



Drewsteignton to Fingle Bridge

A shorter and fairly easy route along a picturesque wooded valley, following the infant River Teign down to historic Fingle Bridge

Essential Facts

- | | |
|-------------------------|--------------------|
| ▪ Route distance: | 9.0 km (5.6 miles) |
| ▪ Approximate time: | 2 hours 30 mins |
| ▪ Approx. total ascent: | 330 metres |
| ▪ Start point Grid Ref: | SX 735 908 |
| ▪ GPS Ref: | SX 73582 90847 |
| ▪ Recommended O.S. Map: | Explorer OL28 |
| ▪ Toughness Rating | Devon 2 |

Please see the notes on Toughness Ratings at the end of this report

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CHALLENGE ?**

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Full Info from the Great Walks web site

THE ROUTE

This walk takes in some of the same countryside as our route from Moretonhampstead, but is much shorter and starts in the village of Drewsteignton, near the north-eastern edge of Dartmoor. Park in the village square, by the Post Office.

With your back to the Post Office, **S**, walk out of the square and then down hill. Very soon follow the road to the right, signed for Chagford and Castle Drogo. In about a hundred metres take the signed footpath leading downhill on your left at **A**. Follow the track downhill and up the other side, bearing right a short while later up the steep steps through the trees.

At the top of the woods, the path goes through the gate and follows the right-hand boundaries of the fields up to the top of the hill (look out for the stile towards the top, which is hidden among the gorse bushes!)

Dropping downhill at **B**, turn right along the grassy green path through the bracken below. When you are confronted with an unmarked fork some while later at **C**, take the lower path and follow it through to the path heading downhill, taking the steps at **D**. At the bottom of the steps, **E**, ignore the path to the left marked "Fingle Bridge". Instead take the right-hand turning to follow the footpath along the hillside beneath the castle. This path curves right around the hillside under the castle, and finally descends to the River Teign at the bottom.

Before you reach the bottom, there is a footpath to the left: ignore this, and carry on down to the gate at **F**. Turn left down the road beyond, and stay with it until you reach the track to your left, marked with a fingerpost and labelled "MW", at **G**.

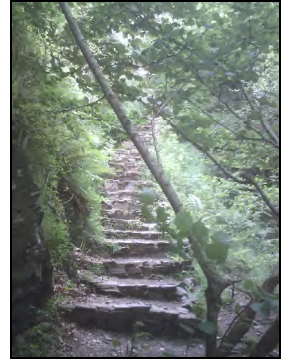
From here follow the path right through the woods to Fingle Bridge at **H**, keeping the river in sight. The path meanders and branches repeatedly all the way through the woods, but it is never difficult to find your way. Be careful on the stone steps in the middle, which are steep and can be slippery, but enjoy the glimpses of the unspoilt little informal nature reserve below you (if you can bear to look down!).

At Fingle Bridge, **H**, turn left onto the road and follow it a short way. When you come to the steep little path pulling away up the hillside to your left, just after the car park, **I**, take this path back up to the Hunter's Path at **J**. Turn left here to descend gently through the woods (which are coniferous here). Turn right at the end of this track, shortly before rejoining your original path, and from there make your way back up to Drewsteignton, **S**.

Refreshment

The Fingle Bridge Inn
Public House
Drewsteignton
Tel: 01647 281287
Meals, cream teas

The Old Inn
Public House
Drewsteignton
Tel: 01647 281276
Homemade cakes and
scones available



