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### **A request**

The author and publisher have tried to ensure that this guide is as accurate and up to date as possible. Nevertheless, things change. If you notice any changes or omissions, please write to Trailblazer (address above) or email us at  info@trailblazer-guides.com. A free copy of the next edition will be sent to persons making a significant contribution.

### **Warning: long-distance walking can be dangerous**

Please read the notes on when to go (pp14-16) and outdoor safety (pp72-4). Every effort has been made by the author and publisher to ensure that the information contained herein is as accurate and up to date as possible. However, they are unable to accept responsibility for any inconvenience, loss or injury sustained by anyone as a result of the advice and information given in this guide.

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**Photos – Front cover and this page** Houseteads Crags (Map 19)

**Previous page** On a section of so-called 'Clayton Wall' (rebuilt by 19th-century archaeologist John Clayton, see p153). **Overleaf** Near Walltown Crags (Map 15)

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## ABOUT THIS BOOK

This guidebook contains all the information you need. The hard work has been done for you so you can plan your trip without having to consult numerous websites and other books and maps. When you're all packed and ready to go, there's comprehensive public transport information to get you to and from the trail and detailed maps (1:20,000) to help you find your way along it.

- Where to stay – from campsites, bunkhouses and hostels to B&Bs and hotels
- Walking companies if you'd prefer an organised holiday and luggage transfer services if you just want your luggage carried
- Itineraries for all levels of walkers,
- Answers to all your questions: when is the best time to walk, how challenging is it, what to pack and the approximate cost of the whole walking holiday
- Walking times in both directions, distances, GPS waypoints and what3words references
- Availability and opening times of cafés, pubs, tea-shops, restaurants, and shops/supermarkets along the route
- Rail, bus and taxi information for the towns and villages on or near the path
- Street maps of the main towns and villages
- Historical, cultural and geographical background information

### ☐ MINIMUM IMPACT FOR MAXIMUM INSIGHT

*Man has suffered in his separation from the soil and from other living creatures ... and as yet he must still, for security, look long at some portion of the earth as it was before he tampered with it.*

**Gavin Maxwell, *Ring of Bright Water*, 1960**

Why is walking in wild and solitary places so satisfying? Partly it is the sheer physical pleasure: sometimes pitting one's strength against the elements and the lie of the land. The beauty and wonder of the natural world and the fresh air restore our sense of proportion and the stresses and strains of everyday life slip away. Whatever the character of the countryside, walking in it benefits us mentally and physically, inducing a sense of well-being, an enrichment of life and an enhanced awareness of what lies around us.

All this the countryside gives us and the least we can do is to safeguard it by supporting rural economies, local businesses, and low-impact methods of farming and land-management, and by using environmentally sensitive forms of transport – walking being pre-eminent.

# INTRODUCTION

*Just when you think you are at the world's end, you see a smoke from East to West as far as the eye can turn, and then under it as far as the eye can stretch, houses and temples, shops and theatres, barracks and granaries, trickling along like dice behind – always behind – one long, low, rising and falling, and hiding and showing line of towers. And that is the Wall!*

**Rudyard Kipling**, *Puck of Pook's Hill*

On 23 May 2003, Britain's 13th National Trail, the Hadrian's Wall Path, was opened in the border country between England and Scotland. The trail (84 miles/135km from end to end) follows the course of northern Europe's largest-surviving Roman monument, a 2nd-century fortification built on the orders of Emperor Hadrian in AD122. The Wall marked the northern limits of Hadrian's empire – an empire that stretched for 3000 miles across Europe and the Mediterranean all the way to the Euphrates.

**The trail follows the course of northern Europe's largest surviving Roman monument**

To say that creating such a path was problematic would be something of an understatement. This was the first National Trail to follow the course of a UNESCO World Heritage Site. As such, every time a fencepost, signpost or waymark was driven into the ground,



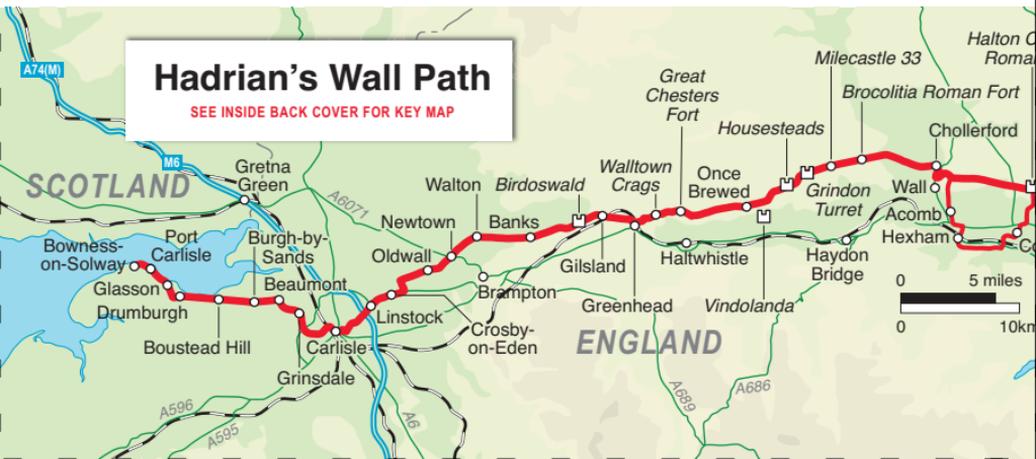
The trig point at Green Slack (see p146), at 345m, is the highest point on the path.



The western end is at Bowness-on-Solway, a day's walk from Carlisle. A small shelter and a little garden mark the spot on Banks Promenade. A sign on one side reads *Fortuna vobis adsit* for those just setting off and the other welcomes those who've just arrived from Wallsend.

an archaeologist had to be present to ensure that the integrity of the Wall was not in any way compromised. To give you an indication of just how careful they had to be, it took *ten years* before the Hadrian's Wall Path was finally opened to the public. By comparison, it took the 2nd and 6th legions of the Roman army only six years to build the actual Wall!

Since its opening many have walked the trail and all seem to agree that the difficulties involved in its creation were well worth it, allowing the walker to follow in the sandal-steps of those who built it with the trail itself rarely diverting from the course of the Romans' barrier by more than a few hundred metres. And, though there's only about ten miles of the Wall left and it hardly ever rises to more than half its original height, it – or at least the route it would have taken – makes for a fascinating hiking companion. Punctuated by forts, milecastles and turrets spaced evenly along its length, the Wall snaked over moor and down dale through Northumberland and Cumbria, between the mouth of the Solway River in the west and Roman fort of Segedunum (at the appropriately named Newcastle suburb of Wallsend) in the east. It's an incredible feat of engineering, best appreciated in the section from Housesteads to Cawfield Quarry where



### ❑ HADRIAN'S WALL HIGHLIGHTS

Trying to pick one particular section that is representative of the entire trail is impossible because each is very different. Undoubtedly if I had to recommend one highlight it would be from **Steel Rigg to Chollerford** (see pp150-66), with its excellently preserved Wall, its milecastles and Wall forts. The landscape is the most dramatic here, too, as you ride the crests and bumps of the various crags. Others prefer the **Walltown section** of the Wall (see p138), the forts of **Housesteads** and **Vindolanda** (the former for its excellent state of preservation, the latter for the treasures of its museum), and the **Solway Estuary** (see pp90-5) because of its birdlife.

But just because these sections are our favourites does not mean that the others should be dismissed. The cityscape and suburbs of Newcastle, the absorbing roadside tramp from Heddon-on-the-Wall to Chollerford, the gentle rolling countryside of Cumbria, and 'The Land that Time Forgot' near Bowness are all worth experiencing.

