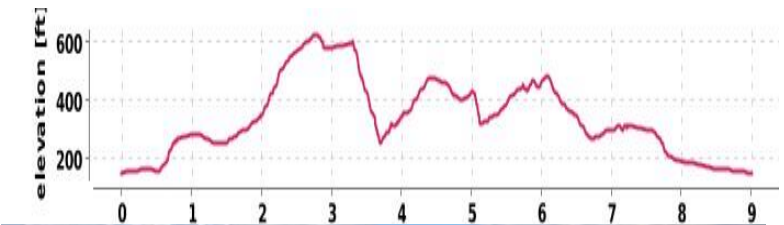


Route Information

The Mile to Millington

Total Distance **9.02 mi (14.52 km)**
 Elevation **149 ft at lowest point**
623 ft at highest point
 Total Ascent **1052 ft**

Elevation Profile



MILETOMILLINGTON

Before you start, just note that there are two stiles right at the end of this walk. The first is fine for dogs to get under but we avoided the second, which smaller dogs can get under, by walking around to a point in the hedge where we got through – see our route description for details.

Start From: YO42 1TW ///ozone.growl.madder

When you park at The Mile please just pop in and let them know that you are walking, and then when you come back you can sample their lovely food and drink - as well as use their facilities.

1. Starting from the car park at the Mile, cross the road and turn left, following the footpath along the hedge line to the turn off right, which is signposted.

2. The footpath heads up a fairly steep slope into the woods, however, just before the woods at the right-hand turn, take the path left that cuts up to the golf course and turn left. You then follow the outer edge of the golf course to the left following the line of white posts. This is the nature trail and it will bring you around to the road inside the Club where you will walk past some lodges.



3. Just follow this road around past the club house as though you were heading for the entrance at the main road, however, before you reach there you will spot a sign post taking you left and through a gap in the hedge and onto the road, then turn left.

4. Follow the road as it bends right through the small hamlet of Kilnwick Percy and up to where the road bends left, ahead you will see the signpost to the Yorkshire Wolds & Wilberforce Ways. Carry on straight ahead up this footpath.

5. The path is fairly steep and a bit of a slog, but you are rewarded with some pretty lovely views on either side and back as you head up, so take time to appreciate them. At the top of the slope the path bends left and heads between fields. Please ensure that your dog does not get excited and dash off into the middle of them.

6. Just follow this really easy path as it bends left and then right to reveal some of the most stunning views in the Wolds, and your chance to take a well-earned break at the poetry bench and enjoy some history.

According to Lewis's Topical Dictionary of 1835 - "Four ancient roads meet this place, which is supposed to be the Roman govicia, where there are traces of a strong camp defended by immense earth-works, from sixty to ninety feet in height, carried indiscriminately over hills and valleys, and encompassed with four, and in some places six, ditches, enclosing altogether an area of four thousand one hundred and eighty-five acres, within which are several tumuli. About half a mile north-east from the village there are foundations of a circular temple and two oblong buildings, Roman pavements, tiles, coins, and various other relics of antiquity, have been discovered."



Millington is supposed, by some antiquarians, to be the Delgovicia of the Romans, whilst others have assigned Delgovicia to Goodmanham, Londesborough, and Market Weighton. However, the remains that have been discovered here prove that even if it's not the site of Delgovicia, it was at least occupied by the Romans. The circular building referred to in 1835 was 45 feet in diameter, supposed to have been the temple of Diana. Millington would have stood fairly near Ermine Street, a major Roman Road which ran from London to Lincoln and then York – Ermine Street had two routes and this shorter one would only have been passable in good weather as it went over the Humber Estuary.



7. Once rested, and having enjoyed a tasty snack, carry on walking along this route above Millington until you reach a sign post on your left taking you downhill. Don't let your dogs run on ahead here as there are likely to be loose chickens at the next farm

8. The route heads straight down here, but just watch for horses at the top and then when you pass through the kissing gate

9. Then follow the fence line on your right, look out for cows or sheep or both at the bottom. You are heading for some wooden duck boards leading to a kissing gate at the bottom. (you can follow the marked path swinging to the right and then back left or just head straight down) Go through the gate onto more duck boards.

10. At the end of this pathway you will come to an impressive Minster Way carved wooden sign where you might want to take photos. Then just follow the gravelled path up into the village.

11. At the road you may want to turn left and take a detour to the fab dog-friendly Gait Inn which can be found here. Or if you have brought your own sandwiches and cheese, turn right and head up the road.

