

THE HEBDEN 2020 – ROUTE DESCRIPTION

KEY: TL=Turn Left; TR=Turn Right; FL=Fork Left; FR=Fork Right; SA=Straight Ahead; Thru=Through; Imm=Immediately; WM=Waymarked/Waymarker; FPS=Footpath Sign; KG=Kissing Gate; WT=Walled Track; CW=Calderdale Way. Changes to route are underlined in black.

Section 1. Start at GR 012259 to Old Town CP1 – 3.5 miles (Total 3.5 miles)

1.1 **TL** from Church Hall and opposite Shoulder of Mutton **TL** thru church car park. SA on track and in 350 yds at top of first incline **TL and then TR at T-Junction**. In 700 yds at track junction, bear left. Go over railway bridge and thru narrow cycle barrier. At Cross Roads with cycle WMs, **TL** along Mill Hill and up to main road. GR 026260

1.2 Cross main road (**CARE**). Up Brearley Lane Top and SA up WT. SA at houses and SA on road. In 60yds SA at offset crossroad with FPS (Foster Clough ½ mile). Before farm, **FR** on track. SA into WT and thru gate. SA at WM. At end of WT, thru metal gate and **FL** at WM along path. GR 019269

1.3 At Clough thru gate and over bridge. Along fencing following WMs to go under awning at house. Before garages with white doors, **FL** down WM steps to WM gate before barn and house. SA for 65 yds, thru gate and **FL** off track and SA past post (WM). Thru stone stile, pass derelict cottage, and at hen huts, **FL** downhill. SA up tarmac. At hairpin bend, SA on track for ½ mile, then **TL** down road. In 600 yds before Mansion House **TR** on signed Bridleway. GR000272

1.4 In 200 yds, **TL** down rough narrow path. SA at offset crossroad to reach road. SA across road and down bank into woodland, over bridge, **TL** and in 20yds, at WM, **FR** uphill. SA on road and after last terraced house on right, **TR** up Bridleway. Over first stile on left into field. Half-right (330°) up fields and over stile. SA up 3 fields to metal gate and stile into WT. Bear right and pass old mill. At T-junction **TL** to **CP 1** GR 998286 (3.5miles)

Section 2. Old Town to Slack CP 2 - 3.5mils (Total 7.0mils)

2.1 **NEW: head down road, follow signs & head for Peckett Well** (Original route: SA at cross road along Bridleway. Please be mindful & respectful of horses in fields per local resident request: pass chapel and in 15yds **FL** to left of turreted house. In 40 yds keep to wall on left and SA into narrow walled path. Follow wall on right to go over stiles between houses and **TL** down tarmac to T-junction. **TR** and in 20 yds **FL** down drive, thru stile next to gate of "Akroyd". In 35 yds **TL** at small "path" sign on ground before buildings. GR995291).

2.2 Down steps, **TR** to stile, thru and down field with wall on left to KG at road (**CARE**). **TR** and in 20 yds **TL** thru KG into field. Follow WMs downhill to stream and over wooden stile. SA down cobbles and cross bridge and along obvious path for 700 yds to road. **TR** and pass car park. In 50 yds at post with red and white markings, **FL** off road GR988291 (FOR AN EASIER, FASTER BUT LESS PICTURESQUE ROUTE SA ON WIDE TRACK. IN 1 MILE **FL**, PASS BETWEEN BUILDINGS AT GIBSONS MILL, CROSS BRIDGE AND **TL** ON TRACK. - NOW USE ROUTE AT PARAGRAPH 2.4)

2.3 **TR** at T-junction. At wooden fencing go SA (not down steps on L) eventually descending to FP along stream. In 250 yds, **TR** up wooden steps. SA at WM posts. **TL** to stream and **FR** along it for ½ mile. At white building on left bank SA to cross bridge at Gibson Mill and **TL** on track. GR972298

2.4 When track hairpins right, SA on path and in 10 yds SA to pass steps on right. In 350yds bear left over open area. Pass National Trust sign facing direction of travel and now climb more steeply towards wall uphill on right. Wall becomes fence, and climb steps fence still on right. Thru stile into field, SA wall on left. Thru next stone stile, **TR** up WT, **TR** on main road and in 50yds reach CP 2 GR 978287 (7.0miles)

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Section 3. Slack to Eastwood CP 3 – 3.0mIs (Total 10.0mIs)

