

Kinder Southern Edges

Moorland walk

Distance: 6.3 miles (10.1km) **Ascent:** 444m (1,457ft)

Time: Allow 3h 30m to 5h 30m

Map: OS Explorer 1:25k (OL01) Peak District – Dark Peak area

Start/Finish: OS Locate SK 139 865 **what3words** ///broadcast.glowg.geek

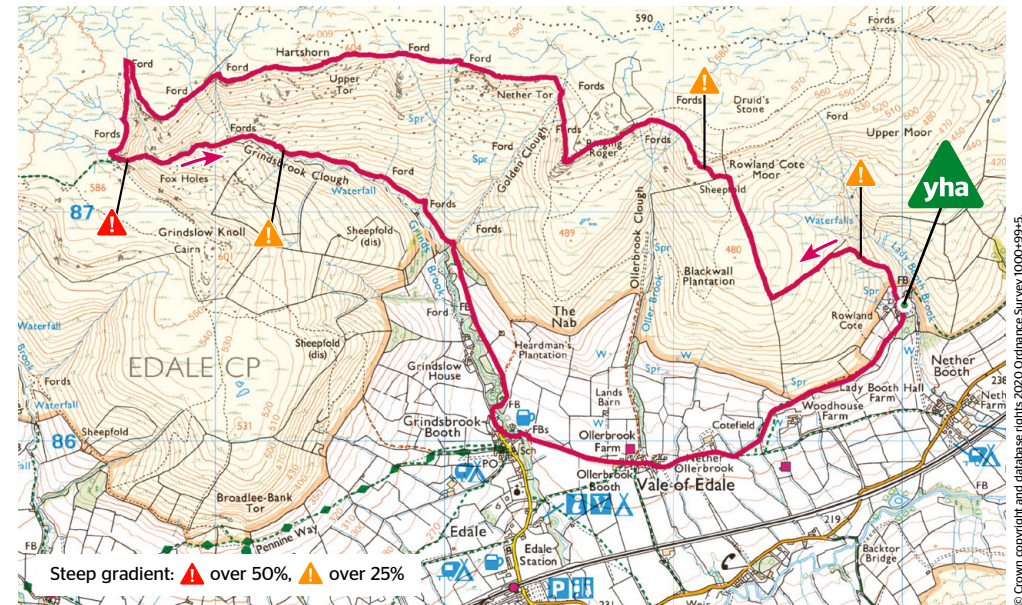


A walk along the southern edges of Kinder Scout with expansive views of the Peak District, returning to the hostel via Edale village. Head around to the back of the hostel, climb the steps, head to the two conifer trees and cross the stile. Follow the path uphill to a collapsed wall, turn left alongside the wall. When the wall meets another turn right and continue uphill. When another wall joins from the left turn left cross the wall and continue on the path uphill. Shortly after the route begins to level out turn left onto the obvious southern edges path. Remain on the most distinct path and head around the millstone grit rock formation, Ringing Roger. Continue along the edge of the plateau and bear left to Nether Tor. Keeping clear of the steep drops and cliff edges to the left, continue along the edge path past Upper Tor. The path heads north alongside a small steep sided valley, head upstream for a safe place to cross. Head downstream on the opposite side of the valley and take obvious steep and rocky path downhill to Grindsbrook Clough. The gradient eases and the path becomes paved on the approach to Edale

village. Follow the path to the pub's rear beer garden and bear left to cross an old packhorse bridge. Bear right to a lane and – following the footpath signs to YHA – pass through Ollerbrook, bear left and uphill to pass Woodhouse Farm and to the hostel.

Hazards

This is a reasonably high-level route 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. Kinder Scout is very exposed to winds and storms with limited shelter. Steep and uneven ascents and descents which will be slippery when wet or icy. Sections over peat bog and through fields will be muddy and slippery. The southern edges of Kinder Scout are crisscrossed with paths, follow the clearest path whilst staying clear of the steep slopes and drops on your left. Head upstream



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Route: YHA Edale, Simon Ainley & Matt Overd

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

near the top of Grinds Brook to avoid a dangerous scramble and find a safe point to cross the stream. The path from the edge to Grindsbrook Clough falls steeply through a narrow valley containing a stream, take care descending as the route is strewn with boulders and bedrock that is polished and slippery when wet.

Accessibility

Large stretches of rough, uneven ground with large boulders and exposed uneven bedrock, there are stiles, numerous gates less than one metre wide and two narrow bridges on route. The route can be reduced to 3.8 miles by coming off the edge at Ringing Roger, past The Nab and down the good zig-zag path to Edale.

Points of interest

Broad sweeping views of the Peak District. Weather shaped millstone grit rock outcrops scattered throughout the route. Blanket peat bog with groughs can be clearly seen on the summit plateau – restoration of this habitat can be seen, these are best observed rather than explored. White mountain hares in the winter months and Ring Ouzels (mountain blackbird) in the summer. Find out more about the Mass Trespass of Kinder Scout in April 1931 at the Moorland Centre in Edale village. Nags Head pub in Edale is the starting point of the Pennine Way National Trail.

Facilities

No facilities until the pub in Edale. Another pub, shop, café and toilets a short detour away towards the train station.

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 (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.