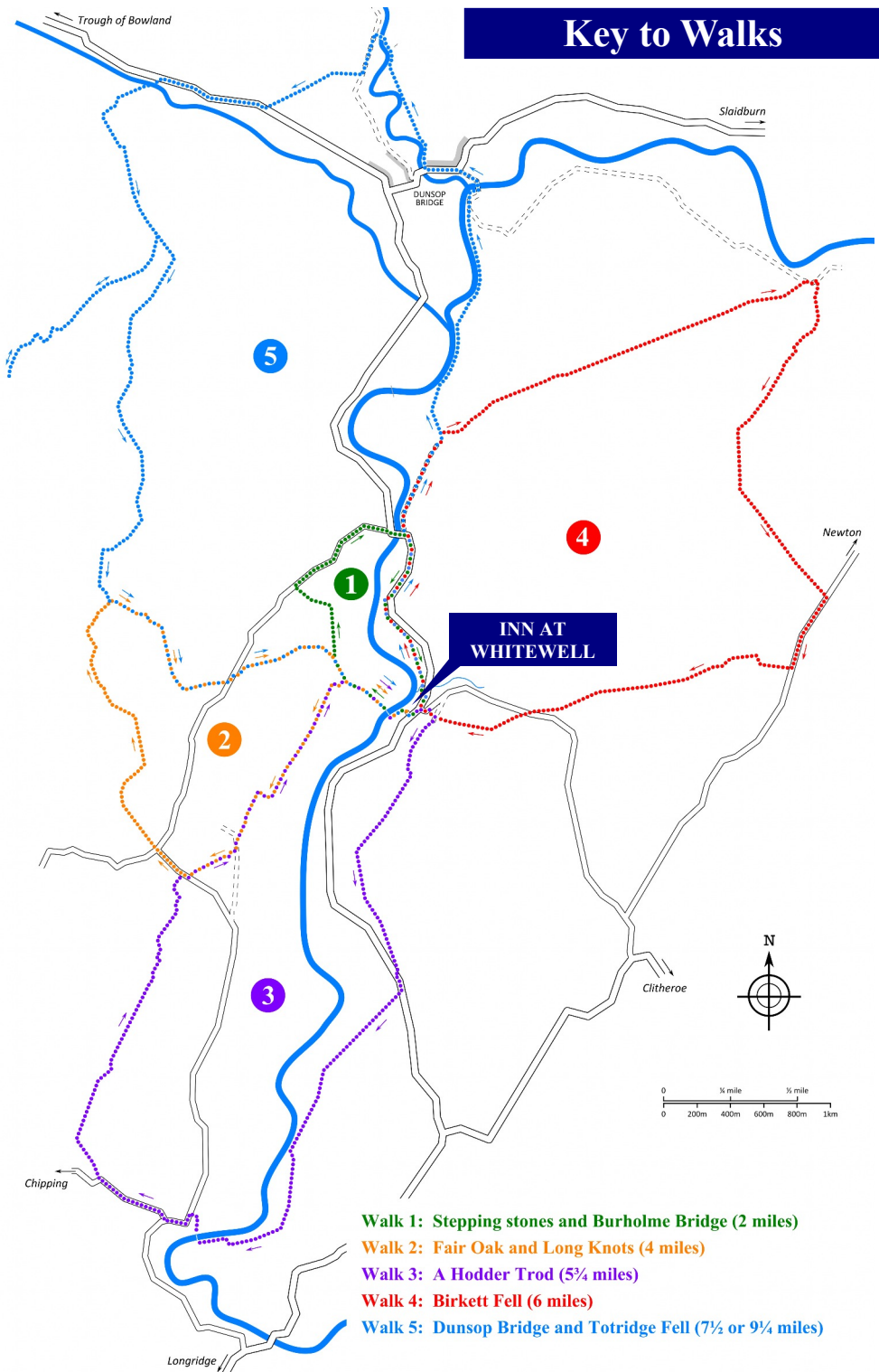


Key to Walks

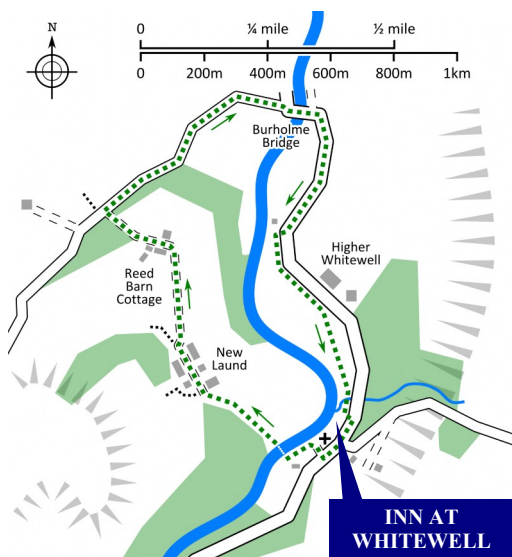


Walk 1: Stepping stones and Burholme Bridge

Distance: 2 miles (allow 1 hour)

An easy stroll across the River Hodder via the stepping stones, returning via Burholme Bridge. One steep climb and some road walking. Field paths may be soft and muddy after rain and the stepping stones may be impassable when the river is in spate.

- 1 From the car park behind the church, follow the signposted footpath to the stepping stones.
- 2 Cross the stepping stones and walk up the field beyond, keeping close to the edge of the wood on your left.
- 3 Walk through New Laund Farm, and at the restored cheese press bear right to pass Reed Barn Cottage.
- 4 When you reach the road, turn right and walk downhill to the road junction by Burholme Bridge.
- 5 Turn right across the bridge. Follow the road beyond for a further $\frac{1}{4}$ mile, looking out for a signposted "concessionary path" on your right.
- 6 Take the concessionary path and turn left, following the hedge on your left, and then a fenceline.
- 7 Cross a footbridge over a sidestream and follow a narrow path alongside the wall back to the Inn at Whitewell.



Burholme Bridge carries the road over the River Hodder. It was built of sandstone ashlar in the late 18th century and is Grade II listed.

The stepping stones across the Hodder add an element of mild adventure to the route, but should not be attempted when the river is high.



Walk 2: Fair Oak and Long Knots

Distance: 4 miles (allow 2 hours)

A pleasant stroll with superb views down the Hodder valley and a gentle pastoral return via a series of farms. One steep climb and descent above the stepping stones. Field paths may be muddy after rain and the stepping stones may be impassable when the river is in spate.

1 From the front door of the Inn at Whitewell, turn right and walk round the church and down into the car park.

2 Follow the signposted footpath to the stepping stones.

3 Cross the stepping stones and walk up the field beyond, keeping close to the edge of the wood on your left.