3.1 **FL** on grassy path and **TL** at ornamental lamp post. At next junction of paths, sharp **TR** thru hidden stile on to paved way. At house and WM, SA on tarmac. **TL** at WM Bridleway (Colden Clough) and in 80yds **FR**. SA on enclosed path. SA on paved way. SA at metal gate. In 70yds, **TL** and go thru stile. GR 971283

3.2 **TR** along paved way, thru gate and over stile into trees. Follow WMs with wall on right descending to footbridge, and over stream. **FR** at WM and go up steps to reach track and **TR**. In 200 yds, at footpath **TL** up narrow path and **TL** at track. **Immediately TR** up fenced path, over stone stile into field and bear 230° over 3 fields and thru wooden gate in corner to join Calderdale Way. GR 965279

3.3 Cross track and thru gate, joining Calderdale Way, heading towards Blackshaw Head and SA over 5 more fields to metal gate (next to moored ship!), bear left down fence towards houses and road at Blackshaw Head. Cross road junction in Blackshaw Head and follow CW FPS opposite, in 15 yds **FR** on track thru buildings and gate, **FR** and SA on enclosed path. Thru WM KG. Over WM stile to left side of house. Over 2 more stiles and SA at track. GR 959273

3.4 SA CW. Over stile, SA with fence on left and thru stone stile to building at Hippins. In 70yds, **TL** thru KG on CW link path. Follow wall on left then **TR** at FPS (Jumble Hole Clough). Down to bridge over stream **TL**. Pass mill ruin, keep right uphill and in 30yds, **TL** at hidden WM path. Follow downhill for 400yds. SA along concrete track. Track hairpins left and right over bridge down Pennine Bridleway following stream. GR 966265 At buildings, SA to refreshments in mill on left and **CP3**. GR 968263 (10.0miles)

Section 4. Eastwood to Broadhead Clough CP 4 - 3.5mIs (Total 13.5)

4.1 Leave CP, continuing on Pennine Bridleway and before railway arch, **TR**. At junction, SA and in 45yds, **TL** over railway footbridge to reach road. Cross road (**TAKE CARE**) into Burnt Acres Lane.

4.2 Cross river and canal bridges, **FL UPHILL** and in 80yds sharp **TR** off road on to WM path. Uphill for 500yds, on main path which bears left into WT. In 50 yds, (ignore WM path to right), SA to pass ruin below on your left. Thru WM gate and SA following wall and fence on right to WT. **TL** at T-junction. SA at farm and SA thru gate (bike/bobsleigh and overgrown tree blocking route, use gate to right if necessary) GR 972251

4.3 Follow WT which bends left to gate. Thru gate and imm **TR** at wall corner into WT. SA with wall and fence on right. In 200 yard after crossing small broken wall **FL** uphill and SA following bank with clough to right. SA over wooden stile. In 100yds, straight past WM stile on your right and cross over second stile with wall on left. SA on Pennine Way with wall on left. SA over stile and at crossing track SA uphill on hard core track for 500yds heading towards Stoodley Pike. GR 978243

4.4 Go to gap in wall and **TL** on either side and follow wall towards conifers where bear left to enter WT FPS (Dick's Lane). Plantation now on right. Over stile at metal gate. At previously 4-fingered FPS (now just 1 finger), ahead 50° to telegraph pole with 1st boundary stone (BS) next to it. GR 987248

4.5 Then on 60° for 50 yds to 2nd BS. In 400 yds at 3rd BS **FR** 70° on path. In 75yds **FL** 110°. SA for 400yds over brow of hill ignoring two paths to right, and at path on edge **TL** towards 2 marker posts. At posts, sharp **TR** on narrow path steeply down to wood. Thru KG and bear left into Broadhead Clough. SA downhill, SA at WM post, **TR** down steep wooden steps at GR 997250, cross stream to reach **CP 4** GR 000250 (13.5miles).