**Henry Stedman**

## How long do you need?

Most people take around six days to complete the walk, making it one of the shorter national trails. Of course, if you're fit there's no reason why you can't go a little faster, if that's what you want to do, and finish the walk in five days (or even less), though you will end up having a different sort of hike to most of the other people on the trail.

**Most people take around six days to complete the walk**

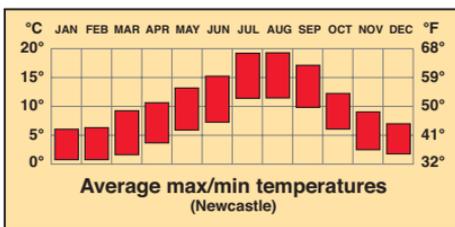
For where theirs is a fairly relaxing holiday, yours will be more of a sport. What's more, you won't have as much time to enjoy the forts and other attractions – one of the main reasons for visiting the Wall in the first place.



of the month. By then the weather will begin to get a little wilder and the nights will start to draw in. The hiking season is almost at an end.

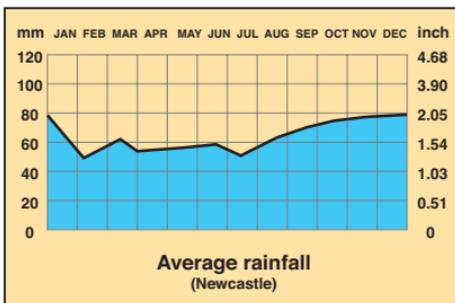
## Winter

The National Trail authorities ask that you do not walk the trail during the winter, to give the path a rest and prevent damage. It is also a little more dangerous to walk it at this time, with few people around, a cold climate and a slippery trail. But while the advice discourages walking the actual trail, there is nothing to stop you trying one of the circular winter trails near the Wall. For downloadable PDF leaflets with suggestions for walks you can take in Wall country that don't actually encroach on the main trail and any unexcavated archaeological treasures see [national-trail.co.uk/hadrians-wall-path/leaflets](http://national-trail.co.uk/hadrians-wall-path/leaflets).



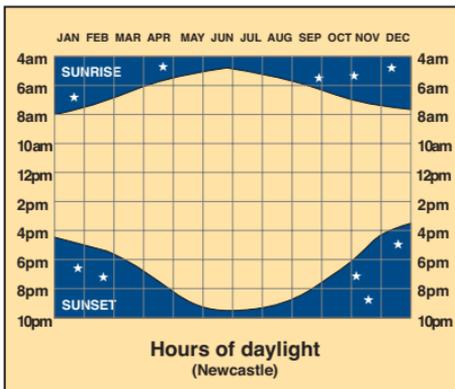
## RAINFALL

At some point on your walk it will rain; if it doesn't, it's fair to say that you haven't really lived the full Hadrian's Wall experience properly. The question, therefore, is not whether you will be rained on but how often. Dress accordingly, take note of the safety advice given on pp72-4 and this shouldn't be a problem.



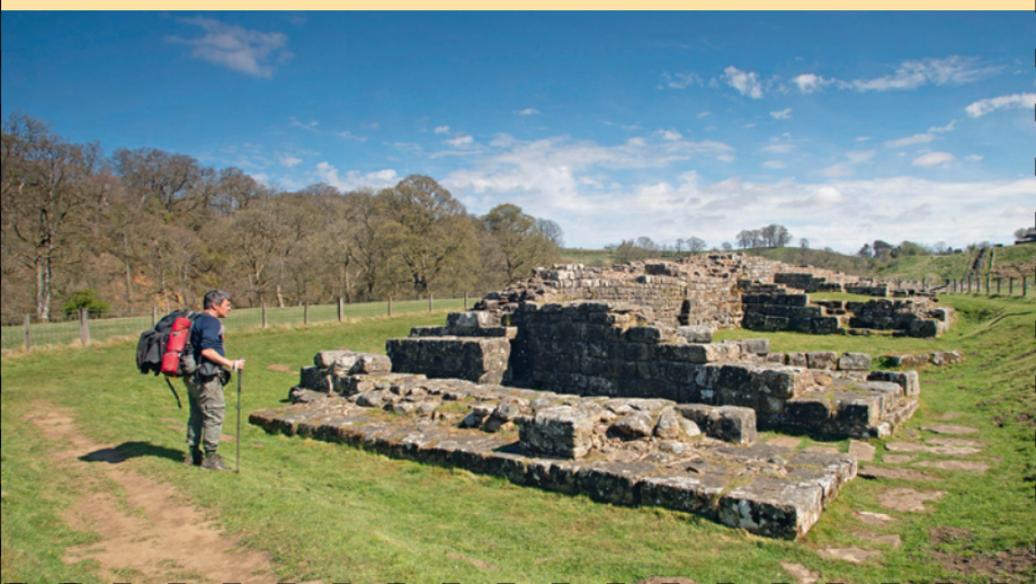
## DAYLIGHT HOURS

If walking in autumn or early spring, you must take account of how far you can walk in the available light (see table, left). It won't be possible to cover as many miles as you would in summer. Remember, too, that you will get a further 30-45 minutes of usable light before sunrise and after sunset depending on the weather. In June, because the path is in the far north of England, those coming from the south may be surprised that there's enough available light for walking until at least 10pm. Conversely, in winter the nights draw in quickly. Bear this in mind if walking outside the summer season.





**Above:** Birdoswald Fort (see pp128-9) sits on a spur above the River Irthing and there are great views from here. There's a café and exhibition centre. **Below:** The remains of the Roman bridge abutment (see p130) near the modern Irthing Bridge.



# PLANNING YOUR WALK

1

## Practical information for the walker

### ROUTE FINDING

With the Wall to follow, it's difficult to get lost on this walk. The route is well marked with the familiar National Trail 'acorn' signposts, arrows and other waymarks, so keeping to the trail shouldn't really be a problem, particularly if you follow the maps in this guide. However, you may also find GPS useful – see the box below.

### ACCOMMODATION

The route guide (Part 5) lists a detailed selection of the most convenient places to stay along the length of the trail. You have three main options: camping, staying in hostels/bunkhouses/camping barns, or using B&Bs/pubs/guesthouses/hotels. Few people stick to just one of these options the whole way, preferring, for example, to camp most of the time but spend every third night in a hostel, or perhaps to use hostels where possible but splash out on a B&B every once in a while.

#### **ELECTRONIC NAVIGATION AIDS AND MAPPING APPS** [for printed maps see p41]

*I never carried a compass, preferring to rely on a good sense of direction. A compass is a gadget, and I don't get on well with gadgets of any sort.*

**Alfred Wainwright**

With a clear view of the sky, a **GPS receiver** will establish your position as well as elevation in a variety of formats, including the British OS grid system, anywhere on earth to an accuracy of within a few metres. Most **smartphones** have a GPS receiver built in and can receive a GPS satellite signal from space as well as estimate its position often as accurately using mobile data signals from hilltop masts. Unless you already own a **handheld GPS** device (eg Garmin), there's little benefit in buying one just for this walk.

Accessing an online map with mobile data (internet via your phone signal, not wi-fi), your position can be pinpointed with great accuracy. But with no mobile signal – as is the case in Britain's remoter regions – your phone will have to rely on maps covering the route downloaded in advance via a smartphone mapping app.

Perhaps the most popular free map app is **Maps.me**, which offers 10 free map downloads that include simple contour lines, distance-measuring software and the ability to mark waypoints. *(cont'd overleaf)*



## MONEY

Although most places along the trail accept credit and debit cards, some of the smaller campsites and pop-up food stalls do not, so it is good idea to carry plenty of **cash** as a back-up. Outside Newcastle and Carlisle, **banks** (and ATMs) are few and far between on the Hadrian's Wall Path – indeed, there are only two places, Heddon-on-the-Wall and Gilsland, which boast an ATM, though there are plenty in the towns (Hexham, Corbridge, Haltwhistle and Brampton) that lie a mile or two off the trail; see the table on pp32-3 for details.

