

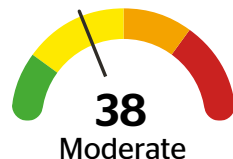
# 264 YHA Edale Activity Centre Book your stay now Edale and Barber Booth

## Valley and village walk

**Distance:** 5.7 miles (9.2km)

**Ascent:** 248m (814ft)

**Time:** Allow 2h 45m to 4h 15m



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

**Start/Finish:** OS Locate SK 139 865 **what3words** ///broadcast.glow.gEEK

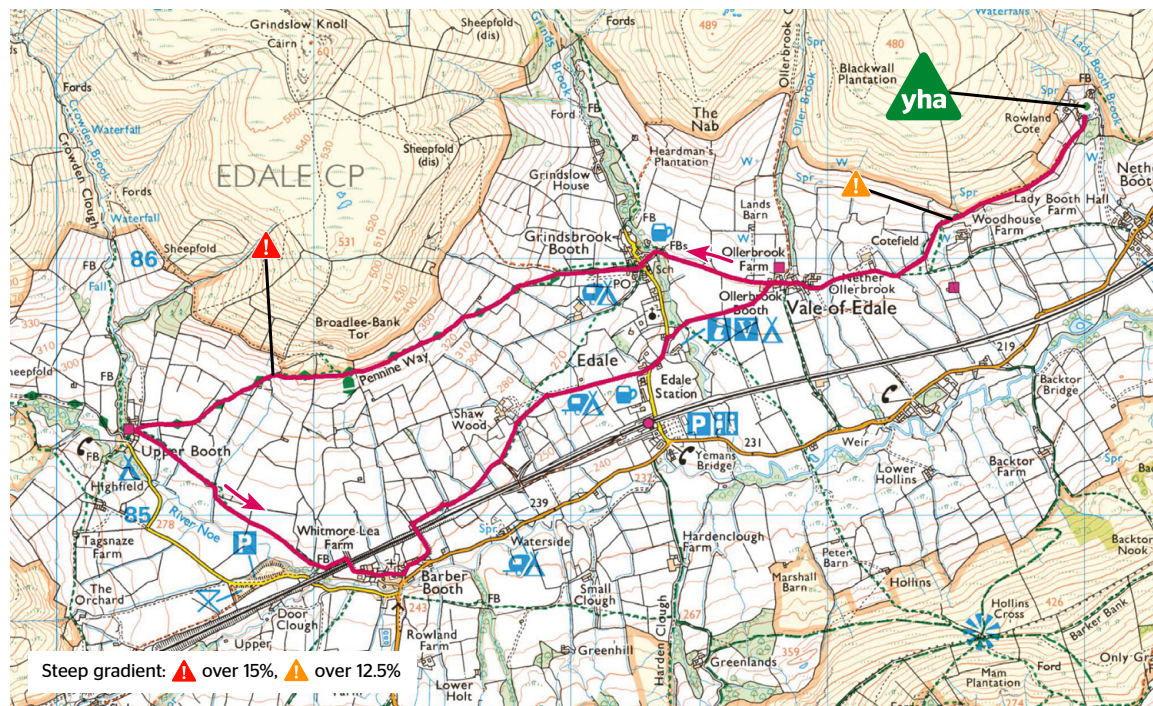
An enjoyable low-level walk through the upper Edale Valley. From the hostel head to the lower car park and cross it to join the footpath. Pass Woodhouse Farm and bear right onto the track at Nether Ollerbrook. Head between barns at Ollerbrook Farm and continue ahead along the farm track. At the trees, where the track bends to the right, go straight ahead onto the footpath and continue to the packhorse bridge. Cross the bridge and follow the lane past cottages to emerge outside the Nags Head. Cross the road onto the track opposite, signed Pennine Way. Follow the distinct path which climbs across fields to open access land, then drops to the hamlet of Upper Booth. Turn left on the farm track and left again through a gate in front of the buildings. Follow the clear path across fields to the railway line. Bear left alongside the railway, cross the bridge over the railway line and follow the lane. Bear left, turn left at the T junction and bear left onto the track signposted to Edale Station. Cross the railway again and turn right through a gate and across fields. Keep left (not towards the station) to Shaw Wood Farm, bear right at the fork (not to Grindsbrook) and cross the fields to the road in Edale by the Peak Centre. Turn left, follow the road past the Moorland Centre and turn right on the footpath before the cemetery. Cross the stream and follow the farm track to Ollerbrook Booth. At the farmyard turn right and retrace the route to the hostel.

## Hazards

Watch out for traffic on the short road sections, some with no pavements. May be livestock in fields.

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.

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 and paths less than one metre wide. Many good tracks and paths, some grass paths and patches of mud after rain. Sections of rough and uneven ground with deep ruts, large stones and exposed tree roots. The route can be shortened to 2.8 miles, with 112 metres of ascent, which is graded 28 and is estimated to take from 1h 15m to 2 hours. When reaching the Nags Head pub turn left and follow the road south through Edale village, take the footpath on left immediately after the cemetery to pick up the route back to the hostel.

## Points of interest

Great views of the hills that surround the head of the valley – Kinder Scout to the north, Lord's Seat, Mam Tor, Hollins Cross and Lose Hill to the south. 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, which the route follows from Edale to Upper Booth. Look out for paragliders circling above Mam Tor and Lord's Seat.

## Facilities

Public toilets at the Moorland Centre in Edale. Pub, café and shop (seasonal opening hours) in Edale. Toilets, pub and café near Edale railway station.



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)



Scan or click to shop  
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.