4 After the farmhouse on your right, take a footpath through a gate on the left and skirt the farm buildings.

5 Follow a rough track with a small stream on your left, then continue across a field with low limestone crags to your right.

6 Beyond a stile and gateway, head uphill over a limestone shoulder as magnificent views open up down the Hodder valley.

7 Bear slightly right then descend leftwards to a ladder stile over a wall. Turn right along the wall for a few yards then turn left and follow a fence. At the corner, turn right, still alongside the fence.

8 Cross a stile beside a gate and swing left to join a farm track.

9 When you reach Fair Oak turn left; by the farmhouse take the right-hand track.

10 At the end of the hedge turn right into the farmyard; turn left in front of an old stone barn (dated 1724), bear right between two newer farm buildings, then left to a stile into a field.

11 Walk diagonally across the field towards the far right-hand corner, near which you will find a stile; cross a narrow field beyond to another stile into a country lane.

12 Turn right along the lane to a junction near an isolated telephone box. Take the driveway opposite (signposted "Private Road") over a

cattle grid.

13 Follow the metalled driveway for $\frac{3}{4}$ mile behind the low limestone ridge of Long Knots, before descending to Dinkling Green Farm.

14 Just before the farm entrance, go through a gate on the right (with a Tramper Trail sign) and bear left through another gate to cross an old stone bridge over the stream.

15 Climb the bank beyond and bear half-right to a gate on the far side of the field.

16 Look out for a stile on the right that leads down to the stream; walk upstream to a ford and footbridge on your right.

17 Cross the stream and walk up to the farm. Unless signposted otherwise, turn left into the farmyard and exit in front of the farmhouse.

18 Turn left along the farm drive, then right at a fork. Follow the metalled drive between two limestone outcrops and then round to the right until you reach a house (Tunstall Ings).