However, you can get cash (by debit card) for free at any **post office** counter if you bank with most UK banks or building societies; and there are post offices at Carlisle, Walton, Gilsland, Heddon-on-the-Wall and Newcastle. Note, however, that two of these (Walton and Gilsland) have very limited opening hours. For details see [postoffice.co.uk/branch-finder](http://postoffice.co.uk/branch-finder).

Another way of getting cash is to use the **cashback** system: find a shop that will accept a debit card and ask them to advance cash against the card. However, you will almost always need to buy something. Some pubs also do this.

Note that some B&Bs **don't accept credit cards** although you may be able to pay by **bank transfer**. It's always best to check this in advance.

## OTHER SERVICES

Almost every B&B, hotel and hostel has **wi-fi** now and even some of the larger campsites. (Indeed, pretty much the only places that didn't have wi-fi, we found, were the English Heritage-owned forts and accompanying tearooms along the route.) Although there are not many regular **grocery stores** at the western end of the Path, there are a number of **unmanned refreshment stalls** with honesty boxes. The **mobile phone reception** is generally good on and around the Path. There are **outdoor equipment shops** in Carlisle, Newcastle and Hexham, with **pharmacies/chemists** in those towns as well as Corbridge and Brampton. For **tourist information centres**, see box p45.

## WALKING COMPANIES

It is, of course, possible to turn up with your boots and backpack at Bowness or Wallsend and just start walking, with little planned save for, perhaps, your accommodation. The following companies, however, are in the business of making your holiday as stress-free and enjoyable as possible.

### Baggage transfer and accommodation booking

There are several baggage-transfer companies serving the Hadrian's Wall Path, from national organisations such as Sherpa Van Project to companies that consist of little more than a man and van. With all these services you can book up to the last moment, usually up to around 8pm the previous evening, though it's cheaper if you book in advance. **Do shop around as the costs vary between the companies below**. Prices to take your bag to your next destination vary so it's best to look at the website or phone for a quote. Maximum bag weights vary (17-20kg).

## Itineraries

Part 5 of this book (the Route Guide) has been written so that it can be used by hikers walking the Hadrian's Wall Path in either a westward or eastward direction, following a colour coding: **E** → and **W** ←. However, the general orientation of the chapter is **from west to east**. Of course there is nothing to stop you from tackling the Path in the opposite direction, and there are advantages in doing so – see below.

To help you plan your walk the colour maps at the back of the book have **profile charts**; there is also a **distance chart** and a **planning map**. The **table of village/town facilities** (pp32-3) gives a run-down on the essential information you will need regarding accommodation possibilities and services.

You could follow one of the suggested itineraries (see pp34-5) which are based on preferred type of accommodation and walking speeds or, if tackling the entire walk seems a bit ambitious, you can do it a day or two at a time, using public transport to get to the start and end of the stage. The public transport map and service details are on pp46-51. Once you have an idea of your approach turn to Part 5 for detailed information on accommodation, places to eat and other services in each village and town on the route. Also in Part 5 you will find summaries of the route to accompany the detailed trail maps.

### WHICH DIRECTION?

These days it is more common for Wall walkers attempting the entire trail to start from Bowness and finish at Wallsend in Newcastle. This is only sensible – as any experienced walker in the UK will tell you, the prevailing winds tend to blow from west to east across the island, and it's often a lot easier to have these carrying you along the trail rather than trying to push against them. Practically, it probably makes more sense too. Getting away from Newcastle at the end of the trail is a far simpler task than getting away from Bowness – and struggling to find a bus or lift that will take you away from the Solway and back to 'civilisation' is not something you want to be doing after you've walked 84 miles.

Having walked the trail in both directions several times, I also think that, aesthetically, it's better heading east along the trail. I like starting at peaceful Bowness, and beginning my adventure with a meal at the pub there before heading off the next morning, particularly as it's often full of other trekkers who are similarly about to start their trek – or have just finished it and want to share their stories. I also think there's something suitably celebratory about finishing your trek by walking under the Tyne bridges in Newcastle before strolling onto Segedunum to get that final stamp in the passport. Newcastle is also, of course, a great place to celebrate the end of your adventure with bars and bistros aplenty.

*(cont'd on p36)*

turrets and milecastles are also numbered from east to west (see box p124) as that is the direction that the Romans built the Wall.

So you could argue that, in one sense at least, you're following the timeline of the Wall by walking in this direction. And I have to say that, whenever I've started the trail in Newcastle, I don't think I've enjoyed it any less when compared to starting in Bowness.

Overall, I think your decision about which direction you're going to walk should depend on whichever is more convenient. If you find it easier or cheaper to book your transport to and from the Wall by starting at a certain end, or the accommodation you have chosen along the way is available if you head one way but not if you head the other, then these should be the deciding factors in choosing which way to go. Because whatever way you trek, it's going to be fun.

## What to take

Deciding how much to take can be difficult. You've probably been told that you should take only the bare essentials but at the same time you must ensure you have all the equipment necessary to make the trip safe and comfortable.

### KEEP YOUR LUGGAGE LIGHT

Experienced backpackers know that there is some sort of complicated formula governing the success of a trek, in which the enjoyment of the walk is inversely proportional to the amount carried. Carrying a heavy rucksack slows you down, tires you out and gives you aches and pains in parts of the body that you never knew existed. It is imperative, therefore, that you take your time while packing and that you are ruthless when you do; if it's not essential, don't take it.

### HOW TO CARRY IT

If you are using one of the baggage-transfer services (see pp26-7), you must contact them beforehand to find out what their regulations are regarding the weight and size of the luggage you wish them to carry. Even if you are using one of these services, you will still need to carry a small **daypack**, filled with those items that you will need during the day: water bottle or pouch, this book, map, sun-screen, sun hat, wet-weather gear, some food, money and so on.

If you have decided to forego the services of the baggage carriers you will have to consider your **rucksack** even more carefully. Ultimately its size will depend on your plans for where you will stay and what you will eat. If you are camping and cooking for yourself you will probably need a 70- to 95-litre rucksack, which should be large enough to carry a small tent, sleeping bag, cooking equipment, crockery, cutlery and food. Those not carrying their home with them should find a 40- to 60-litre rucksack sufficient.

## Getting to and from the Hadrian's Wall Path

Carlisle and Newcastle are the main transport hubs for the trail and, conveniently, they all but bookend the path, with Carlisle near the western end and the Newcastle suburb of Wallsend at the eastern end. Both are well connected by public transport to the rest of the country and indeed Europe. However, it should be noted that some of the other places on the trail are less well connected, especially those destinations east and west of Carlisle.

### NATIONAL TRANSPORT

#### By train

Both Newcastle and Carlisle lie on the main England–Scotland rail links. All timetable and fare information can be obtained from **National Rail Enquiries** (☎ 03457-484950 – operates 24hrs; 🌐 [nationalrail.co.uk](http://nationalrail.co.uk)), or the relevant train companies. Tickets can be bought through the train companies or from websites such as 🌐 [thetrainline.com](http://thetrainline.com).

- **To Newcastle** Newcastle is a stop on the **London North Eastern Railway (LNER)**; 🌐 [lner.co.uk](http://lner.co.uk)) line between London King's Cross and Edinburgh/Aberdeen/Inverness. There are 2-3 services an hour between London and Newcastle and the journey takes around three hours. There are 2-4 trains per hour from Edinburgh to Newcastle, with the journey taking around 90 minutes.