Steps Ever Upward



By The River



Castle Drogo



The Fingle Bridge Inn

LOCAL INFO

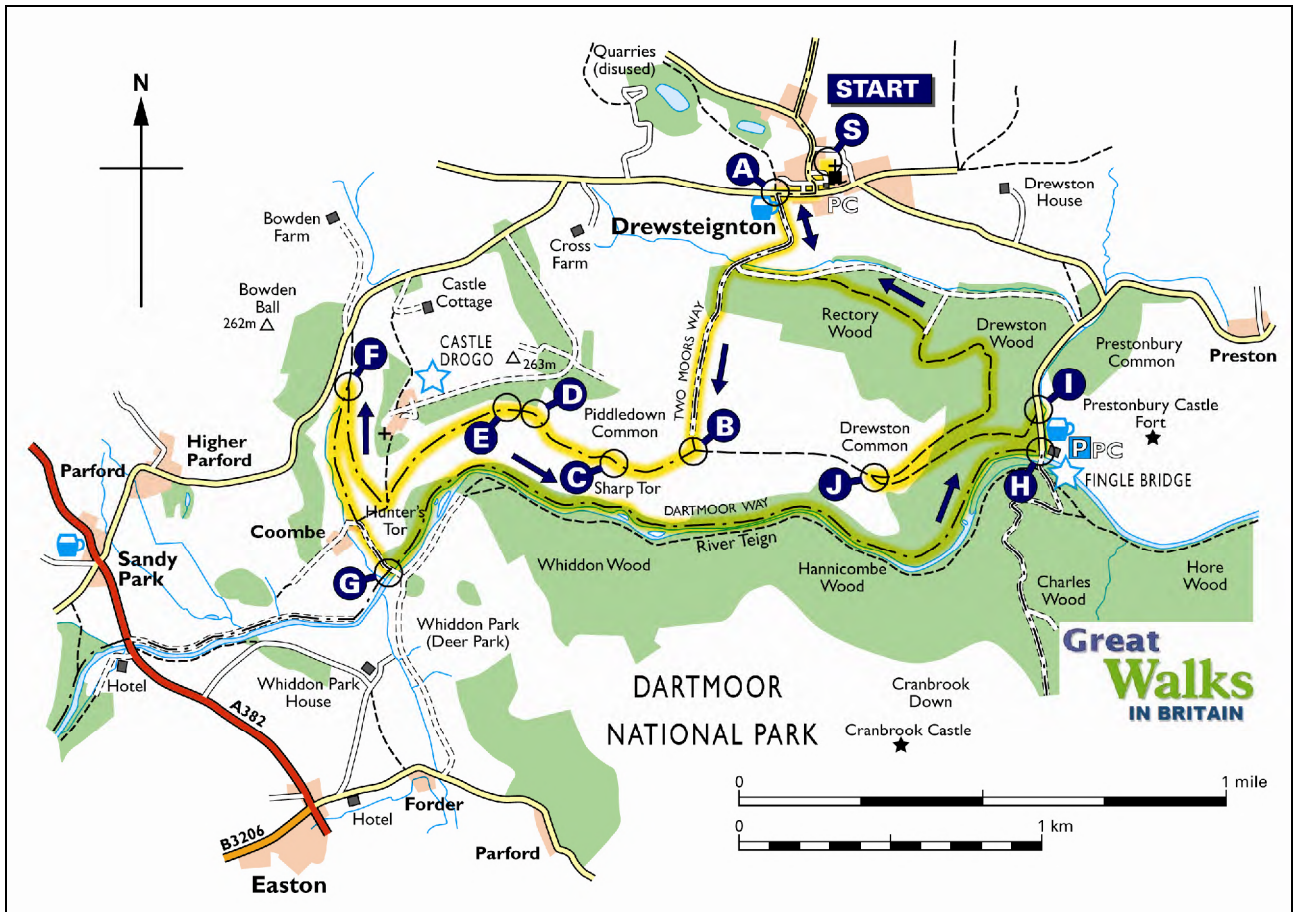
Castle Drogo is a Lutyens designed house, built in the 1910s/20s for Julius Drewe (founder of the Home and Colonial Stores) and thought to be the last private house in the country to be built entirely of granite. Its mediaeval and Tudor features are purely decorative, the most notable being the main staircase encasing the service staircase within.

The garden was also designed by Lutyens and planted by Gertrude Jekyll, and there are various walks through the grounds which link up with this walk.

Spinsters Rock, near Shilstone, is a neolithic burial chamber, built somewhere between 3500 and 2500 BC, and the only dolmen of this type still standing in Devon. Even this one, it seems, fell down in 1862 and was rebuilt to an earlier sketch of the design. Local legend says that it was built by three spinsters one day before breakfast: clearly spinning was a useful way to develop your biceps in those days, as the capstone alone is reckoned to weigh something like 16 tons!

DREWSTEIGNTON TO FINGLE BRIDGE G.P.S. WAYPOINTS

WAYPOINT NAME	MAP REF	CO-ORDINATES		ELEVATION: Metres
FIN S	S	SX 73582	90847	202
FIN A	A	SX 73351	90793	187
FIN B	B	SX 73166	90002	239
FIN C	C	SX 72889	89966	257
FIN D	D	SX 72683	90159	252
FIN E	E	SX 72648	90114	237
FIN F	F	SX 72036	90159	193
FIN G	G	SX 72198	89604	153
FIN H	H	SX 74302	89951	113
FIN I	I	SX 74274	90172	157
FIN J	J	SX 73735	89875	180



Great Walks
IN BRITAIN

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MAP LEGEND					
	Great Walks route		Church with tower		Spot height - metres
	M6 Motorway		Church with spire		Information centre
	A23 Main road		Other place of worship		Parking
	B2116 Secondary road		Cathedral / Abbey		Public convenience
	Minor road		Building		Public house
	Other road		Built up area		Picnic site
	Track		Woodland		Camp site
	Footpath		Sand, shingle or mud		Major tourist feature
	Bridleway		Water feature		Other tourist feature
	National trail				
	Railway				

Safety First

Safety should always be your first priority in planning and undertaking a walk, whether on your own or leading a group. Please read these Safety First and Walking Our Routes notes.