19 Just beyond the house, turn left across the field in the direction of a limestone quarry.

20 At the road, turn left for a short distance, then right onto a footpath through a gateway.

21 Skirt to the left of the limestone hillock then bear right to the left-hand of two gates.

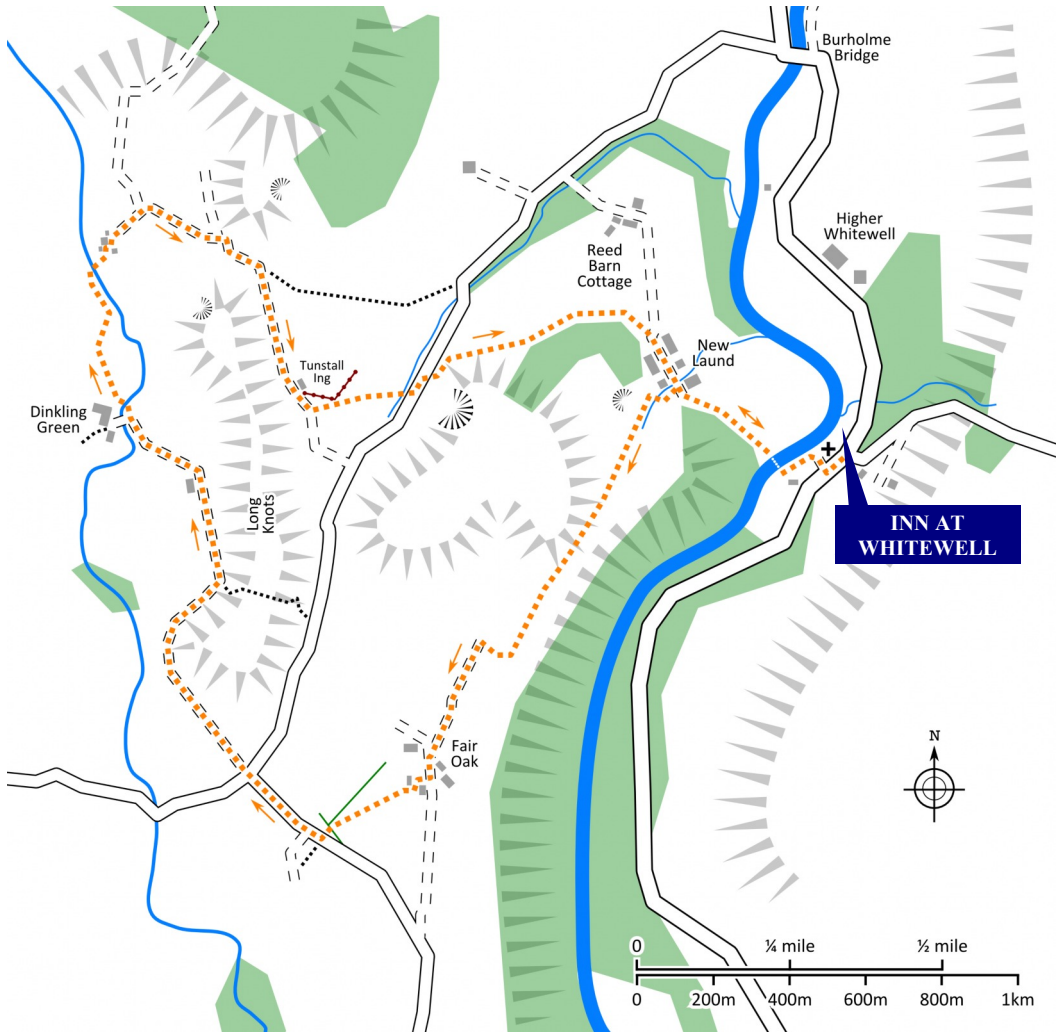
22 Follow a fence and line of trees to another gate, beyond which follow the fence (now on your left).