In addition, the **TransPennine Express** (🌐 [tpexpress.co.uk](http://tpexpress.co.uk)) operates from Liverpool/Manchester Airport, inc Manchester (daily approx 1/hr from both) to Newcastle (journey time 2-3hrs from Liverpool/Manchester Airport) via Leeds and York (additional services from Leeds and York).

- **To Carlisle** Carlisle is a stop on **Avanti West Coast Railway** (🌐 [avantiwest.coast.co.uk](http://avantiwest.coast.co.uk); daily 1-2/hr) services from London Euston to Glasgow via Warrington and also their Edinburgh service via Birmingham & Crewe; the fastest Euston to Carlisle service takes about 3¼ hours. **TransPennine Express** (🌐 [tpexpress.co.uk](http://tpexpress.co.uk)) operates from Manchester Airport (inc Manchester) to Glasgow/Edinburgh via Carlisle (daily approx 1/hr; 2-2¼hrs from Manchester Airport to Carlisle).

- **Newcastle to/from Carlisle** Now operated by **Northern Trains** (🌐 [northernrailway.co.uk](http://northernrailway.co.uk)), the Hadrian's Wall Country Rail Line connects Newcastle and Carlisle (see p50), with trains running 1-2/hr. The service also calls at Corbridge, Hexham and Haltwhistle, with the slower service also stopping at Wylam and Brampton.

#### By coach

The principal coach (long-distance bus) operator in Britain is **National Express** (🌐 [nationalexpress.com](http://nationalexpress.com)). Coach travel is generally cheaper (though with the



# HADRIAN'S WALL

## History

### THE DECISION TO BUILD THE WALL

Though by far the most famous, Hadrian's Wall was in fact just one of four Roman frontiers built between the subjugated south of what is now called Britain and those tribes living in the northern part of the island, known collectively as the Caledones. Since their invasion in AD43, the Romans had at one time or another conquered just about all the tribes living on the island of Britannia. But the area we now call Scotland, once defeated, proved more difficult to keep under control. Even a potentially decisive victory in AD84, somewhere north of the Tay at a place they called Mons Graupius, failed to quell the ongoing insurrection by the Caledones.

Emperors came and went before the pragmatic Domitian (who reigned AD81-96) decided that maintaining a grip over all of the island would ultimately require too many troops; troops that could be more usefully employed in other parts of the empire. It was thus decided to draw a line across the island and establish a border to separate the controllable south from those 'lawless' lands to the north. Initially that boundary was drawn to watch over the glens – the main gateways into and out of the Highlands – a border known as the **Gask Frontier**. However, as more and more troops were withdrawn from Britannia to fight in other parts of the Empire, by necessity the border receded south to the area now known, appropriately enough, as the Borders.

Soon after his accession, Emperor Trajan (AD97-117) decided to move the border still further south, choosing as his frontier the **Stanegate** (though this was not what the Romans called it), the east-west road that ran between the Roman settlements of Carlisle and Corbridge. Built during the governorship of Agricola in AD80, the Stanegate was an important trade route that needed protecting. Trajan's troops set about building a line of turf and timber forts to guard the Stanegate, including Vindolanda (see pp148-9) and Corbridge Roman Town (p223).

❑ **A Haiku on Hadrian's Wall**  
 don't like the neighbours?  
 build a wall eighty miles long  
 that should sort it out

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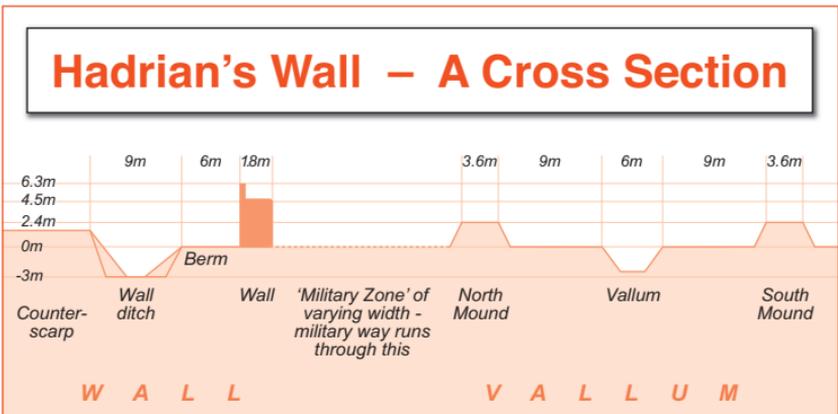


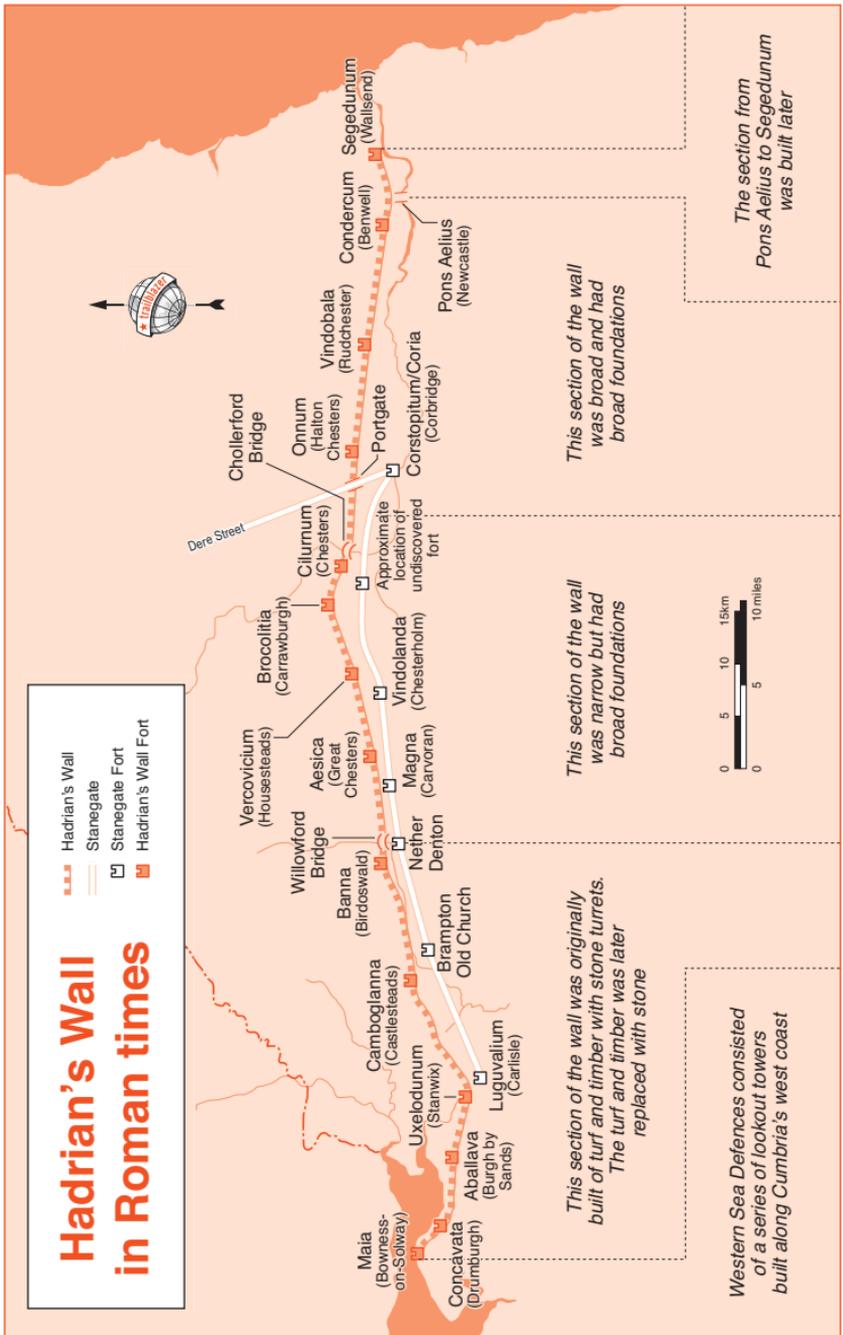
## HADRIAN BUILDS HIS WALL

*Having completely transformed the soldiers, in royal fashion, he made for Britain, where he set right many things and – the first to do so – drew a wall along a length of eighty miles to separate barbarians and Romans.* **Aelius Spartianus, The Augustan History**

