

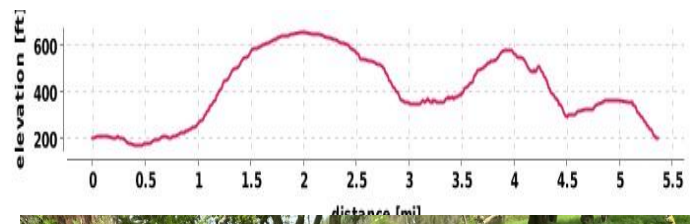


Route Information

Settrington Beacon

Total Distance	5.37 mi (8.64 km)
Elevation	171 ft at lowest point
	654 ft at highest point
Total Ascent	838 ft

Elevation Profile



Before you start, just note that there is a stile right at the end of this walk which, when we did some of this this route the first time, had a gate next to it that would open, but this time was firmly tied up (maybe because of sheep) but there was no way to get Bill under it so he had to go over. Luckily there were 3 of us to lift him this time, but it was tricky and he was very confused.

Start From: YO17 8NP ///fail.headers.just

1. We parked along Back Lane at a point just at the end of the lane and well off the track, on which you will return at Low Bellmanear Farm. Then turn right on the road and walk up the hill.
2. After about a 1/4 mile you will come to another stony track on your right to Wardale House which you turn up. As this is part of Settringham Estate a sign on the telegraph pole advises to keep dogs on a lead.
3. Walk up to where the track turns left to the farm house, and carry on straight ahead across the grassy field with the hedge on your right. (there is no sign)
4. At the end of the field at the fence line where there is a wooded area on your left and right. There is a stile here but also a swing gate at the side. Go through the gate.
5. Walk through the middle of the two tree'd areas where the path opens up onto the bottom end of Cinquefoil Hill. Walk along the top of this field with the fence and wood close on your left.
6. As the trees and fence swing left, turn right down the hillside and head towards the small clump of trees where there is spring running through the middle of them.
7. The clump of trees has a wire fence around it. Walk around the fence clockwise and on the next side you will see a wooden swing gate, with the spring running through a stone gully on the other side where Bill had a nice fresh drink.
8. Go through the gate (there may be sheep here) and carry on walking straight ahead over this next field, which is Town Wold. Literally walk in a straight line to the other side where you will spot an open gate, yellow way marker on a post and a few trees on either side in the fence.
9. Follow the path ahead to some sparse trees on your left and just keep walking as the path meanders up and down. You will get some fantastic views all around you so do stop and enjoy them as your dog has a romp around (unless there are sheep of course) and also catch your breath.
10. Where there is a gap in the trees and you see a gate down to your left - ignore this (not like us - we took a short detour there and back when we realised our mistake!) and just keep on straight ahead towards the farm house, Wold House, up a fairly steep slope with the scraggly trees still on your left.
11. With Wold House on your right, walk past it up to the fence line at the top of this sloped field where you will spot a yellow way marker plus another gate and a stile. The gate is tied shut, but it is possible to go through the fence to the left of it where it joins the other fence line coming up from the left.
12. Once you have negotiated this, walk up straight ahead with the trees on your left and you will come to a stony driveway on which you turn left. This brings you to a road at the top.
13. Cross straight over the road where you see a public footpath signpost, which takes you to a field.
14. This field had been completely ploughed and planted with peas, so you could not see the footpath at all - but it is there! So, walk directly across it in a straight line. You can't really see where you are heading to until you are part way across but when you do see the hedge ahead, head for the tree and the hedge running away into the next field.
15. At the other side of the field there is a yellow way marker on a post and the path continues along the side of the field ahead, with the hedge on your right.
16. Walk to the bottom of this field where you will see an abandoned farm building of Many Thorns Farm. The path swings left and then does carry on along the farm road but you need to turn right off it just after the field corner and head behind the abandoned building.
17. The path heads into a wooded area and you just follow it through and out the other side where you are rewarded with some fabulous views over Bassett Brow.
18. Bill actually went ahead here and started barking out of sight, so I was a bit worried that he had found something he shouldn't. In fact, he had just found a very nice bench, dedicated to farmer James Stephen Kenneth Wood, on which we could sit and enjoy our lunch - clever Bill!
19. After enjoying the views and peace for a while carry on along the path with those fantastic views to your left. The path heads along and down but just keep going.

