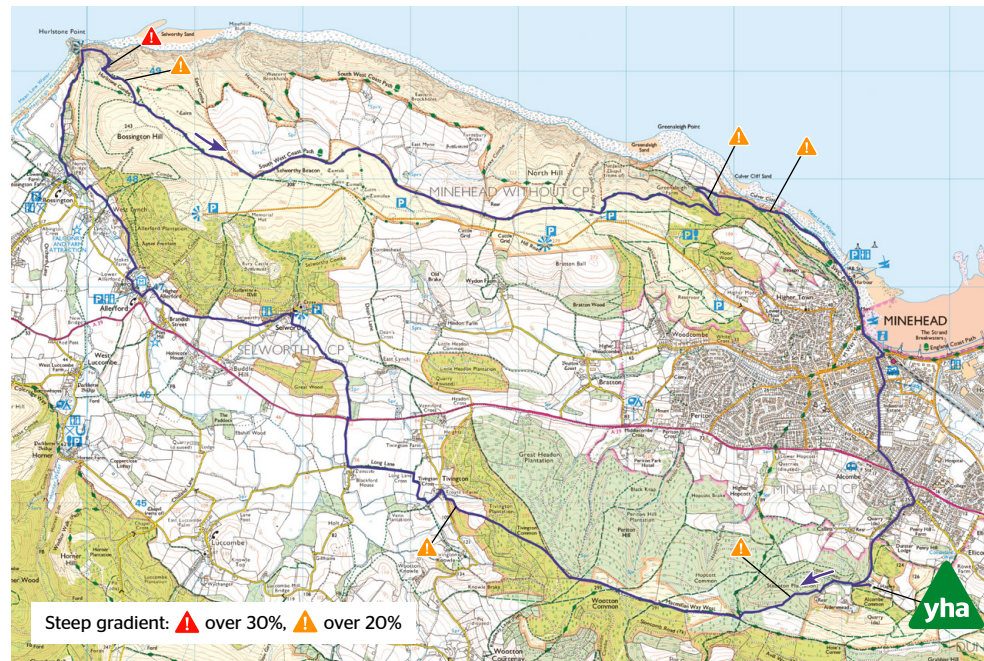


A rewarding walk through woodland, picturesque villages, open moorland with coastal views, and the town of Minehead. From the hostel head down the driveway, pass the single bar gate ahead and cross a small stream. Turn left onto Long Combe and left to cross Staunton Plantation to Macmillan Way West. Turn right, pass the trig point on Wootton Common and bear right to follow the track across Tivington Common to the road at Tivington. Turn right, then left onto the no through road. Continue to the houses and take the track on the right. Turn left onto Long Lane, right at the road then right onto the road signposted Porlock and Minehead. At the junction with the A39 continue ahead through the gap in the hedge, turn right, then left to follow the path towards Selworthy. At the road turn left, then turn right to pass Selworthy Farm and continue ahead onto the track. At the road in Higher Allerford continue ahead. Follow the road around, cross the bridge, turn right and continue through the village. Turn right and pass through Stokes Farm. Cross the stream, turn left and follow the footpath past West Lynch to North Bridge. Turn left onto

the track, then right to onto the South West Coast Path and continue ahead to Hurlstone Point. Turn right, pass the tower and head up the steep zig-zag path. Rejoin the South West Coast Path towards Selworthy Beacon, follow it to Minehead seafront and continue to Jubilee Gardens. Bear right onto The Avenue, turn left onto Glenmore Road, which becomes Ponsford Road. Turn left onto Alcombe Road, right onto Church Street, right onto Manor Road, pass the Britannia Inn, continue onto the rough track and follow the signs to the hostel.

Hazards

Take care on the road sections, some without pavements. Caution crossing the busy A39 before Selworthy. The forest and moorland sections require careful navigation to select the correct paths. Watch out for forestry work and be prepared to make diversions if necessary. Hurlstone Point to North Hill is exposed to winds and storms with limited shelter, in winter conditions winter clothing and footwear will be required. Take care near the rivers and the sea, do not do this route in high winds.



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Route: Matt Overd & Steve Dorney

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

Accessibility

There are stiles and steps on the route and gates less than one metre wide. The majority of this walk is on paved roads or well-maintained gravel or rock paths. Some stretches of rough and uneven ground with ruts and stones exceeding 10cm.

Points of interest

Tivington has an unusual late-medieval chapel (National Trust). Selworthy village and church are particularly picturesque. Pretty ford and Museum of Rural Life at Allerford. Bird of Prey Centre at West Lynch. Hurlstone Point has stunning views across the Bristol Channel and down the coast

to Devon. Numerous tourist attractions in Minehead including harbour, starting point monument for the South West Coast Path, sandy beach, promenade with amusements, crazy golf, West Somerset Railway with steam trains to Bishops Lydeard and a wide selection of shops.

Facilities

Toilets at Selworthy, Allerford, Bossington and Minehead. Refreshments at Selworthy church, shop in Allerford, café at Bossington. Pubs, cafés, takeaways and lots of shops in Minehead – including fish and chips and ice cream along the seafront. Pub, takeaways, café and shops in Alcombe.

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



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.