During Trajan's reign, his fortified border was used less as a defensive barrier than as a launchpad for incursions into Scotland; an *attacking* border, if you like. His successor and adopted son, Hadrian (AD117-138), however, saw it as more of a traditional border; as both a defensive barrier and a physical marker for the northern limit of his territories. Following a tour of his dominions in AD122, Hadrian ordered the refortification of Trajan's border with the building of a wall to the north of it along the line of the Whin Sill ridge, a geological fault running across the centre of Britain. This wall was to extend beyond the limits of the Stanegate, to stretch across the entire island. And thus the Wall that we know today began to take shape.

The building of the Wall was something of an organic process, evolving as the geology and political climate dictated. This is best illustrated by the curious size of the foundations, which for much of the eastern half of the wall (from Newcastle west to the River Irthing, which was the first section to be built) are far too broad for the wall that was eventually built upon them, suggesting, of course, that the Romans initially had plans to construct a much bigger barrier. The materials used in the Wall's construction changed too, depending on where it was built. In the east of the country, a core of rubble and puddled clay was used, whereas a limestone mortar core was prevalent in the middle of the country and at the western end an all-turf wall was built (though this, too, was later converted to stone sometime in the second half of the 2nd century AD as the infrastructure improved and the supply of building materials to the line of the Wall became more efficient). Surrounding this inner core the Romans used limestone in the east of the country, basalt around the Whin Sill and sandstone at the western end of the trail. Sandstone is easily eroded, so you won't see any examples of the sandstone Wall today, though you can see some sandstone Wall





Then simply empty the contents of the paper bag at the next toilet you come across and throw the bag away.

## ACCESS

Britain is a crowded cluster of islands with few places where you can wander as you please. Most of the land is a patchwork of fields and agriculture and the environment through which the Hadrian's Wall Path marches is no different. However, there are countless public rights of way, in addition to the main trail, that criss-cross the land. So what happens if you feel a little more adventurous and want to explore the moorland, woodland and hills near the walk?

### Right to roam

The Countryside & Rights of Way Act 2000 (CRoW), or 'Right (or Freedom) to Roam' as dubbed by walkers, came into effect in full on 31 October 2005 after a long campaign to allow greater public access to areas of countryside in England and Wales deemed to be uncultivated open country. This essentially means moorland, heathland, downland and upland areas. Some land is covered by restrictions (ie high-impact activities such as driving a vehicle, cycling and horse-riding are not permitted) and some land is excluded, such as gardens, parks and cultivated land. For further details visit [gov.uk/right-of-way-open-access-land](http://gov.uk/right-of-way-open-access-land). With

#### ❑ CARING FOR THE WALL: THE HADRIAN'S WALL CODE OF RESPECT

Overriding all other concerns about caring for the natural environment is the need to protect the Wall itself, and all the forts, milecastles, turrets, earthworks and ditches that go to make up the Roman defences – whether excavated or still buried beneath the soil.

With these considerations uppermost, the following code – known as **Every Footstep Counts** – has been formulated and endorsed by government agencies, English Heritage, the National Trust, local authorities, farmers, conservation and user groups concerned with the Wall.

- **Don't climb or walk on the Wall** Please don't walk on the Wall or climb it for a better view or to take a photograph of yourself, no matter how tempting.
- If walking only part of the trail, consider following a circular route or setting off from a place other than the usual starting points. This will limit the general wear and tear.
- **Don't walk the Wall in winter** The ground, and the unexcavated archaeological sites still buried within it, are more fragile and liable to damage then. Again, consider a nearby circular walk or visit one of the off-Wall Roman sites instead, such as Corbridge or Vindolanda. This is why the passport scheme runs only from May to October.
- **Visit the Roman forts along the way**, which will help to relieve the pressure suffered by the Wall itself.
- **Stay and eat locally** and use local services when visiting the Wall; that way the local economy will benefit from your visit.
- **Keep to waymarked and signposted paths** and trails only.
- **Keep dogs under close control** and on a lead when walking through fields with sheep; on National Trust land this is compulsory. Only let go of the lead if you're threatened by a farm animal.

more freedom in the countryside comes a need for more responsibility from the walker. Remember that wild open country is still the workplace of farmers and home to all sorts of wildlife. Have respect for both and avoid disturbing domestic and wild animals.

● **Keep to paths across farmland**

Stick to the official path across arable or pasture land, though do bear in mind the Hadrian's Wall Code of Respect.

● **Use gates and stiles to cross fences, hedges and walls** The path is well supplied with stiles where it crosses field boundaries. On some of the side trips you may find the paths less accommodating. If you have to climb over a gate because you can't open it always do so at the hinged end.

□ **THE COUNTRYSIDE CODE**

**Respect other people**

- consider the local community and others enjoying the countryside
- leave gates and property as you find them; follow signs and keep to paths unless wider access is available
- bear in mind the Hadrian's Wall Code of Respect (see box below)

**Protect the natural environment**

- take your litter home – leave no trace of your visit
- do not light fires
- always keep dogs under control

**Enjoy the outdoors**

- check local conditions
- plan ahead and be prepared

- **Never light fires, and always take litter away** with you.
- **Use public rather than private transport** whenever you can.
- Leave all **farm gates** as you find them.

In addition to the above rules, there are some other important guidelines that need to be followed to minimise the damage hikers do to the archaeological deposits.

- Camping is allowed only on official sites. **Don't 'wild camp'** near the Wall.
- If the path resembles a worn line in the grass, walk alongside it to avoid exacerbating the erosion. In other words, **keep on the grass!** This is one of the most important rules – and also one of the most unusual, for on most trails you are usually told to stick to the path to prevent a widening of the trail and the spreading of erosion. However, Hadrian's Wall is, of course, not your usual path and the authorities' main concern is not to preserve the state of the path but to protect the as-yet unexcavated archaeological treasures that lie beneath. This is why the path is a green sward, as it was felt that this was one of the best surfaces to protect the archaeology buried underground. But if that protective layer is eroded away, those treasures are put in danger. The erosion mats that have been placed on some of the muddier parts do a reasonable job but they can't be 100% successful. So avoid walking on a worn or eroded part of the trail and **walk side by side, not in single file.**
- Similarly, **don't walk on any nearby ridge or hillock.** Just as the trail cuts a delicate path through the Wall's numerous unexcavated mounds so you should avoid treading on any raised ground.
- If you find anything that might conceivably be of historical or archaeological interest on the trail, report your find(s) to a Wall guardian, trail officer or possibly a nearby museum. Do not, whatever you do, keep the find for yourself as a keepsake.
- Do not chip off a bit of stone or other matter from the Wall as a souvenir.

# ROUTE GUIDE & MAPS

5

## Using this guide

In this guide the trail has been described from west to east and divided into six stages. Though each of these roughly corresponds to a day's walk, do not assume that this is the only way to plan your trek. There are so many places to stay en route that you can pretty much divide up your hike however you want.

