



The Granite Way to Great Links Tor

A long and sometimes strenuous walk taking in open moorland, rocky outcrops and one of Dartmoor's highest points

Essential Facts

- Route distance: 15.3 km (9.6 miles)
- Approximate time: 4 hours 30 mins
- Optional extension: 2.0 km (1.3 miles)
- Approx. total ascent: 425 metres
- Start point Grid Ref: SX 544 910
- GPS Ref: SX 54481 91033
- Recommended O.S. Map: Explorer OL28
- Toughness Rating: Devon 4

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

**Up For A
CHALLENGE ?**

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A Team Effort

Full Info from the Great Walks web site

THE ROUTE

This moorland walk sets out from a picnic area near Sourton, south of Okehampton, signed from the A386 as The Granite Way.

Park at the side of the track at **S**, and follow the track up to where it stops at the stone wall. Follow the wall around and uphill, picking your way through the wet ground en route, until you come to the crumbling stone wall which crosses it at **A**.

From here pick up the path which heads towards Sourton Tors, and follow it uphill to where it meets another at **B**. Stay with your path to cross this, and when the path disappears, pull uphill 500 metres or so to pick it up again at **C**.

Continuing uphill a little way, stay with the track at **D** for the main route, following it uphill and then gently downwards to the remains of the peat works at **E**.

For the longer route, take the small path to your left at **D**, where the track crosses the stream, and pick up the track which takes you out over Hunt Tor (**K**) to Kitty Tor (**L**) beyond it. From Kitty Tor make your way downhill to rejoin the main route at **E**.

From **E** the path disappears in the soggy terrain around the stream. Staying mostly to the east of the stream, and following it southwards, you will find that there is a very small path which is mostly dry, and you can cross the stream to regain a good path at **F**, just before the ruins of Bleak House.

Stay with this path around the rocky outcrops at Higher and Lower Dunna Goats, and then turn with the path at **G** as it heads westwards and starts to descend between Arms Tor to your right and Brat Tor to your left (marked, apparently incorrectly, on the OS map as Bray Tor).

At the very bottom of the hill, cross the footbridge at **H** and follow the path along beside the stream until the fence to your left leads you round to the track at **I**. Follow this track around the base of Great Nodden and up the gentle climb back to **J**. If on the way you find your track stops in the middle of nowhere (which is very easily done), drop downhill a few metres, and you will find another which will lead you to the same place.

From **J**, return to your car, at **S**, either over the top of Sourton Tors, or, for a longer walk, pick up the track a little way ahead and follow it down around the foot of the tors.



Looking Up From
The River Valley



Great Links Tor



Dartmoor Ponies
Grazing Free



The Bearslake Inn

Refreshment

Crossways Inn Public House Folly Gate, Okehampton Tel: 01822 52088 Traditional pub with meals and snacks	The Bearslake Inn Public House Lake, Near Sourton Tel: 01837 861334 Bar snacks, real ales
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LOCAL INFO

