

# Newbiggin and the Carriers' Way

Follow the footsteps of our ancestors through the ages...



**8** Once again the path is elusive, but keep straight on with the hill sloping up on your right and the Carriers' Way will soon become clear and easy to follow. At this stage of the walk, take time to admire the wonderful pastoral panorama to your left as you look across into Hexhamshire. You are looking into the valley of the Devil's Water where Cadwallon of Gwynedd was killed by King Oswald's army after the Battle of Heavenfield in 634, thus setting the scene for the Northumbrian Golden Age. Pass a shooting hut.

**7** Continue past Riddlehamhope and around to the right through a gate and on to a stony track. Shortly after take a stile on the right.

There isn't a definitive path. Set a course across the moor towards the edge of the plantation you can see ahead and you will come to an unexpected natural feature, a winding glacial meltwater channel. Follow the path down and look at the beautifully crafted sheepfold. Go across the board walk and around the edge of the marsh to climb back up onto the fell.



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**9** Hexham racecourse can be seen on the far hillside to your left. Ignore the first marker (indicating a path to the right) and take the next, which will bring you across the fell to a ladder stile and then diagonally on a rough and boggy path to Pennypie House. As an alternative (avoiding the boggy section), go along behind the wall across the moor until it meets the track which leads down to Pennypie.



Lapwing



**10** Go through the gate and take the track back to Blanchland with Shildon Burn to your right. Evidence of the area's mining past is seen all around, the most obvious being the old engine house at Shildon.



**6** After several gateways and a stile you will eventually come to Riddlehamhope (the "R" of the milestones). This Victorian building was probably used as a shooting lodge in the 1920s to 1930s. The remains of a late 16th or early 17th century bastle house can still be seen next to the house.



**5** Across the valley to the left is the village of Hunstanworth. In the middle distance you can also see the derelict farm of Gibraltar, possibly named because of its position on a rocky crag. Keep on the track as it runs parallel to Beldon Burn in the deep river valley to the south. Look out for the mile stones R2M, R1M to the right and a striking circular stone enclosure of Scots pines on the left.



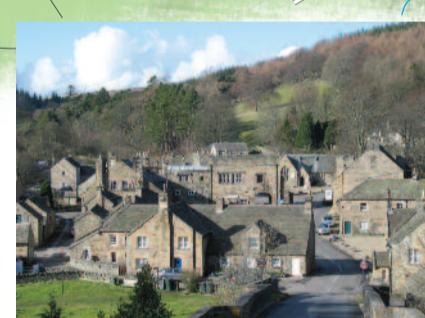
**3** Newbiggin Hall on the left is a shooting lodge for hunters using the famous grouse moors. Where the metalled drive finishes, take the gate ahead and follow the track around to the right and eventually through another gate. Then follow the track along the edge of a wood to another gate.

**4** At this point those choosing a shorter walk turn right and climb the hill to follow a track through the wood and across the fell to a shooting hut.

At the shooting hut rejoin the main walk and continue on to the gate, noting the Carriers' Way marker stone to the right.

If you are not taking the short cut keep straight on.

**1** Start at the car park in Blanchland. Turn right, then turn right again at the corner opposite archway and walk along the road until you reach the playing field and follow the track along the top side of the playing field to the tiny hamlet of Baybridge.



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**2** At Baybridge carry straight on and cross the road. Go through a gateway and along a metalled drive. Please take care.



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