To enable you to plan your own itinerary, practical information is presented clearly on the trail maps. This includes walking times for both directions, waypoints (see pp226-9 for full list), all places to stay, camp and eat, as well as shops where you can buy supplies. Further service details are given in the text under the entry for each place. For map profiles and cumulative distance chart see the colour pages at the end of the book. For an overview of this information see 'Itineraries' pp34-5 and the village facilities table on pp32-3.

### TRAIL MAPS [see key map inside cover; symbols key p237]

#### Direction

(See p31 for a discussion of the pros and cons of walking west to east or east to west.) In the text and maps that follow, look for the

 FROM BOWNESS **E** → symbol which indicates information for those walking **east from Bowness to Wallsend** and the

 FROM NEWCASTLE **W** ← symbol with shaded text (also on the maps) for those walking **west from Wallsend to Bowness**.

#### Scale and walking times

The trail maps are to a scale of 1:20,000 (1cm = 200m; 3½ inches = one mile). Walking times are given along the edge of each map and the arrow shows the direction to which the time refers. The black triangles indicate the points between which the times have been taken. **See box on walking times below.**

#### IMPORTANT NOTE – WALKING TIMES

Unless otherwise specified, **all times in this book refer only to the time spent walking**. You should add 20-30% to allow for rests, photos, checking the map, drinking water etc, not to mention time simply to stand and stare. When planning the day's hike count on 5-7 hours' actual walking.



### DIRECTION INDICATORS ON MAP SIDE BARS

 Walking in an easterly direction from **Bowness** to Newcastle/Wallsend

 Route to **Newcastle/Wallsend** continues on Map 5

Walking in a westerly direction from **Wallsend/Newcastle** to Bowness

Route to **Bowness** continues on Map 8 

### Scale and walking times

The trail maps are to a scale of 1:20,000 (1cm = 200m; 3/8 inches = one mile). Walking times are given along the edge of each map and the arrow shows the direction to which the time refers. The black triangles indicate the points between which the times have been taken. **See important note on p85 on walking times.** The time-bars are a tool and are not there to judge your walking ability. There are so many variables that affect walking speed, from the weather conditions to the weight of the pack you're carrying, the state of your feet and how many beers you drank the previous evening. After the first hour or two of walking you will be able to see how your speed relates to the timings on the maps.

### Up or down?

The trail is shown as a red dotted line. An arrow across the trail indicates the slope; two arrows show that it is steep. Note that the arrow points towards the higher part of the trail. If, for example, you are walking from A (at 80m) to B (at 200m) and the trail between the two is short and steep, it would be shown thus: A --->> --- B. Reversed arrow heads indicate a downward gradient.

### Accommodation

Accommodation marked on the map is either on or within easy reach of the path. If arranged in advance, many B&B proprietors based a mile or two off the trail will collect walkers from the nearest point on the trail and take them back the next morning.

For **B&B-style accommodation** the number and type of rooms is given after each entry: **S** = single room (one single bed), **T** = twin room (two single beds), **D** = double room (one double bed), **Tr** = triple room and **Qd** = quad. Note that many of the triple/quad rooms have a double bed and either one/two single beds, or bunk beds, thus in a group of three or four, two people would have to share the double bed, but the room could also be used as a double or twin.

Unless stated otherwise, **rates** quoted for B&B-style accommodation are **per person (pp) based on two people sharing a room for a one-night stay**; rates are sometimes discounted for longer stays. Where a single room (sgl) is available the rate for that is quoted if different from the rate per person. The rate for single occupancy (**sgl occ**) of a double/twin may be higher and the per person rate for three/four sharing a triple/quad may be lower. At some places, generally chain hotels, the only option is a **room rate**; this will be the same whether one or two people (or more if permissible) use the room. Unless specified, rates are for bed and breakfast. See p20 for more information on rates. Some, but not all, B&Bs and campsites accept **credit/debit cards** but most guesthouses and nearly all hotels and hostels do.

Rooms either have **en suite** (bath or shower) facilities, or a **private** or **shared** bathroom, or shower room, just outside the bedroom. Most of these have only a shower. In the text  signifies that at least one room has a bath-

room with a **bath**, or access to a bath, for those who prefer a relaxed soak at the end of the day.

Nowadays almost all places to stay or eat, including many campsites, have **wi-fi** which is free unless otherwise stated. If a business has a Facebook page (**fb**) it can be useful to check this for updates to opening times, especially for small and seasonal businesses. The text indicates if **dogs** (🐕 – see also pp28-9 and pp230-1) are welcome in at least one room (subject to prior arrangement, additional charge may apply). And finally it shows if **packed lunches** (🍱) can be prepared, again subject to prior arrangement and additional cost.

### Other features

Features are marked on the map when pertinent to navigation. In order to avoid cluttering the maps and making them unusable not all features have been marked each time they occur.

## The route guide

**E**  **FROM BOWNESS** If you're doing this walk in an **easterly direction** (from west to east starting in Bowness and ending at Wallsend), follow the maps in an ascending order (from 1 to 33) and the text as below, looking for the **E → symbol** on overview text and on map borders.

**W**  **FROM NEWCASTLE** If you're walking in a **westerly direction** (Wallsend to Bowness) follow the maps in a descending order (from 33 to 1) and the text with a **red background**, looking for the **← W symbol** on overview text and on map borders. **Turn to p196 to start your walk in this direction.**

### BOWNESS-ON-SOLWAY

[Map 1, p92]

Bowness is a low-key, peaceful place. In fact, it's almost eerily quiet. Many hikers, itching to get on the trail or head for home, see little of the place but there are a couple of places to stay and the pub is a magnet for Wall walkers.

The name Bowness comes from the bow-shaped corner of the ness, or peninsula here. As the last place where the Solway is fordable, it is understandable why the Romans decided to finish their Wall here, and a large 7-acre (2.8-hectare) fort was built where the village now stands. This was **Maia**, the second largest fort on the Wall (indeed, 'Maia' can be translated as 'Larger'). Originally, the Wall was supposed to continue a little way beyond the fort at Bowness, for the Romans were wary that the Caledones and Irish could sneak by

the Wall and land on Cumbria's west coast. But they soon decided to build a series of towers on that coastline instead, including one at Maryport, that are now known as the Western Sea Defences.

Today, there's very little evidence of the Romans. There are some pilfered stones from the Wall in the fabric of St Michael's, the village's striking Norman church, which stands on the site of the fort. The destruction of the Wall around here seems to be quite a recent event: in 1801 there were said to be 500 yards (about 450 metres) of Wall just outside the village; while the old Roman altar that used to stand above a blocked-up byre door has now disappeared thanks to the building works going on at the farm.

In the absence of any Wall or fort remains it's fair to say that Bowness is a lit-

9.30am-3pm), a cute little family-run place slightly away from the town centre on West Walls, serving teas, coffees, sandwiches, scones and the like from what was an old fire engine house. Nor must we forget the **Cathedral Café** (fb; Mon-Sat 8.30am-4.30pm, Sun to 3.30pm) in the grounds of the cathedral itself, a simple place with pretty good food – though the setting, and the tranquility, are what really stay with you.

Those looking for an early start are pretty much confined to the national chains that you'll see on every High Street up and down the country, including a number of **Greggs** which seem to be around every corner (the most central branch is on English St; Mon-Sat 7am-6pm, Sun 9am-4pm), **McDonald's**, just up the hill (daily 6am-10pm), and both **Costa** (Mon-Fri 7am-6pm, Sat 8am-6pm, Sun 9am-5pm) and **Caffe Nero** (Mon-Fri 7am-6pm, Sat to 7pm, Sun 8am-4.30pm). But there is also one local eatery that opens early: **Henri's Totally Scrumptious** (Mon-Sat 7.30am-3.30pm), at the entrance to Market Hall, with filled baguettes from £3.50.

