



YHA Dartmoor

# Wistman's Wood and Crock of Gold

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

## Wood and moorland walk

**Distance:** 14.2 miles (22.9km) **Ascent:** 542m (1,778ft)

**Time:** Allow 7h to 11h 30m

**Map:** OS Explorer 1:25k (OL28) Dartmoor

**Start/Finish:** OS Locate SX 654 773 [what3words ///silently.rags.trek](https://www.what3words.com/silently.rags.trek)



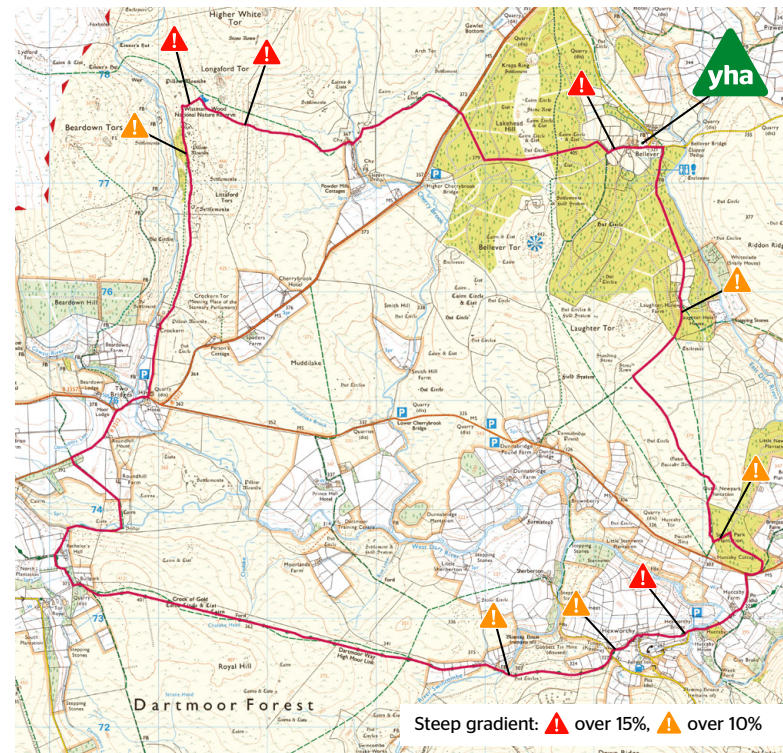
A great walk with amazing scenery and sections of wilderness. Good navigational skills required to follow tracks through forests and pick paths across moorland. From the hostel driveway turn right, after the buildings on the left continue ahead and take the next path on the right along the edge of the forest. Follow the path around to the left and go straight ahead at the cross roads. Continue for about 1km, then turn right, cross the B3212 and cross Cherry Brook north of Powder Mills. Pick a path across the moor towards Longaford Tor and bear left to Wistman's Wood. Follow along the edge of the wood to Crockern and to the road at Two Bridges. Turn right onto the road, bear left onto the B3212 and continue uphill. As the road levels off there is a small wood, turn left at a finger post and five bar gate and head through the wood. Cross the river, turn right and pass Bachelor's Hall to join the Dartmoor Way. Follow the Dartmoor Way across the Crock of Gold to the road at Hexworthy Bridge. Cross the bridge and continue along the narrow lane to the B3357. Turn right and then left at the Forestry Commission sign. Bear left to take the good track through the plantation, turn left to leave the plantation and turn right to follow alongside it. Pick a path across the moor to meet the path around Laughter Tor. Turn right, head downhill and through Bellever Forest to the road. Turn left and bear left at the junction to the hostel.

## Hazards

This route is exposed in places so proper preparation and equipment is necessary. 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. In winter conditions the route will become slippery and dangerous, especially when covered in snow and ice – winter clothing and footwear will be required. The road section at Two Bridges is 950m long and has no pavement, the junction near the hotel can be busy. There are verges to get off the roadway, but they are not suitable to walk along. Take care on other road sections without pavements. This route could become very boggy in places after rain. There are many paths that criss-cross the moors near Longaford and Laughter Tors, the rights of way and paths on the map do not always accurately reflect the paths on the ground, careful navigation and path selection is required.

## Accessibility

There are stiles on the route and gates and paths less than one metre wide. The surface includes paved roads, good track, grass paths and rocky and uneven paths across moorland with large stones and deep ruts. A couple of tricky sections beside the stream before Bachelor's Hall which is boggy with a stile.



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## Points of interest

The route provides great views, lots of flora and fauna, including wild ponies, and many interesting features. Powder Mills, buildings and chimney. Wistman's Wood Nature Reserve, described as a rainforest, Dartmoor National Park ask "Don't walk through the wood or scramble across the rocky boulders, this will destroy the lichens and mosses. Every footstep makes a difference." Military training ground at Beardown Tor. Views from Crock of Gold ridge. The pretty bridge and river at Hexworthy Bridge. Many ancient standing stones and stone circles in the area.

## Facilities

Hotel with bar and food at Two Bridges. Pub at Hexworthy. Toilets a short detour from Huccaby Farm in Dartmeet and in Bellever Forest.

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](http://metoffice.gov.uk)).
- Check the tide times for coastal routes ([tidetimes.org.uk](http://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](http://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](http://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](http://adventuresmart.uk)

For more walks or information on route grading and timings go to [yha.org.uk/walks](http://yha.org.uk/walks)

If you encounter problems with this route contact [walking@yha.org.uk](mailto:walking@yha.org.uk)



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for OS maps online  
[osmaps.com/yha](http://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.