Section 8 SHORT ROUTE ONLY. Broadhead Clough to Finish 1.5mIs (Total 15.0mIs)

8.1 SA over cattle grid and downhill along track for about ¾ mile to main road where TL. Follow main road for about a further ¾ mile, under railway bridge and in 100 yds, before bridge TR into Church Street to Church Hall and finish. GR 0122259 (15.0 mIs) WELL DONE

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Section 5. Broadhead Clough to New Road CP 5 – 3.0mls (Total 16.5mls)

5.1 **TR** FPS (Bellhouse Moor). **FL** to pass in front of house, and at stone gate posts **TL** on enclosed path. After 3rd stile, **TL** down track, in 50 yds on bend **TR** over stile and follow way-markers diagonally up hill to cross stile over fence into field. SA to right of large rock, thru gate back into wood and SA on path soon downhill parallel to wall on right. GR 002243

5.2 In 300 yds at holly bushes SA to reach and go over hidden wooden stile. SA to track and descend thru trees and **TL** at gate to descend steep field with wall on your right. **TR** over WM stile, and SA to solitary tree and SA to large metal gate and go thru small gate on left. SA and thru wooden gate. TL down road and immediately fork left. In 120 yds opposite houses TR up steep WM path (**CARE** low branch round corner). Follow path round the houses keeping left downhill and **TR** in garden. Follow garden boundary and TR at stone squeeze stile. SA to cross stream over small slatted bridge. SA on path with steep drop on left-**CARE**. Thru stone pillars, down steps to stone gateway. **TR** on road in front of The Hinchliffe. GR 000232

5.3 **TL** at FPS (Higher House Moor). In 150yds **TL** over stile on left at WM FPS (Green Bank). Thru gate. Over stile. **FR** keeping wall on right. GR 000229

5.4 Thru wood rising steadily for 500yds. SA downhill to stream. **TR** over WM stile. In 115 yds left over footbridge and up steps towards houses. Pass to right of houses up steps to road, and **TR**. After next house on left by 50mph sign, **TL**. Up track and over stile at right of gate and then over another stile. Up field, wall on right. Thru WM gate and SA to stile on to road and **CP 5** GR 005 219. (16.5miles)

Section 6. New Road to Little Scout– 4.0 mls (Total 20.5 mls)

6.1 SA on track to bend, **TR** and then **TL** at Junction. In 500 yds. thru metal gate and at wall corner **TL** at FPS (CW). Thru gate or over stile to continue on road. SA at cross roads on CW. SA at crossing track. After buildings **TL** over stile. GR010232

6.2 SA with wall on left, **TL** thru squeeze stile and **TL** on track descending for ½mile becoming walled and steeper. GR 008237

6.3 At sharp left hand bend, by building, **TR**, thru stile, SA to track, **TL** and imm **TR**. SA downhill to metal gate on your right and go thru small gate to left of this gate. Follow wall on left to WM stile and gate into garden, continue on paving in front of houses and at tarmac **TR** uphill. In 10 yds **TL** after houses (Upper Birks) on to grassy track. GR 009241

6.4 Into woods at red gate and in 10yds SA at WM Post. Thru wall and **FR** steeply uphill. **TL** uphill on to broad path and follow yellow WMs for 700yds. Go along top of wood with fence and then wall on right. At WM fence post SA to go over track and SA with wall on right. In 700yds at FPS Hollin Hey Bank, thru stile and **TL**. In 50 yds **TR** up steps. GR 015252

6.5 SA between fence and wall, over wall and follow fence to go thru gate. Cross 3 broken walls and at end of fence, over stile, thru gate and downhill towards wood. SA to road. **CP 6** GR025254 (20.5mls)

Section 7. Little Scout to Finish 1.5ml (Total 22.0 mls)

7.1 **TR** on road and in 40 yds left thru hidden gate next to metal gate. Go steeply downhill to gate on left, thru stile and down steps. Imm **FL** to cross field behind farm to bottom left hand corner and go over two stiles. SA with fence on right. Thru gate and in 30 yds SA thru left hand of 2 metal gates. Follow fence on right, thru stile by metal gate and into WT. GR 022257

7.2 Pass metal barrier pole and **FR** downhill to house and thru small gate. Cross paved garden in front of house and buildings, on to road. In 200yds, **TR** at first WM post and in 20yds, at second turning, **TL** along path. SA following WMs and fence on right. SA with green fence on left to reach and go thru car park. At Shoulder of Mutton **TR** on road, under railway bridge and in 100 yds, before bridge **TR** into Church Street to Church Hall and finish. GR 0122259 (22.0mls)
WELL DONE

Amended 9 December 2019 – no significant updates to 2020 route from 2019 event

Amended 8 January 2020 – amended mileage and some minor details to be more accurate and added Old Town amend to avoid horses per residents request