Those looking for **picnic ingredients** will find **Alexandros Greek Deli** (☎ 01228-592227, ☐ thegreek.co.uk; Tue-Sat 9.30am-3pm) the perfect place to pick up an espresso and some Mediterranean-flavoured lunch-box fillers. It's attached to the Greek restaurant (see Pubs & restaurants) of the same name.

Don't forget the **Victorian Market Hall** (8am-5pm), at the northern end of the town centre just five minutes from the trail. There are plenty of food stalls here (and

booths in which to eat your purchases) including fish and chips, Chinese and Thai; and not forgetting **Romano Pizzeria** (☐ romanopizzeria.net; Mon-Sat 10.30am-5pm), the best pizzeria, according to one aficionado, outside of Italy.

**Pubs & restaurants** Carlisle has branches of several pub chains offering basic but filling, good-value pub fare and with lots of special deals. Very close to the path is **Hungry Horse's Turf Tavern** (☎ 01228-515367, ☐ hungryhorse.co.uk; food daily 11am-9pm). Wetherspoon's **William Rufus** (☎ 01228-633160, ☐ jdwwetherspoon.com; food daily 8am-9pm) is near the railway station, and in central Carlisle Greene King's **The Apple Tree** (☎ 01228-521435, ☐ greeneking-pubs.co.uk; food Mon-Sat 10am-9pm, Sun 10am-8pm; 🍷), with main meals from just £8.99.

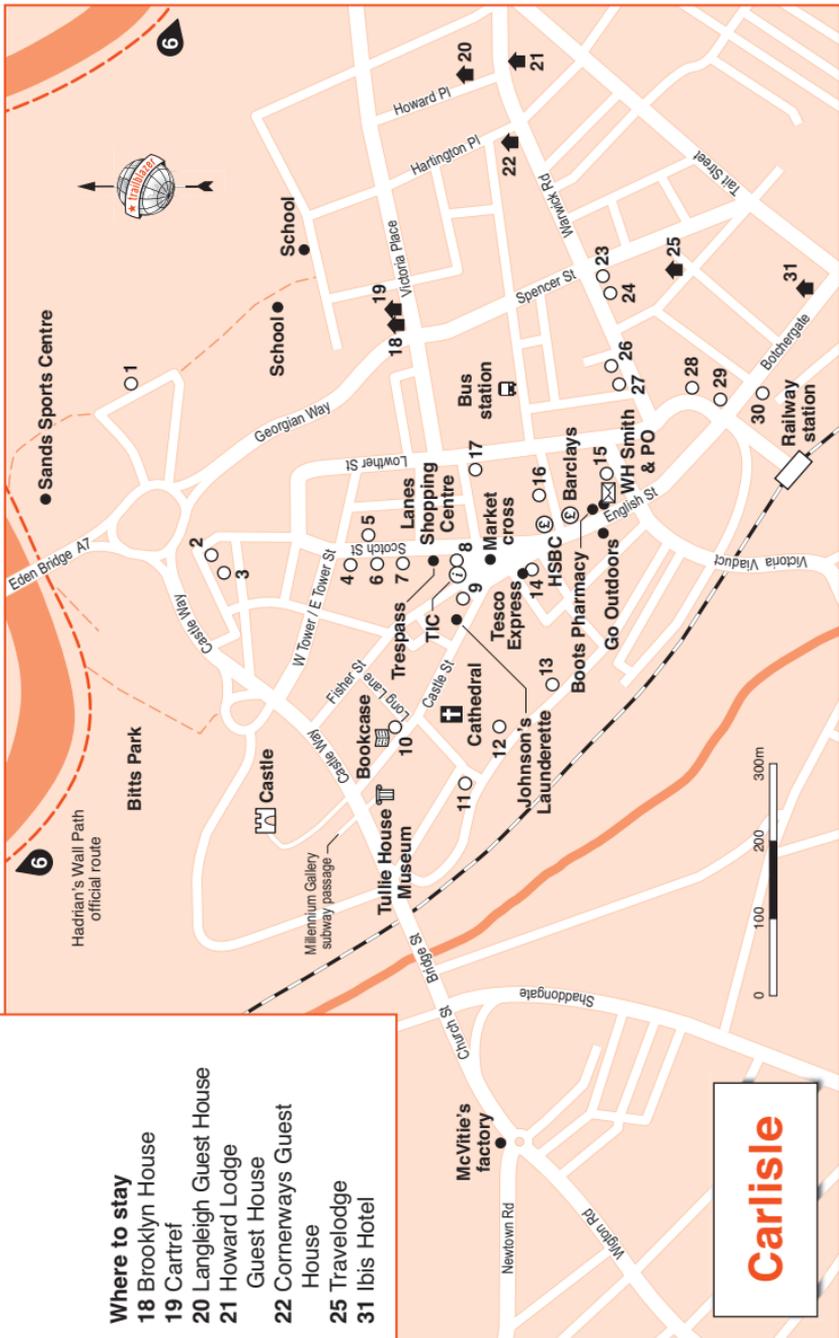
For fish & chips, it's hard to beat **Mamma's Fish Restaurant** (☎ 01228-533056; daily 5-9pm), a super-friendly, down-to-earth chippy that has a café/restaurant area too. You can get fish & chips here from £9.95, but they also do pies, chip butties, burgers and jacket potatoes.

For more upmarket dining there's **David's** (☎ 01228-523578, ☐ davidstrestaurant.co.uk, fb; Tue-Sat noon-1.30pm & 6-9pm), a cracking little place on Warwick Rd, which serves quality British cuisine and sources much of its food locally. The menu changes regularly, but rarely disappoints. Evening à la carte mains (available Fri & Sat only) cost around £24-33, while the lunch-time set menus are from £26.95 for

## CARLISLE – KEY

## Where to eat &amp; drink

- 1 Turf Tavern
- 2 Adriano's
- 3 Market Hall, inc. Romano Pizzeria
- 4 Greggs
- 5 Mama's Fish Restaurant
- 6 Henri's Totally Scrumptious
- 7 McDonald's
- 8 Costa
- 9 Franco's
- 10 Cakes & Ale
- 11 Amato's
- 12 Cathedral Café
- 13 The Old Engine House
- 14 Caffe Nero
- 15 Thin White Duke
- 16 John Watt & Son
- 17 Apple Tree
- 23 Alexandros & Alexandros Greek Deli
- 24 David's
- 26 Mini Mix
- 27 Royal Outpost
- 28 La Mezzaluna
- 29 Little Chippy
- 30 William Rufus





