



Manaton and Hound Tor

A walk encompassing moorland scenery, steep climbs and sweeping views, Dartmoor legends and a visit to the ruins of a medieval village

Essential Facts

- Route distance: 11.2 km (7.0 miles)
- Approximate time: 3 hours 30 mins
- Approx. total ascent: 165 metres
- Start point Grid Ref: SX 749 812
- GPS Ref: SX 74988 81215
- Recommended O.S. Map: OL 28
- Toughness Rating: Devon & Dartmoor 3

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

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Full Info from the Great Walks web site

THE ROUTE

This walk starts from the Dartmoor village of Manaton, north-west of Bovey Tracey.

From the little car park, **S**, turn right to the adjacent crossroads and go straight over, onto the lane signed to Leighon. Pass Mill Farm and at a gate on the right, **A**, take the footpath signposted to Hayne Road for Hayne Down and Jay's Grave.

Follow a diagonal course across the field making for the telegraph pole; an arrow here indicates the path turns abruptly left. A stile takes the route onto a surfaced lane. Turn right here then bear left up the stony track signposted Public Bridlepath Hayne Down for Jay's Grave and Natsworthy.

The track emerges onto Hayne Down. Follow the path right towards the top of the Down and its rocky outcrop. To the right are splendid views to Manaton Church and nearby Wingstone Farm, once the home of John Galsworthy. Head for the far right of the Down to see the weather-beaten granite stack, resembling a human form, which is Bowerman's Nose, **B**.

Descend the distinct grassy path leading away from Bowerman's Nose to join the lane below Hayne Down. Turn left along the lane to reach Moyles gate. Through the gate, immediately turn right to take the bridlepath leading west; the path is distinct. Continue, keeping the enclosure wall to the right, to arrive at a small gate leading onto a minor road.

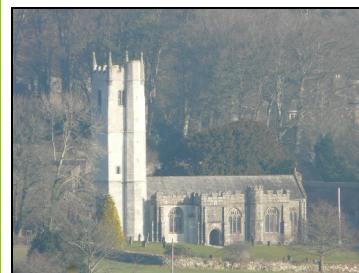
Directly opposite is Jay's Grave. This is the burial place of Kitty Jay, a young woman who committed suicide many years ago, the precise date being unknown. As suicides could not be interred in consecrated ground she was buried here at the meeting point of the parish boundaries. However, she is not forgotten and fresh flowers can be found on her grave daily, placed there by the Dartmoor pixies so the story is told!

Facing the grave, turn left along the road, bordered by wide grassy verges, and pass attractive cottages on the right to arrive at Swallerton Gate. Turn left to cross the road and join the path, **C**, to walk towards Hound Tor which is now straight ahead. Keep the Tor to the left and go around it to descend to the ruined medieval village, which is adjacent to the path – only low walls are now visible. Keep Greater Rocks to the right.

Continue straight on to a small gate, **D**, in a wall. Descend the path to the Becka Brook and cross the small footbridge. The path winds its way through trees to emerge into a wide clearing. Bear left onto the signposted bridlepath for Leighon.

The wide grassy path occasionally climbs straight up Black Hill but always bears left again to track the line of the enclosure wall just below. Look back on this climb for expansive views to Greater, Hound Tor and Manaton Church.

The path crosses a track and from here go ahead to a minor lane; turn left through the gate by the cattle grid and descend. At the end of this lane, at Leighon Cross, turn right for approximately 250 metres and just before the brown Information sign for Becky Falls, turn left onto the public footpath, **E**. The way is now marked by yellow arrows. Briefly follow blue arrows up steps onto a fenced part of the path, but at a small gate turn left again. As a guide keep the stream on the left. Out of the trees the path is bordered by a field on the right. The path exits onto the road into Manaton, **F**. Turn right here. The Kestor Inn is now straight ahead.



**St Winifred's Church
Hayne Down**



Bowerman's Nose



**Medieval Village
Houndtor Down**

Opposite the Inn turn left onto the road to Southcott. Pass Deal Lodge on the right. At the next junction turn right to return to the car park and church, **S**.

Refreshment

The Kestor Inn Public House Manaton Tel: 01647 221204 Traditional ales, home-cooked bar meals	Becky Falls Café Licensed café Becky Falls, Near Manaton Tel: 01647 221259 Meals and cream teas
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LOCAL INFO

Manaton is one of Dartmoor's most picturesque villages. It has an attractive village green beside the church and adjacent to the churchyard is Church House, a Grade II listed thatched cottage. Church houses are a particular feature of Devon and indeed there are many Church House Inns throughout Devon. They were built as places of rest and refreshment for the parishioners who may have walked many miles to attend the church. This one dates from the early sixteenth century. The large white thatched house at the top of the green was once the village inn and a shop and school were adjacent to it.