23 Go through a gate into a farm drive and turn right past the restored cheese press.

24 Walk between the buildings of New Laund Farm, then head steeply downhill beside the wood on your right.

25 Cross the stepping stones and bear left to return to the Inn at Whitewell.

Walk 2: Fair Oak and Long Knots



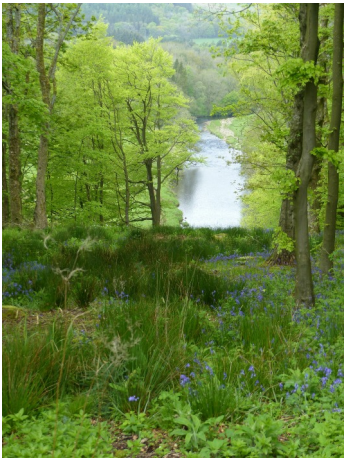
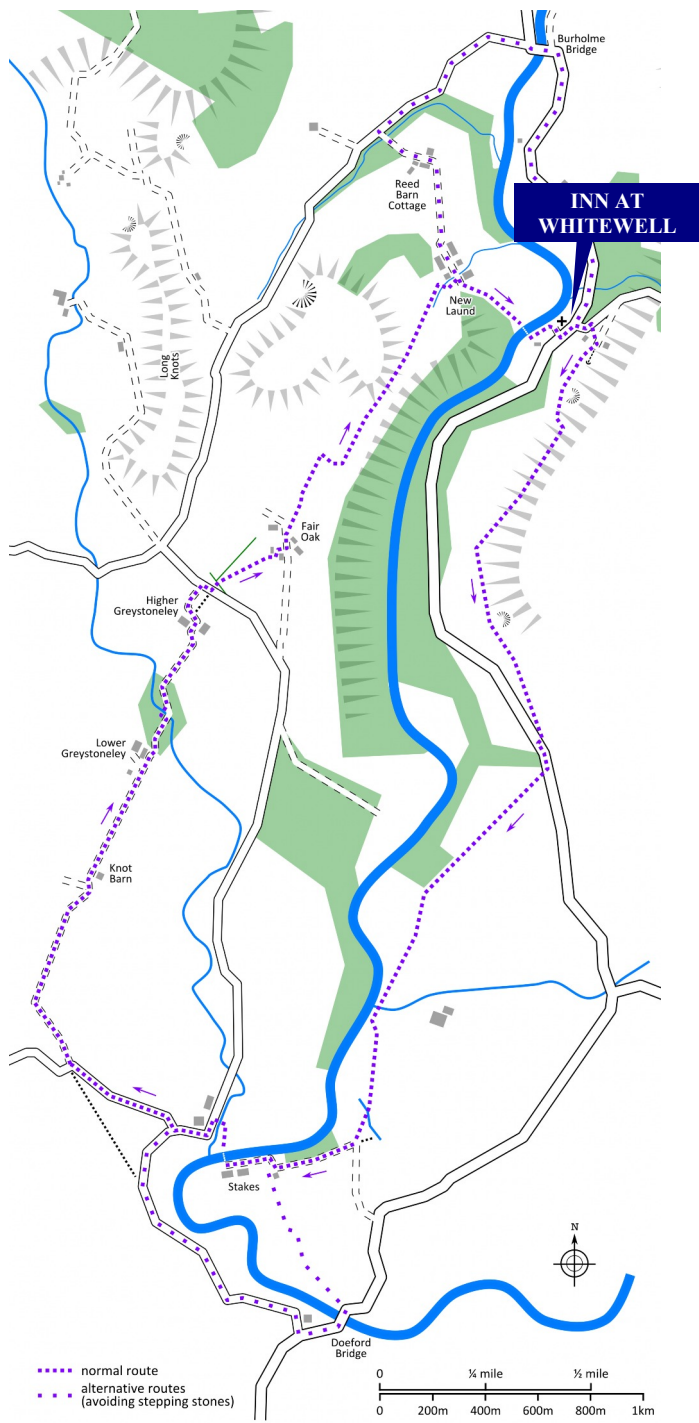
Walk 3: A Hodder Trod

Distance: 5¾ miles (allow 3 hours)

A scenic walk along both sides of the Hodder valley; the river is crossed via two sets of stepping stones. Those at Stakes at the southern end are rather uneven [and at the time of writing in 2015 one was dislodged, necessitating a nimble hop of about a yard]; both sets may be impassable when the river is high (diversions are available). Field paths may be muddy.

