

English Lakes Hotels

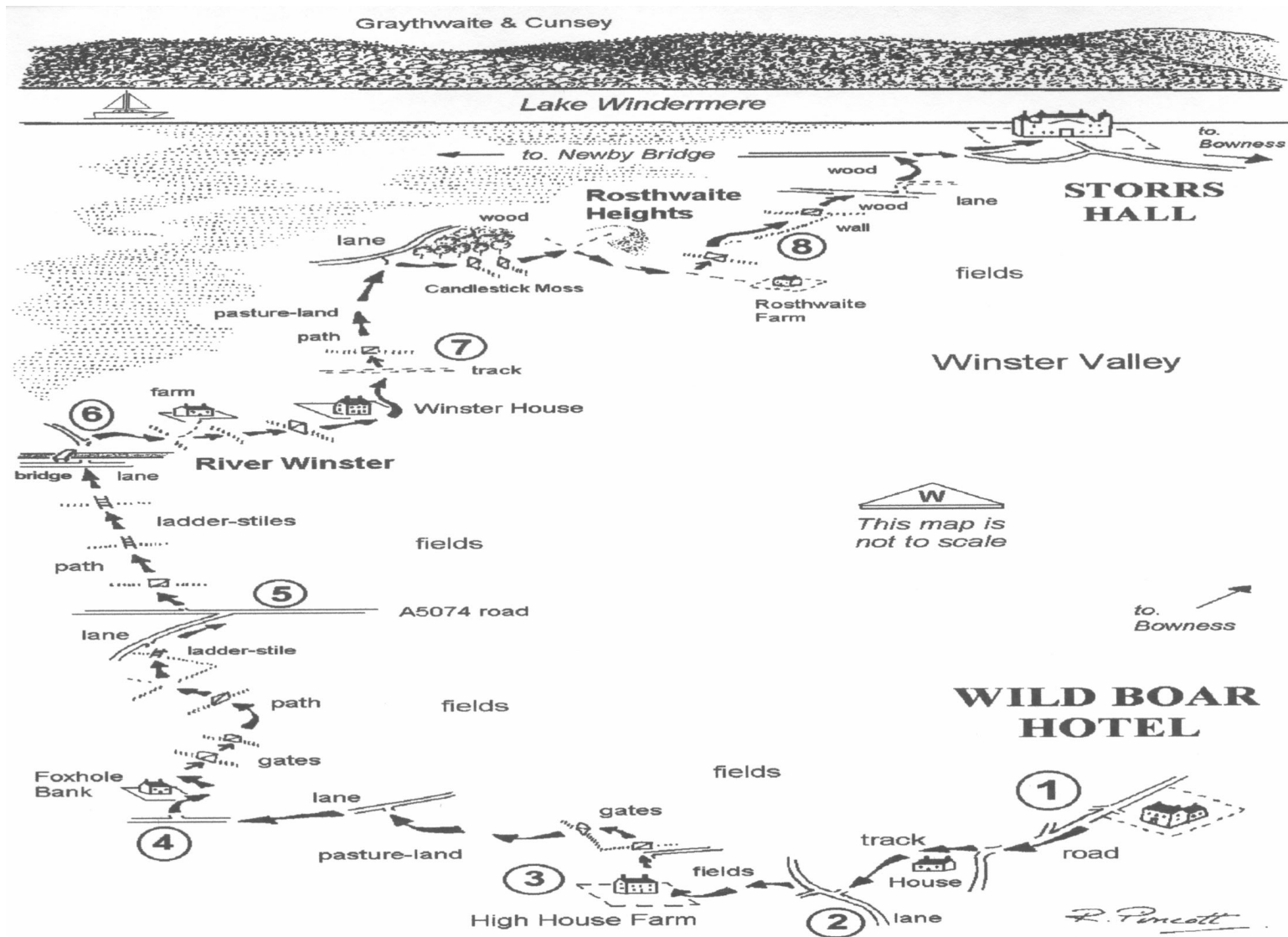
Route 2

The Famous Wild Boar to Storrs Hall

Description: This is best described as a pleasant adventure into the delightful countryside east of Lake Windermere. Depart one hotel, which blends the ambience of a country Inn with modern luxury, to arrive and experience one of the most elegantly appointed lakeshore hotels in the Lake District. The beauty of this walk is that the views seem to change every few minutes and pleasant paths are in abundance. Enjoy the rugged rural scenes of bracken covered hillsides, the many hundreds of dry-stone walls, each with their own character, the myriad of trees that seem to defy the laws of gravity as they cling to the thin soils, not forgetting, of course, the ever-present dramatic backdrop of distant mountains as they stand proud between the green of the earth and blue of the sky.

Distance: 7 ½ miles (12 km) : Allow 5 hours (Strenuous in places). **Start from:** The Famous Wild Boar at Crook.

Safety: Most of the paths will be rough, stony or muddy, therefore, stout boots with a good grip on the soles are absolutely essential. Waterproof clothing is recommended for your own comfort along with energy-giving food and drinks.



