



Clapham, Austwick and Wharfe

A fairly demanding circuit from Clapham, via Austwick and Wharfe villages. The route follows well-established footpaths but with a steep and rough element, including the Norber Erratics!

Essential Facts

- Route distance: 12.3 km (7.7 miles)
- Approximate time: 3 hours 50 mins
- Optional shorter route: 11.2 km (7.0 miles)
- Approx. total ascent: 386 metres
- Start point Grid Ref: SD 745 692
- GPS Ref: SD 74514 69222
- Recommended O.S. Map: Explorer OL 2 & 41
- Toughness Rating: Yorkshire Dales 3

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

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THE ROUTE

Like our Ingleborough walk, this route starts from the entrance to the National Park Authority car park in Clapham, **S**, where a fingerpost 'Austwick 1½ ml' points down the path to the right of the car park and immediately in front of the public conveniences. After about 150 metres you come into a farmyard, and your path is through a gate slightly to the left. Thereafter it is clear and straightforward, leading through a variety of gates and stiles, across pastureland to Austwick.

Initially there is a glimpse of Ingleborough Hall among the trees to the left, and to the right is the Forest of Bowland. As you approach Austwick you may notice a terracing effect in the land, which is evidence of 'lynchets', an ancient field system of Anglo-Saxon origin. Go over a stile by the roadside, **A**, and turn left towards the village centre.

At the village green follow the road round to the right (signposted 'Settle 4¾ ml') for about 300 metres, passing the Traddock Hotel on the right, then across the bridge over Austwick Beck and immediately take the walled track to the left, **B** (fingerpost 'BW Feizor 1¾ ml') – Wood Lane. Oxenber Wood can be seen ahead, with the more rugged view of Long Scar and Moughton to the left.

Follow this track to a corner where there is a stile and signpost on the right, 'Feizor 1¼ ml'. Take this path across the field, crossing another walled track and continuing uphill across the field to another stile. Here, if you look back to your left, you can see Ingleborough on the skyline, and ahead the hamlet of Feizor is just visible. The route takes you to the left to a small gate in the wall, **C**, and enters Oxenber & Wharfe Woods SSSI (the information board just inside the gate describes the landscape, flora and fauna). The path is well waymarked at first with purple banded posts until you arrive at a fork, **CC**, where you should go right, following orange banded posts.

The waymarked path emerges from the woods at a stile, **D**. Briefly take the track to the left, with a great view of Moughton Scar and Pen-y-ghent, and Ingleborough yet again. After 100 metres, take a stile on the left signposted 'FP Wharfe ¾ ml' and follow a clear path downhill, over several stiles and footbridges to a road. Go left for approximately 100 metres to a bend and take the track to the right signposted 'Crummock 1¾ ml' (a spelling of 'Crummack') which leads to the ancient hamlet of Wharfe. The route goes through the hamlet to **E**, where you turn left down a track which soon narrows and then continues to the road at Mill Bridge. Turn right here, follow the road for about 300 metres, and then turn right onto Thwaite Lane, signposted 'BW Clapham 2'. This track goes steadily uphill, to cross the metalled Crummack Lane, and almost immediately you find a ladder stile on the right, **F**. Here you have a choice: either go straight on along Thwaite Lane to **H**, or climb the stile and go up the pasture to Norber, an ascent of about 100 metres.

Deciding for Norber, having climbed the stile, take the track across the field, ignoring a gate to your left, follow the wall uphill and climb the stile ahead. Keep to the path as it runs alongside the wall round to the left, to **G**. Here you will see a path going uphill sharply back to the right, which soon comes to a four-way fingerpost. Take the direction for 'FP Norber', up a rocky gully, and after a further short walk you are amongst the amazing Norber Erratics, heading for a large cairn, **GG**. If you intend to wander amongst the Erratics this is a good landmark for your return. Having explored the boulders, make your way back to **G**, and again keeping the wall to your left, walk along to a ladder stile and then across a large pasture with evidence of an old tarn (ring wall and reddish vegetation) to the right, to rejoin Thwaite Lane at **H**.



Robin Proctor's Scar



Footbridge With Moughton



Medieval Tower Of St James

Turn right along Thwaite Lane, and almost immediately cross a 'sheep tunnel' – a means of allowing sheep to pass from one pasture to another by going under the Lane. Follow the Lane all the way back to Clapham, passing through the 'Tunnels', to arrive at the gate to Clapham church, I, from where it is a short walk along the road opposite back to the car park entrance, **S**.

Refreshment

New Inn Hotel Hotel Clapham Tel: 01524 251203 Hotel accommodation; restaurant and bar meals; real ales	The Game Cock Inn Pub & Restaurant Austwick Tel: 01524 251226 Restaurant and bar meals; real ales
Brookhouse Café Café Station Road, Clapham Tel: 01524 251580 Accommodation; lunches; teas; snacks	Traddock Country House Hotel Hotel Austwick Tel: 01524 251224 Dinners and luncheons
Croft Café Café Church Avenue, Clapham Lunches; teas; snacks	

LOCAL INFO

Clapham is a small, and ancient, Dales village set at the foot of Ingleborough. It has the usual services, including a Post Office & Village Store which doubles as a National Park Information Point. Clapham is also home to the Cave Rescue Organisation, the volunteer organisation that provides not only cave rescue for this area of the Dales, but also fell and mountain rescue.