Lead a group of other walkers only if you have leadership and navigational experience adequate for the 'worst case' conditions which may be encountered on the particular walk, bearing in mind the terrain, possible weather and navigational demands.

Weigh up the capabilities of your party, in terms of fitness and walking speed. Adjust your time expectations accordingly.

Ensure all your party are adequately clothed for the weather and conditions. Footwear is particularly important. Clothing must protect against cold, wet or strong sun according to the time of year.

Emergencies are quite rare, but it is essential to think ahead about what to do if someone in your party sustains an injury. Will you have a First Aid kit? Is there a qualified First Aider in the party? How could help be summoned in a serious eventuality?

Refreshment, particularly water, can be vital. Dehydration in hot summer conditions can be rapid, and frequent intake of fluids is essential.

On tougher walks it is a good idea to tell someone where you are planning to go – and when you expect to be back. Remember - mobile phones often lose reception in mountainous or isolated areas.

All our walks use legitimate routes: Public Rights of Way, Public Footpaths, Bridleways, Permissive Paths, Access Land, Byways and Roads.

Road walking calls for particular care. When there is no defined footpath or verge wide enough for safe walking it is usually best to walk on the right – facing oncoming traffic. An exception may be a tight bend, where walkers would be more visible on the left.

Occasionally you may find a public footpath blocked or unuseable. It is perfectly in order to take the shortest available diversion without damaging crops, perhaps around a field margin.

It is courteous to close gates after passing through, sometimes even if the gate was open when you arrived – particularly if it is obvious livestock may escape.

Mutual respect for farm animals is to be encouraged! Don't frighten or annoy them, but equally don't put your party members in danger or discomfort. You certainly wouldn't be the first walkers to go round the outside of a field of frisky bullocks.

Dogs should always be kept on a lead anywhere near farm animals, and under close supervision elsewhere in the countryside.

Walking Our Routes

Our walks are designed to be negotiated using the route directions in conjunction with the map section provided. We suggest walkers also take the Ordnance Survey Explorer or Outdoor Leisure map recommended for each walk.

On mountain, moorland and open heathland walks it is **ESSENTIAL** to have navigational expertise and tools, including the recommended Ordnance Survey map(s).

Take care to observe any cautions in the route description; exposed paths, areas liable to flooding etc.

Consider conditions before setting off. Will heavy rain have made a water meadow impassable? Will frost or snow make a path slippery?

When navigating the route look for clues to confirm you are in the right place. Are map features where you would expect on the ground? Are features mentioned in the text where expected? If you suspect you may have taken a wrong turn, take action sooner rather than later. It is better to re-trace to a known point rather than carry on regardless with the possibility of becoming increasingly confused.

All our routes are carefully checked before publication, but features can change on the ground – sometimes surprisingly quickly. Footpaths may be re-routed, buildings can appear or change significantly and these days pub names seem to change frequently.

The approximate time given for each walk is based on an average walking speed of 2.5 miles per hour (4 km/hour), plus an allowance for ascent, descent and any difficult terrain.

Total ascent is the approximate total ascent over the whole walk.

GPS users can enter in the waypoints provided in each of our walk reports. It is important to read our guide **Introducing GPS for Walkers**, available as a PDF file from the Great Walks in Britain web site.

Remember that GPS is a great navigational tool, but only one of those available to the navigator. Never dispense with conventional map and compass – and the training and skills to use them, especially on mountain, moorland or open heathland walks.

TOUGHNESS RATINGS

Most of our **Devon & Dartmoor** routes can be undertaken by reasonably fit walkers able to utilise the map segments and our recommended Ordnance Survey maps, together with the route guidance notes.

The toughest walks should be undertaken or led only by experienced mountain walkers with navigational expertise. Always consider recent and forecast weather.

Each walk has been allocated a **Toughness Rating**:

1. Easier walks with modest ascent and generally on well defined paths. There may be stiles or narrow gateways to negotiate.
2. Routes which are more demanding. They may include more ascent and possibly paths which are looser or more difficult underfoot.
3. More strenuous walks. There may be prolonged steep ascents, and perhaps several ascents over the whole walk. Conditions may be challenging underfoot.
4. The toughest walks, requiring considerable fitness and navigational experience. There may be prolonged steep ascents. The ability to navigate by compass may be essential.

Toughness Ratings are allocated in the context of the terrain in the edition area. For example a walk rated as demanding in Cambridgeshire may be equivalent to an easier or moderate route in Devon & Dartmoor