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YHA Minehead [Book your stay now](#)

Dunster and Minehead

Moorland, town and coast walk

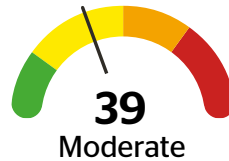
Distance: 6.9 miles (11.1km)

Ascent: 196m (643ft)

Time: Allow 3h to 5h

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

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



A great walk to picturesque Dunster and along the seafront to Minehead. From the hostel head down the driveway and turn left onto a tarmac path. Take the first footpath on the left, head up through woods and across Alcombe Common. Navigate to Grabbist Hill, then downhill to join Conduit Lane near St Leonard's Well. Turn right, then turn right onto the road (St George's Street). Continue to West Street, cross over and go through the gate to Castle Hill. Bear left to reach High Street and follow the road around to the right where it becomes Dunster Steep. Just before the A39 junction, bear left, then turn right to pass under the A39, turn right and continue to the river. Turn left to follow alongside the river, cross at the first bridge and continue to the road at Sea Lane. Turn left, then right onto Station Road and cross the railway line. Pass through Lower Marsh Farm and turn right before the golf course to the coast. Turn left to follow the England Coast Path to the seafront at Minehead and continue to Jubilee Gardens. Bear left onto The Avenue, turn

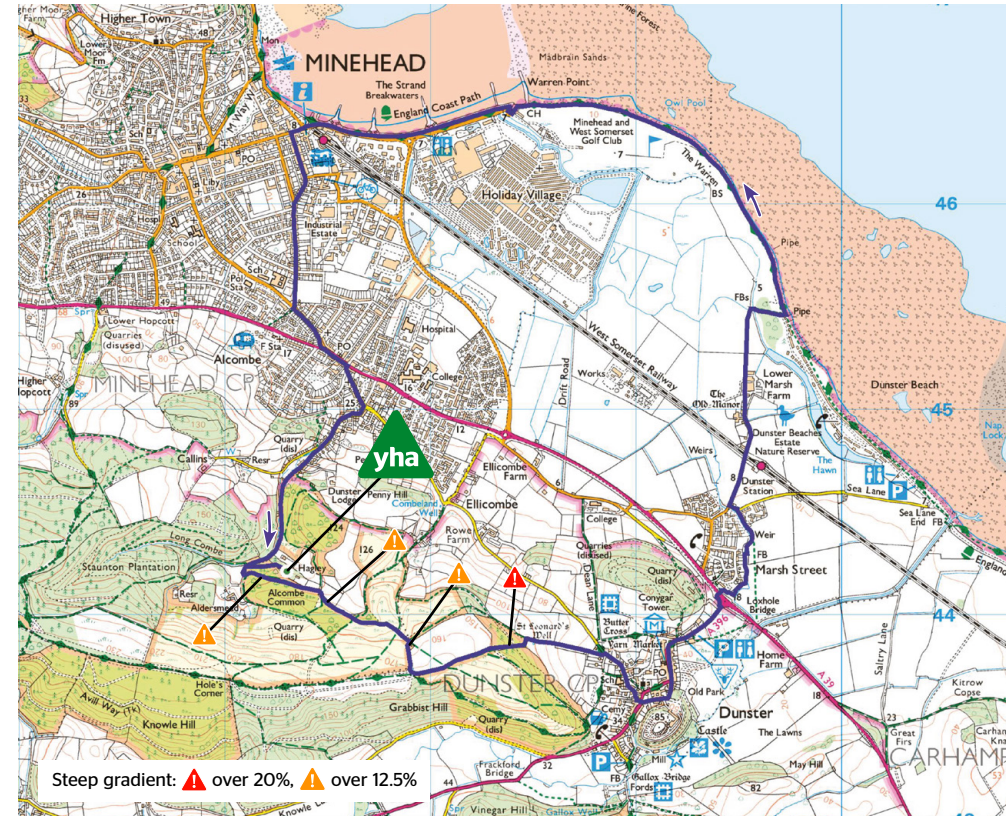
left onto Glenmore Road, which becomes Ponsford Road. Turn left onto Alcombe Road, right onto Church Street, right onto Manor Road, pass the Britannia Inn, continue onto the rough track and follow the signs to the hostel.

Hazards

Take care on the narrow lanes without footpaths around Dunster. Look out for trains when crossing the railway line. Take care near the river and sea, do not do this route in high winds.

Accessibility

There are stiles and steps on the route and gates and paths less than one metre wide. Sections of rough, uneven ground between Alcombe Common and Conduit Lane with steep, muddy and slippery paths in places. Short stretch of sandy coast path before Minehead.



Points of interest

A varied walk on the edge of Exmoor National Park and on the England Coast Path. There are lovely views over the moorland hills. Dunster is a picturesque village including the Exmoor National Park Visitor Centre and National Trust's Dunster Castle. Lovely Riverside Jubilee Walk from Dunster towards the steam railway station on the West Somerset Railway – trains to Minehead and Bishops Lydeard. Sandy

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

beach, promenade with amusements and crazy golf in Minehead as well as a wide selection of shops.

Facilities

Toilets, pubs, cafés and shops in Dunster, refreshments available at Dunster Railway Station. Toilets, 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.

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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.