20. The path goes down to the valley bottom where we walked past a mass of cowslips on our right at one point, which was really lovely, so do this walk soon if you also want to see them. You'll then come to a swing gate which you go through.

21. There were sheep on the other side (in fact there could be sheep at any point along here) and a sign which just read 'caution tree' - make of that what you will. We also walked past what looked like a crater but what I think was just a disused pit. You are looking across to the small village of Thorpe Bassett here

Thorpe Bassett was listed in the Domesday Book compiled for William the Conqueror in 1086. In 1066 the Lords of Thorpe Bassett were the Normans Cnut and Gamal, Sons of Karli, and Ulfkil and the property was valued at £1.

22. At the end of this section is a footpath sign pointing you right along the Wolds way and Centenary Way. This path heads up hill again towards some woodland. Cue pausing lots as you amble up hill and there is another bench at the top so you could take advantage of this and have a breather.

23. Enter the woods via a wooden kissing gate or the swing gate next to it and follow the obvious path through trees.

24. The path continues to go up slightly and then comes to another Wolds Way/Centenary Way sign pointing right.

25. Keep following the path to the next Wolds Way / Centenary Way sign that steers you left.

26. The path eventually emerges on the road near Settringham Beacon. I am now kicking myself as there is a trig point here apparently but I did not stop to 'bag' it so I am going to have to go back!

The beacon or signal station is the most spectacular Roman artefact in the Settrington area formerly found on Settrington High Street near the present water tower, which was not demolished until 1831. The beacon was an iron brazier at the end of an arm on the top of a pole (much like the one replacing it today), standing about 650 feet above sea level, it received signals from the fires lit at the signal station in the grounds of the present Scarborough castle and passed them on to the York area. It is said that the area in which the beacon's light could be seen was some 400 square miles.

27. Cross the road and continue ahead up the farm track over the other side (slightly right) still keeping to the Yorkshire Wolds Way and Centenary Way.

28. Follow the track down towards the farm and walk through the farm yard straight ahead following the signs for the Yorkshire Wolds Way and Centenary Way.

29. At Screed Plantation turn right following the signs and then left to walk down the edge of the Plantation.

30. Halfway along this section you will spot a signpost pointing straight on and right. Turn right and follow the field edge with the hedge on your left. If you've done our Cinquefoil and Fizgig Hills Walk you will now recognise the route.

31. The path goes past Settringham wood on your left and to a swing gate which you go through to emerge at the top of Fizgig Hill.

From our past investigations you may know that a Fizgig is a frivolous woman, fond of gadding about in search of pleasure. A fizgig is also a type of firework that hissed rather than banged. Gig is another word that has had many meanings; Chaucer knew it as a fickle woman but Shakespeare considered it to be a child's top. Fizz meaning bubbly came along much later, probably as an imitative sound. It may be the same word as fise; a smelly fart.

32. Walk along the grassy path which runs down the hill towards the gate over on your left. There were lots of sheep here on both occasions we walked there so dogs will probably have to be on leads.

33. Go through the gate and continue straight ahead across the fairly flat field towards the next gate, which is the problematic one, with the impassable stile. Last time we did this part of the route the gate could be opened but this time it was tied up within an inch of its life. Smaller dogs should be able to get underneath and if there wasn't a puddle Bill may have been able to snake under it. As it was we had to lift him over which confused him and luckily, I have two fab walking companions.

34. Once you have negotiated the stile carry on towards the farm house at Low Bellmanear. Walk past the pond and the path turns right onto the farm road.

35. Now all you have to do is follow the farm road back to the start with the Kelds over on your right. There are a few cattle grids on the way but they are all passible. Eventually you should arrive back at Back Lane where you parked.