- 1** Opposite the Inn at Whitewell, walk up the road past Whitewell Social Hall. Take a footpath on the right up some steps and climb to the house at Seed Hill.
- 2** Turn right and follow the track (to the right of the waterworks tunnel compound).
- 3** Beyond an old quarry on the left, bear left to a gate, then turn right along the wall.
- 4** After the next gate (an old iron kissing gate), follow a fence along the hillside past a series of stiles and gates.
- 5** In the last field, ignore the gateway on the right, instead aiming for a point where an arm of woodland meets the road from the far side.
- 6** Go through an iron gate into the road and turn left. Take a footpath on the right over a stile just beyond the wood.
- 7** Cross the field, erring towards the right-hand side, eventually meeting a projecting corner of the woodland on your right. Follow the woodland edge down to a stile and gate.
- 8** Beyond the wood, walk along a grassy terrace with low limestone outcrops to your right, before descending gradually to ford a side-stream close to the main river.
- 9** Beyond a kissing gate, leave the river and keep above and to the left of a wooded bank to reach a second kissing gate.
- 10** Head slightly left and uphill, fording a second stream, to reach a gate and stile in the far corner.
- 11** Turn right and walk down the metalled drive (*a footpath on the left by a barn, just before you meet the river, provides a diversion via Doeford Bridge if the stepping stones are impassable – see map*).
- 12** Opposite Stakes Farmhouse cross the stepping stones; follow the path beyond, then left over a farm bridge into a country lane.
- 13** Turn left uphill past a house (The Holly) and then right at a road junction.
- 14** When the road bends left, take the farm drive straight on. Follow it past the converted Knot Barn to Lower Greystoneley (keep right). Beyond Ash and Bramblewood Barn enter the woodland on a rough descending track to a ford (*slippery – use adjacent footbridge*).
- 15** Continue uphill to Higher Greystoneley and follow the drive out to the road. Turn right.
- 16** After a short distance, leave the road over a stile on the left. Cross another stile then aim for the farm beyond.
- 17** Thread left then right between the farm buildings to emerge near the farmhouse.
- 18** Turn left along a hedge then, beyond the farmhouse but before the next house, turn right onto a farm track.
- 19** Follow this track out of the farmyard to the field's end, then turn right over a stile next to a gate. Shortly swing left and follow the fence, then in the corner turn right to a ladder stile.
- 20** Climb half-right up the hill beyond – don't miss the views down the valley behind you.
- 21** Beyond, descend to a gate and stile, then walk down the field to join a rough track to New Laund. Bypass the farmyard to the right.
- 22** At the farm road, turn right (*or left if diverting around the stepping stones – see map*). Beyond the farmhouse, descend alongside the wood to the river.
- 23** Cross the stepping stones then turn left to return to the Inn at Whitewell.

Walk 3: A Hodder Trod



Walk 4: Birkett Fell

Distance: 6 miles (allow 3–4 hours)

A somewhat wilder walk over Birkett Fell, rewarded with wide views over the Hodder valley and encounters with some intriguing limestone features. There are two moderate climbs; the moorland can be bleak in poor weather and paths may be indistinct and boggy in places.

1 Join the concessionary path beside the road towards Dunsop Bridge from Whitewell.

2 Cross a footbridge over a side-stream and go through a kissing gate, then walk up the field past Higher Whitewell Farm.

3 At a wall before an old stone barn, turn right over a stile into the road and turn left.

4 At Burholme Bridge do not cross, but take the farm drive to the right of the river.

5 Follow the track to and through the farm and swing left beyond the farmhouse to a ford and footbridge; turn right over a stile and up the stream to another. Keep on up the slope with the small stream valley to your right.

6 Eventually you cross a ladder stile into open moorland, by a junction of walls. Follow the moorland path beyond, indicated occasionally by marker stones.

7 The path passes between two woods and descends to a gate in a wall. Walk down the hill beyond (well to the left of an isolated stone barn) over three stiles to Giddy Bridge.

8 Cross the bridge and walk through a small wood, then turn right along a track through the farmsteads of Lower and Higher Birkett.

9 Drop to a ford then climb the hill beyond, keeping well to the right of the wood on your left.

10 In the far corner of the field a ladder stile leads out into open moorland. Turn half-left and follow a path down to a stream (passing a waymark post).

11 Ford the stream downstream of an old sheepfold and head up the far bank on an initially indistinct path that becomes more obvious as it climbs the hillside beyond.