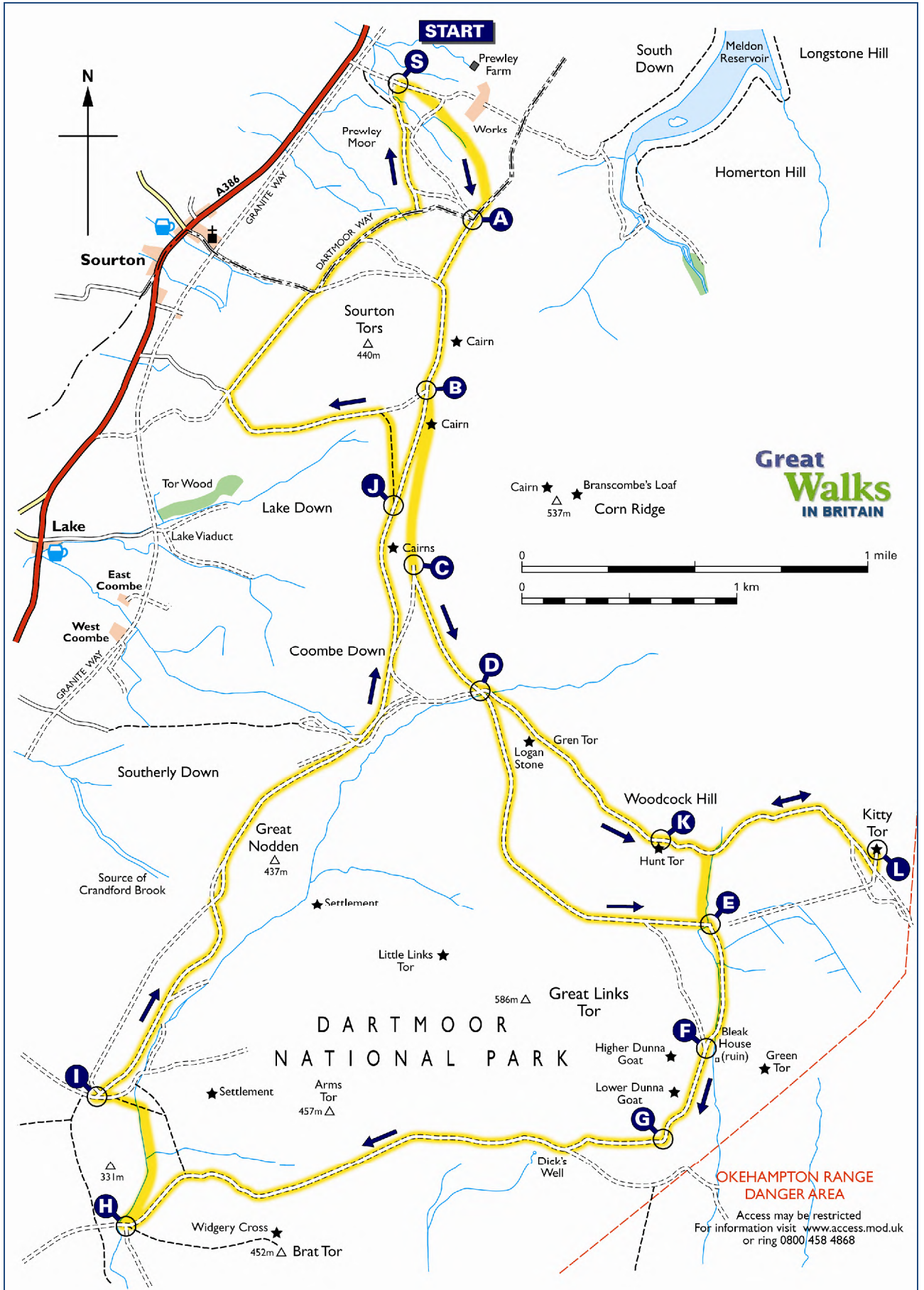
The shallow rectangular troughs on Sourton Tors were dug in 1874 and used for the “manufacture” of ice. During the winter, the water around the spring would freeze into sheets in these troughs, and these would be sold to fishermen at Plymouth for packing their fish, and also to wealthy householders in the area for preserving their perishables.

Other industry in this area included the Rattlebrook Peat Works, which operated in the early part of the 20th century. Fuel briquettes were produced using a compression process. A tramway was built from Bridestowe up to the site, which is the track used for this walk, and Dunnagoat Cottage (popularly known as Bleak House because of the frequently bleak weather conditions) was built for the manager. Despite this heavy investment, however – or perhaps because of it – the business had failed by 1930.

There is a long history of tin-mining on Dartmoor, and the overgrown piles of rubble and waste in many river valleys bear witness to the activities of mediaeval tin streamers. This process involved taking alluvial tin from river beds. Later, open-cast mining took over as the process used for mining tin, by working on the naturally-occurring lodes, or veins of ore, frequently using water to help extract it, and then smelting this black ore into white tin. By the fourteenth century, blowhouses were being used for the smelting; but deep mining did not take place until the eighteenth century, and even then the mines were relatively shallow because of the risk of flooding, until the advent of pumping made it possible to deal with the floodwater.

THE GRANITE WAY TO GREAT LINKS TOR G.P.S. WAYPOINTS

WAYPOINT NAME	MAP REF	CO-ORDINATES	ELEVATION: Metres
GLT S	S	SX 54481 91033	287
GLT A	A	SX 54879 90445	350
GLT B	B	SX 54614 89651	409
GLT C	C	SX 54559 88723	448
GLT D	D	SX 54900 88200	480
GLT E	E	SX 56003 87097	547
GLT F	F	SX 55924 86506	523
GLT G	G	SX 55712 86108	530
GLT H	H	SX 53175 85700	330
GLT I	I	SX 53185 86295	326
GLT J	J	SX 54450 89050	440
GLT K	K	SX 55700 87475	560
GLT L	L	SX 56700 87475	580



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