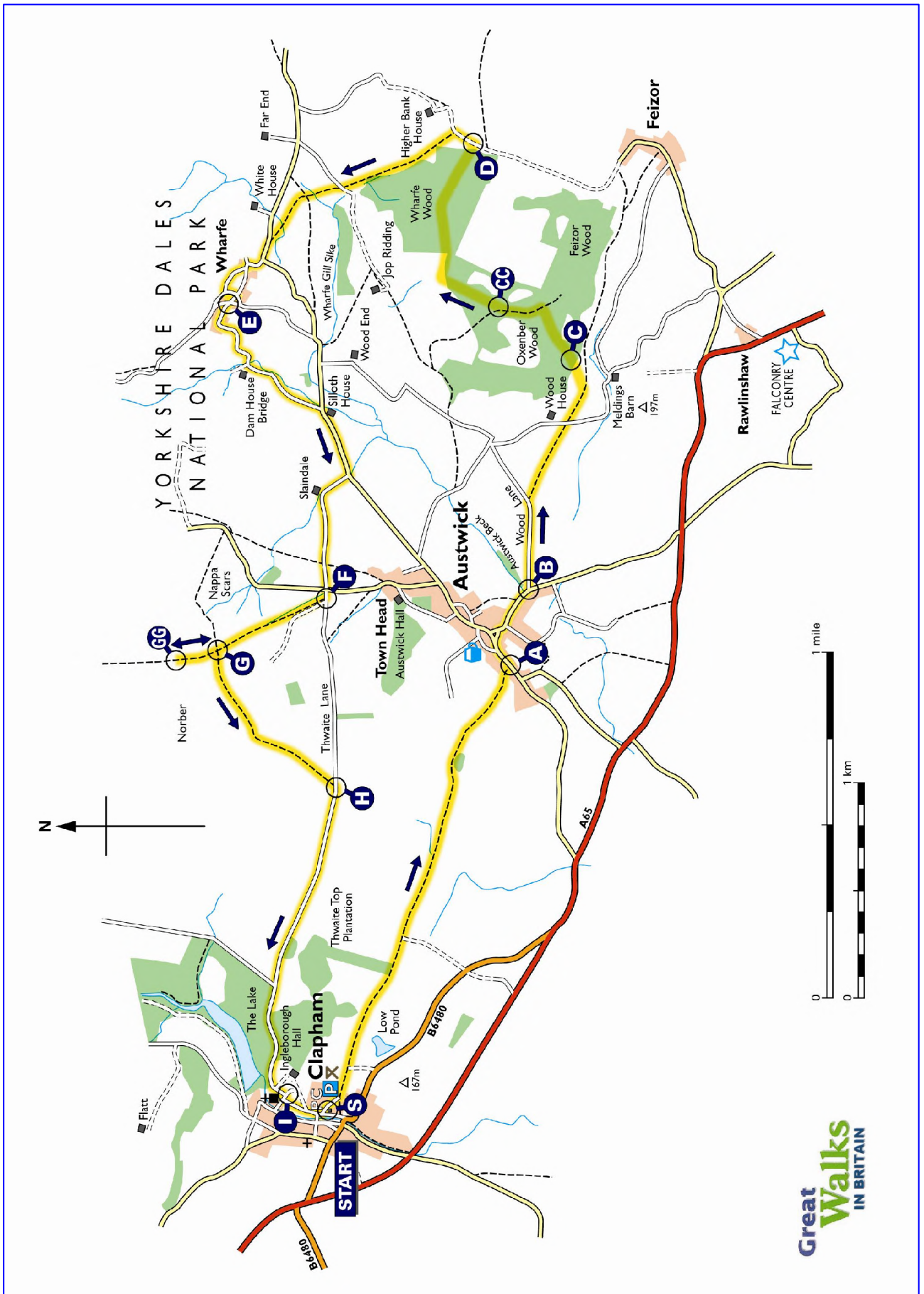
The Norber Erratics are boulders of Silurian rock that were carried by a glacier from their original position about one kilometre north and east, further up Crummackdale. This journey took thousands of years, and when the glacier melted as the Ice Age came to an end, about 13,000 years ago, they were left stranded, like sculptures on plinths, on a bed of carboniferous limestone. Under the Erratics the limestone has been sheltered, whereas all around them it has been eroded by the action of slightly acid rain. The age of these rocks is mind boggling: geologists tell us that the limestone is about 330 million years old, and the Silurian rock about 430 million.



The Game Cock Inn

**CLAPHAM, AUSTWICK AND WHARFE
G.P.S. WAYPOINTS**

WAYPOINT NAME	MAP REF		CO-ORDINATES		ELEVATION: Metres
CAW S	S	SD	74514	69222	159
CAW A	A	SD	76578	68349	151
CAW B	B	SD	76939	68254	142
CAW C	C	SD	78000	68029	200
CAW CC	CC	SD	78228	68379	255
CAW D	D	SD	78980	68509	269
CAW E	E	SD	78177	69704	182
CAW F	F	SD	76900	69201	201
CAW G	G	SD	76602	69677	250
CAW GG	GG	SD	76573	69874	294
CAW H	H	SD	76044	69162	223
CAW I	I	SD	74569	69417	168



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 **Yorkshire Dales** 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 Yorkshire Dales..