12 Aim to the left of Marl Hill Farm to reach a

stile by a lone tree; follow the wall beyond through a couple of fields to a road.

13 Turn right along the road, passing the farm, and descend to a stream. At the bottom, turn right into the drive to Crimpton Farm.

14 The original footpath goes through the farm, but a signposted concessionary footpath diverts below and to the right of the buildings.

15 Climb back up to the footpath beyond the farm and continue in the same direction as before. Beyond a belt of trees, aim for the far left-hand corner of the next field to find a stile into the wood.

16 Turn right and follow the path, sometimes boggy, through the coniferous woodland.

17 Climb a ladder stile into a field and walk downhill, aiming right of a small fenced-off wood (which contains a vertical pothole called Hell Hole; below the wood, to the right of the path, a streamlet drops down a tiny limestone waterfall and disappears into a swallet).

18 Head to the left of the next wood to a stile and then join an obvious track that leads out to the road.

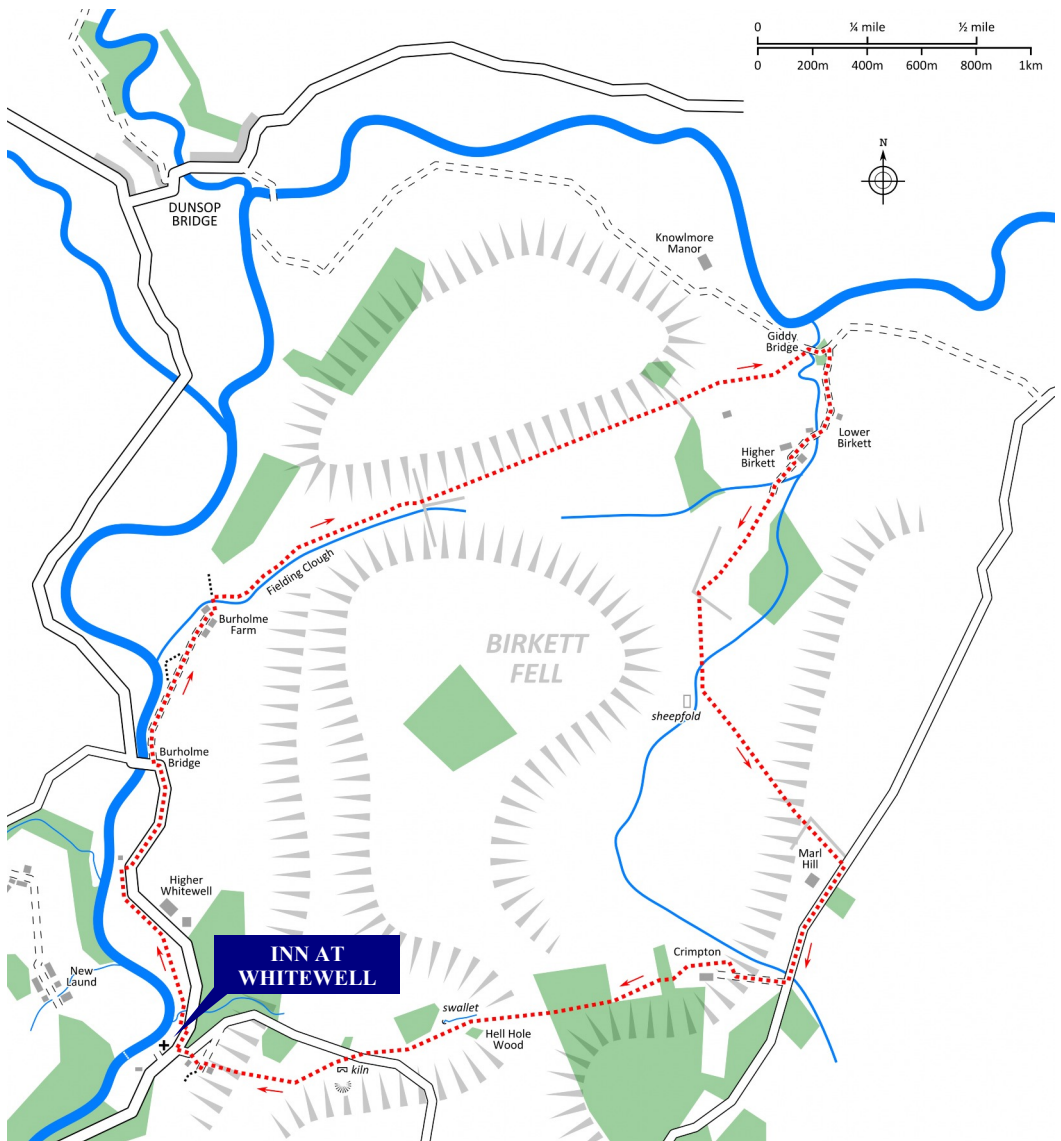
19 Cross straight over through a gate by a former lime kiln and head half-right, aiming left of another wood before bearing further right, downhill, to a gate.