12. Cross the 'main road' and continue straight ahead on the road, walking up the slope of The Balk.

13. At the top of the Balk, cross another road (just watch this one as cars come across quite fast here) and continue straight ahead along the Minster Way which is marked by the signpost, alongside the sign to Little Givendale Farm



14. This is a nice bit of off-road stoned path with some lovely views over the Vale of York, as you head towards Little Givendale Farm, which you pass and then walk through some barns. The farm track bends left after the barn (on your right) but just continue straight ahead on the grassier path.

15. At the end of this pathway you come to a gate (with another footpath heading right before it). You are going through the gate and into Whitekeld Dale. There may be cows in this next stretch but if you are lucky they will either be absent or a long way away - we have only encountered them once close up! So just keep dogs on a lead as you go through and make sure.

16. Follow the path in the Dale down the steep hill to the valley bottom and two gates, one after the other (this shuts out any cows!)

17. After the gates you are in beautiful Given Dale, where you should be able to let your dog off lead for a lovely romp and play in the shallow streams all the way along here. (Just watch for sheep).

18. Follow the Minster Way through the dale, climbing up out of the valley at the end. On your way through look out for the rectangular concrete structure on your left which apparently was used as an outdoor swimming pool by the local children in time gone by.

19. You will go through a swing gate as you walk up out of the Dale, and pass by one of 3 ponds.

These ponds were originally dug out from the marshlands by the Vikings in AD800 as carp fishing lakes. Beyond the pond is a steep hillside topped by a hedge which marks the route of a defensive ditch of Grimthorpe Iron Age Hill Fort – where the Iron Age Grimthorpe Sword was found (which is now in the British Museum)



20. You will then see the tiny church of St Ethelburga's hidden in the trees. I would suggest that you go up into the graveyard and spend some time looking around this lovely little church - plus they always leave out a dog bowl and water next the bench outside where you can take a short rest.



St Ethelburga's was rebuilt in 1849 (by John Singleton) using original material although some of the medieval stone from the first church was used to build roads. John Singleton was the son of another John Singleton, regarded as England's first professional jockey and horse breeder who was born in Melbourne, East Yorkshire and who purchased the major part of Great Givendale and lived here from 1774. John Singleton Junior became a land agent and lived in the family home (There was also a nephew John Singleton and his son John Singleton – who were both successful jockeys). There are 13 headstones with Singleton name in the churchyard.

21. Once rested head out of the churchyard away from where you came in and up to the road through the metal kissing gate. Turn left on the road.

22. After a short distance as you leave the village you will spot a signpost on your right where you turn right and head through Brimlands Wood.

23. The path exits the wood at a left turn and you emerge at the edge of a field where you turn right.

24. You are still on the Chalkland Way here as the path bends left after about 1/3 mile (still following the field edge), left again after about 1/4 mile, then shortly after this right again, then right and left in quick succession - basically just keep following the path.

25. You now should have Grimthorpe Wood on your right-hand side and an area of fields on your left called The Park. Just follow the path along the edge of the wood until you reach a turning right taking you into the wood itself.



26. Walk through the wood on the path (it was very muddy here even in mid-summer, so just tread carefully). We also came to a tree that had blown down across the path, which we had to climb over - but hopefully that may have gone now.

27. At the end of the wooded section you will come to a stile. Fortunately, this stile has a gap underneath that is suitable for dogs, so we were able to handle it quite easily.

28. This takes you into a field, where after a slight left you can walk straight ahead and through the field - being careful to keep you and your dog to the path.

29. At the end of this section, however, is another stile, which is not so easy. So, if your dog cannot manage this one, just turn right before the hedge in the ploughed tracks and just before the edge of the field you will be able to walk through a gap in the hedge on the left and onto a quiet road. If you have gone over the stile you just cross the road straight ahead into the next field, and if you have bypassed it turn left on the road to make your way back to the stile.

If you look to your left here you should just see Ousethorpe Farm, beyond which there are the remains of the medieval settlement of Ousethorpe with a moated site and watermill at Mill Farm. There was a fulling mill on this site in 1241, which was designed to process woollen cloth. Earthwork mounds around the wheel pit are thought to be the remains of the mill building, which would have contained the water-powered machinery used to beat woollen cloth in water to thicken and improve it. The mill would have been fed by an artificial mill pond. Excavations in 1962 here found evidence of a chalk walled house which remained in use until the 16th century, Saxon-Norman pottery and a pit from the Iron Age. Aerial photographs show the layout of Ousethorpe Village - two rows of houses facing each other across a small central green.

30. You can easily walk through this next field in between any crops that are growing and pass over the field edge onto your final field.

31. This path has a hedge on your right and a field on your left and it continues right up the The Mile road, where you can cross over and turn right. Please be careful of fast-moving traffic here.

32. Follow the first part of the road along the edge keeping to the verge and you will soon meet up with the footpath you came out of the Mile on. Follow this back, cross the road and you are home and dry back at the Mile - Hooray!!