1. From The Famous Wild Boar, join onto the main Kendal/Bowness road. — **Turn left** and (facing the oncoming traffic) proceed for 150 yds, to reach a cottage on your left, (opposite a lane on your right). — Continue along the road for a further 50 yds, then **turn right** onto a narrow tarmaced lane. — Proceed for 100 yds to reach a Y-junction. — **Bear left** and after 200 yds (by the side of Spigot House) the lane alters into a stony track. — Proceed for $\frac{1}{3}$ mile and (after passing through several gates) this track will eventually terminate at a tarmaced lane. — **Turn right** and (within 75 yds) pass by a lane on your left.
2. 50 yds further on, **turn left** through a gate, [Public F.P.] to enter a field. — Walk directly in line with the finger-post, (up the side of the rocky fell) for 150 yds, to locate a [waymarker] arrow. — 50 yds further on, pass through a gate in a wire fence.— **Bear left** and ascend alongside the left-hand fence, then **turn left** across a stile in a short length of wall.— **Bear right** and in the top left-hand corner of this field, cross over a stile.— Proceed alongside the left-hand wall for 100 yds, then pass through a gate to enter the farmstead of High House. — **Bear right** and (following the waymarker arrows) zig-zag between the outbuildings, to exit the farm via a large gate with a double-rutted track on the opposite side.
3. Follow this track, (parallel to the wall on your right) for 300 yds, then **HALT** at the corner of a sharp right-hand bend. — **Go straight ahead** (through a large gate) to enter a field. — Continue straight for 150 yds, to pass through a gate. — Descend between the gorse bushes (for 75 yds) to reach a 3-way signpost. — Walk down the hill [Bulman Strands] and after 250 yds, arrive at 2 gates in a corner wall. — Go through the left-hand gate and descend [waymarker] for 100 yds, to pass through another gate. — Continue downhill (across pastureland) and after 200 yds, the path leads to a gap in a stone wall. — **Curve right** (for 150 yds) and join onto a lane. — **Turn left** and after $\frac{1}{3}$ mile, **turn right** onto a driveway [Foxhole Bank].
4. Descend for a maximum of 100 yds, then **bear right across the grass** [waymarker] to pass through a large gate. — **Turn left** and pass through a gate at the rear of a barn. — **Turn right** (uphill) for 50yds, to enter rough pastureland. — Ascend for 100 yds and pass through a gate.— After 200 yds, pass through another gate. — **Curve left** (up the grassy slope) for 215 yds, to go through yet another gate. — Follow the path straight ahead and descend to a gap in a boundary wall. — DO NOT follow the track straight ahead, but **bear right** (across the grass), to climb over a ladder-stile 200 yds distant. — **Turn left** then climb over a stile (after 50 yds) to link up with a lane. — **Turn right** and after $\frac{1}{4}$ mile, reach a junction with the main A5074 (Lyth Valley) road. — Cross over the road and **turn left**.
5. Walk for a maximum of 150 yds, then, (at a small lay-by) **turn right** across a stile [Public F.P.]. — Descend between the gorse bushes and after 150 yds, pass through a gate. — Follow the line of the left-hand wall for 300 yds, to climb over a ladder-stile. — Continue straight ahead for 350 yds, to climb over a 2nd ladder-stile.— After a further 400 yds, cross over a stone-stile situated in the bottom left-hand corner of this field. — Walk along a short path, then, **bear left** (across a lane) to cross over a stone footbridge (by the side of a ford). — Proceed for a maximum of 25 yds, then **bear right** onto a stony track [Public F.P.]. — Walk alongside the right-hand wall for 150 yds and pass through a gate.
6. Continue on a broad, stony track for 250 yds, then **HALT!** after passing through a gap in a stone wall. — At this point, step down 20 paces to your right and walk along the grass, (parallel to the wire fence on your right) to cross over a stone stile in the wall seen 150 yds away. — In the next field, go straight ahead and cross over a small beck. — Proceed straight ahead for 100 yds, to pass by a [waymarker]. — **Bear left** and after a further 150 yds, go through a wooden gate in a corner wall. — Follow a track for 200 yds, to link up with the tarmaced driveway of Winster House. — **Turn left** and ascend the driveway for 75 yds, then **curve left** (up by the side of the house) to link up with a stony track.— Pass through a gate, then ascend this steep, stony track for just under 400 yds, to pass through a tall gate. — 10 yds further on, **bear left** across a broad, stony track, to link up with a grassy [waymarked] footpath.
7. Follow the footpath for 350 yds and pass through a gate. — Proceed for $\frac{1}{2}$ mile, then **turn right** (through a gate) to enter Candlestick Moss. — Walk alongside the left-hand fence (using the occasional footbridges), to pass through a tall gate. — 100 yds further on, go through a small gate. — Follow a grassy path across the fell for 150 yds, to reach a 3-way signpost. **Detour** : Straight ahead (on Rosthwaite Heights) is one of Lakelands' most fabulous viewpoints. Highly recommended, but return again to this point! — **Turn right** [Rosthwaite] and after 300 yds, cross over a small beck. — 20 yds further on, **bear left** at a U-junction. — Proceed for 200 yds, then **turn left** onto another track, signposted [Public F.P. Storrs]. — After another 200 yds, climb over a ladder-stile. — Continue across rough pastureland and after 300 yds, the track leads to a gap in a stone wall.
8. **DO NOT go through the gap!** Instead, **bear left** and with the wall (and the enclosed field) on your right, descend a grassy path for 250 yds, to reach a ladder-stile & gate on the edge of a wood. — On the opposite side of the stile, **bear right** and continue downhill (between the trees) for 200 yds, to link up with a lane. — **Turn right** and walk up the lane for a maximum of 100 yds, then **turn left** onto a hard-surfaced track. — Proceed for only 30 yds, then **bear left** to enter another small wood. — Descend the well-defined footpath for 300 yds, then pass through a gate by the side of a house to reach the main Newby Bridge/Bowness road. — **Turn right** and, (facing the oncoming traffic) proceed for 200 yds, then **bear left** across the road, to link up with a broad, stony track. — With a triangular-shaped field on your right, follow this track for 100 yds, then **bear left** onto the hard-surfaced driveway, to finally arrive at the main entrance to Storrs Hall.