20 Walk down the slope to meet the drive to Seed Hill beside the house.

21 Pick up a path opposite that leads downhill to the left of the burial ground wall.

22 Go down the steps to the road, and turn left to return to the Inn at Whitewell.

Walk 4: Birkett Fell



Giddy Bridge



Stream on Birkett Fell



Old limekiln above Whitewell



Walk 5: Dunsop Bridge and Totridge Fell

Distance: 7½ miles (allow 4 hours) — add 1¾ miles (1 hour) if climbing to Totridge

Without the optional ascent of Totridge this is a fairly long but mostly undemanding walk, apart from a moderate climb to the shoulder of Mellor Knoll. The fellside climb to Totridge is steep and the trig point is on high peat moorland (avoid in poor visibility), but the reward for the effort on a clear day is an exceptional view that includes Pendle Hill and the tops of the Yorkshire Three Peaks. The stepping stones may become impassable after heavy rain.

Follow steps **1–4** of **Walk 4: Birkett Fell** as far as Burholme Bridge.

5 Follow the drive to Burholme Farm, and beyond the farmhouse bear left to cross the footbridge by the ford; continue straight on beyond the stream.

6 Walk down the slope to a gate and stile then bear right between Burholme Wood and the river. Continue alongside the river (don't cross at the impressive iron footbridge) to reach Thorneyholme Hall, where you stick close to the river's edge to a bridge.

7 Cross the river and walk up the driveway to the road. Turn left and walk past the car park to Dunsop Bridge.

8 Just before the bridge, take a metalled driveway on the right past a playground.

9 Beyond a row of cottages, continue along a path next to the stream to a footbridge.

10 Cross the bridge and turn left down another metalled drive. Just before the next house, turn right along the rear of the property to an iron gate.

11 Follow the wall then strike out across open fields, aiming well to the right of a stone barn until you reach the road.

12 Turn right and follow the road for ½ mile, crossing a cattle grid and passing a parking layby on the left.

13 When the road drops down to the stream, turn left over the bridge and walk through the buildings of Hareden.

14 Cross the stream twice and after the second bridge climb a ladder stile on the left.

15 Walk up the hill to a gate and ladder stile in the corner, then walk uphill, keeping towards

the right of the field.

16 If omitting the climb to Totridge, walk straight up the field to a gate in the top right-hand corner and skip to step **19**. Otherwise, look out for a gate and stile in the right-hand wall before the top of the field, concealed behind a bank.

17 Follow a concessionary path that cuts the corner left to a wall, then turns right and follows the field boundary (stone walling interspersed with fencing) directly up the slope of Totridge. Towards the top, the path leaves the wall and zig-zags up the steep slope.

18 At the top of the hill, continue in the same direction up a wide clough through the peat, then bear left to the trig point. Return the way you came, back to the path up from Hareden, and turn right to the gate at the top of the field.

19 Beyond the gate follow the track then bear right to a ladder stile near a field gate. Walk across the bottom of two fields to a gate and stile into woodland.

20 Drop down a hollow way then bear right (uphill) through the trees and into a rough track above the woodland.

21 Beyond a gate, enter an area of felled conifers and walk through the trees beyond, until you reach a gate into open fields.

22 Cross the field to a meet a metalled farm track at a bend, and turn left.

23 At a junction, turn left.

24 Follow the metalled drive between two limestone outcrops and then round to the right until you reach a house (Tunstall Ings).

Follow steps **19–25** of **Walk 2: Fair Oak and Long Knots** to return to the Inn at Whitewell.

Walk 5: Dunsop Bridge and Totridge Fell

