

# 248 YHA Beer Coast path to Weston

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

## Coast and country lane walk

**Distance:** 12.1 miles (19.5km) **Ascent:** 751m (2,464ft) **Time:** Allow 6h 15m to 9h 45m

**Map:** OS Explorer 1:25k (115) Exmouth & Sidmouth and OS Explorer 1:25k (116) Lyme Regis & Bridport

**Start/Finish:** OS Locate SY 223 896 **what3words** ///wacky.passion.statement



A challenging walk with fabulous views, diverse terrain and empty beaches which follows the South West Coast Path before passing through Devon villages on the way back to Beer. From the hostel driveway turn left onto Bovey lane, left onto Townsend, bear right onto Causeway and bear right onto Fore Street. At the Anchor Inn bear right onto Common Lane and turn left onto Little Lane to join the Coast Path. Drop down to the spectacular wooded landscape under the cliff, before arriving at historic Branscombe Mouth. Continue to Weston Mouth, then head inland and uphill, initially alongside the stream. Turn right onto the road next to the Donkey Sanctuary, left onto Grammar Lane, right onto Northern Lane and left onto a track which heads behind a barn. Cross the road to Edge Farm and bear right to Edge Barton. Continue through the valley to Locksey's Lane, turn left and take the track on the right at the road junction. Continue to the road (Seller's Wood Hill) and turn left, then take a track on the right to Hazelwood. At the road turn right, bear left at the Branscombe sign and take the footpath on the left, uphill. Continue through crop fields – which may be diverted around the hedgerow – to Quarry Lane. Turn right, then left onto Bovey Lane and back to the hostel.

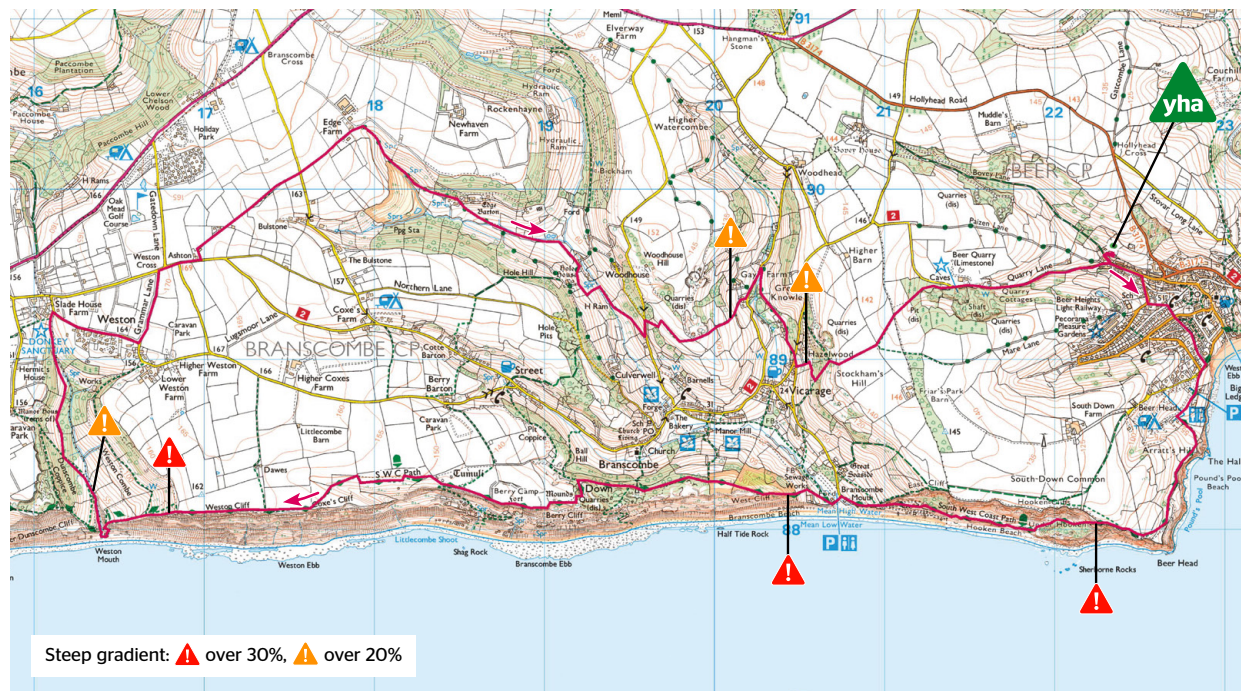
## Hazards

Caution required near sea cliff edges and on small minor road sections. Some steep paths.

## Accessibility

There are stiles on the route, gates and paths less than one metre wide, steps exceeding 10cm and rough path with ruts or stones exceeding 10cm. Bus runs from Sidmouth and Weston (Dunscombe Lane and Mire Lane junction) to Beer, check times before leaving.

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

Spectacular cliff top views. Beer village and beach. Cretaceous chalk cliffs at Beer contrast against red Triassic mudstones to the east and west. Branscombe Mouth has a fascinating shipwreck history. Weston Mouth is undeveloped and often deserted. The path heads through the memorial walks at The Donkey Sanctuary near Weston. Beer Quarry Caves and other attractions in the area.

## Facilities

Pubs, cafés and toilets in Beer. Toilets and food available at Beer Head Caravan Park, Branscombe Mouth, Branscombe village (detour required) and Weston Donkey Sanctuary. Pub near Branscombe (detour required).



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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[osmaps.com/yha](http://osmaps.com/yha)

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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.