MANATON AND HOUND TOR G.P.S. WAYPOINTS

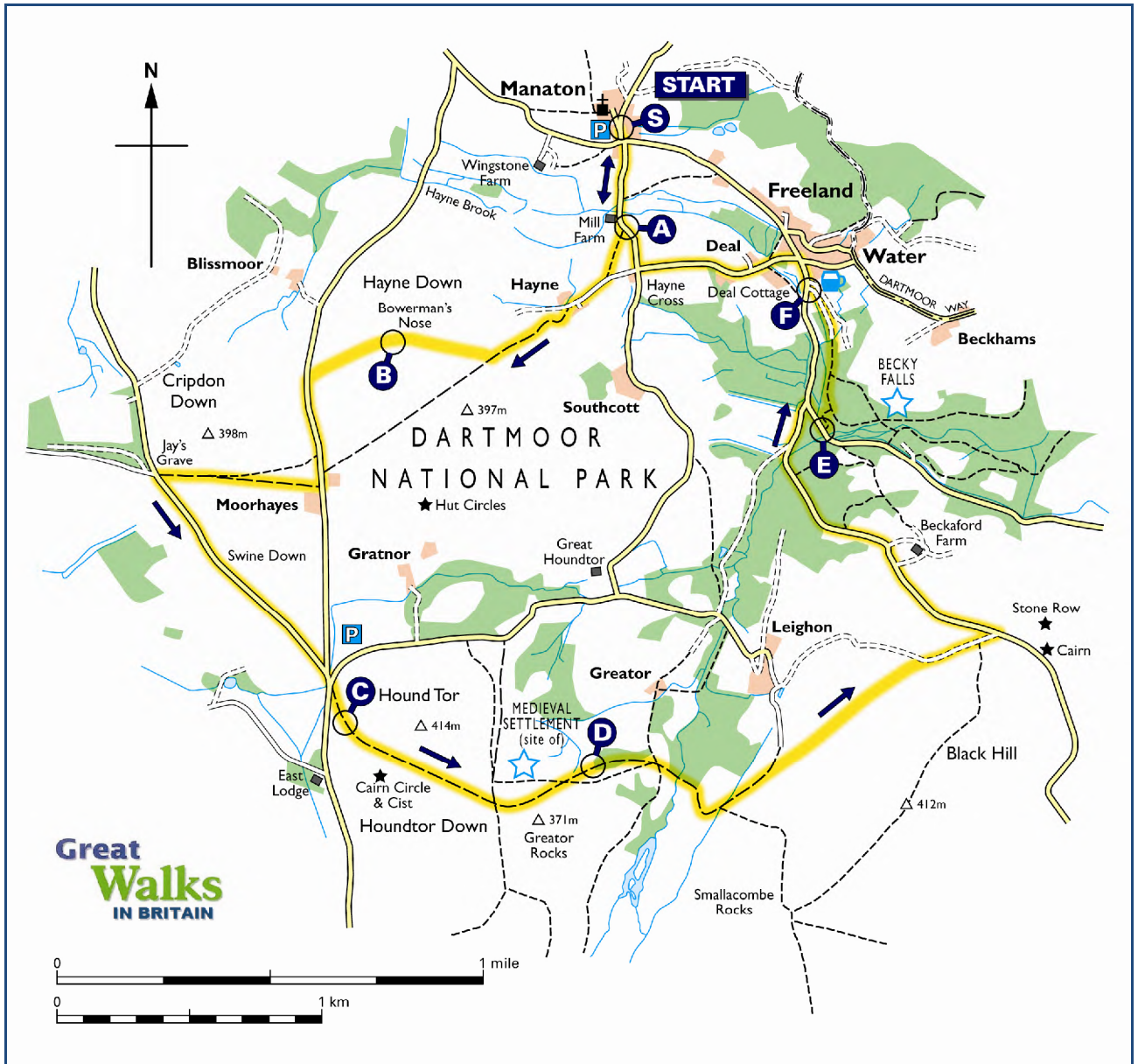
WAYPOINT NAME	MAP REF	CO-ORDINATES	ELEVATION: Metres
MAN S	S	SX 74988 81215	297
MAN A	A	SX 75040 80805	229
MAN B	B	SX 74154 80424	395
MAN C	C	SX 73929 79134	370
MAN D	D	SX 74901 78749	347
MAN E	E	SX 75702 80173	239
MAN F	F	SX 75555 80714	263



The Kestor Inn




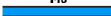



























Church House
Widecombe



Great Walks
IN BRITAIN

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