**GILSLAND** [Map 14]

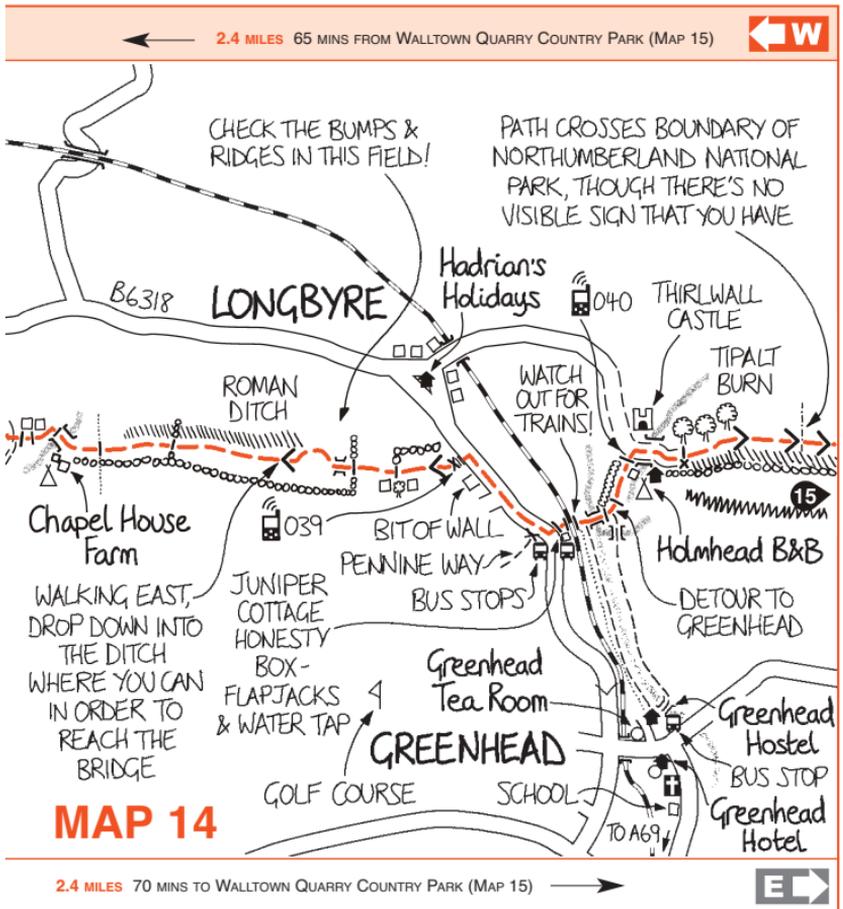
Despite its relatively large size, Gilsland is a quiet place. The **post office** (Tue 1-4pm, Thur & Fri 9.30am-12.30pm), run on a pop-up basis by volunteers in the Village Hall, has cash-withdrawal facilities and sells a very small selection of drinks and snacks. However, Gilsland does still have a few places to stay and eat, and a bus service too.

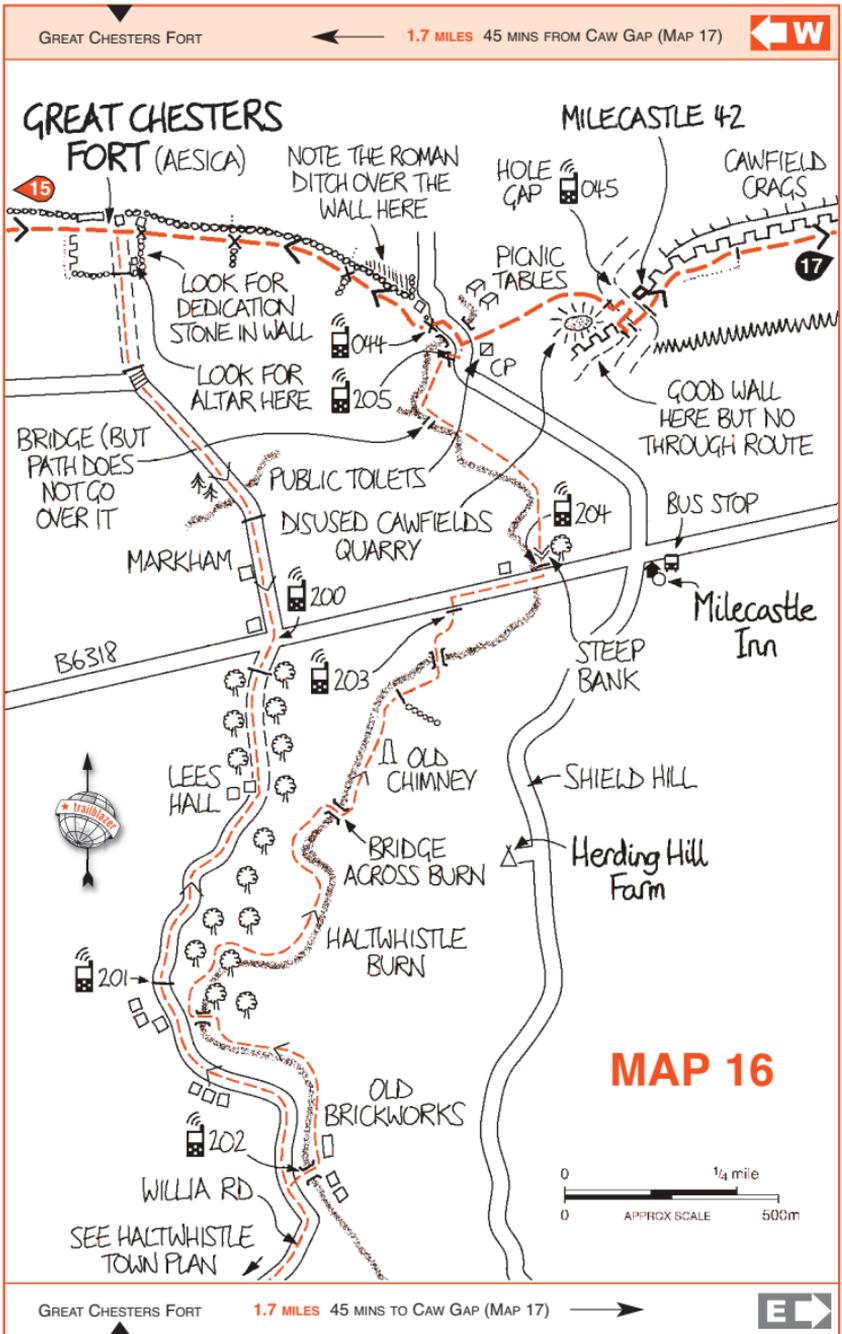
Originally a 17th century coaching inn, **Samson Inn** (☎ 01697-910510, 📧 the.samsoninn.co.uk, 🍷: 2D, 2T, all en suite; 🚗) is now a community-owned pub offering food and **B&B** (£50pp, sgl occ £100) in

rooms above the pub. The food (Mon-Sat noon-8pm & Sun noon-7pm; 🍷) is great with an excellent selection of vegetarian dishes; mains cost around £14.95 with lighter bites such as jacket potatoes and toasties for £7.95.

On the road into the village near the railway bridge is **Hollies on the Wall** (☎ 016977-47267, 📧 theholliesonthewall.co.uk; 1T or Tr, en suite; 🚗) which has a self-contained annexe for two or three people at a rate of £65 per person.

At the other end of town, **Brookside Villa** (☎ 016977-47300, 📧 brookside





## HALTWHISTLE

Though not on the trail itself, Haltwhistle is an important place for hikers. Good bus and train connections (Haltwhistle is on the Newcastle–Carlisle line), a variety of accommodation, plenty of shops, restaurants and tearooms and a location almost exactly halfway along the Wall ensures that many a Wall walker calls in for the night. The town is not backward in celebrating its position, either: not only is there a plaque in the ground of the market square that celebrates Haltwhistle being at the midpoint of mainland Britain, but there's also a hotel, launderette, sweet shop and even an army surplus store that are all called 'The Centre of Britain'.

It's also a particularly historic town, with bastle houses lined up along Main St and an even earlier pele tower now forming part of the Centre of Britain Hotel. These buildings were, of course, built as defensive fortifications during the long-running skirmishes between the English and the Scots, a time when much of the border region was considered bandit country. Such was the fear and enmity between both sides that a plaque in Market Square recounts the sad tale of a young local girl who had attempted to run away and marry a Scot. Her reward for this act of 'treason' was to be the last person executed in Market Square – along with her fiancé – in 1597.

Today Haltwhistle is a genteel sort of place with a pretty main street and a plethora of tearooms and eateries, many of which display notices saying that 'Walkers are welcome here' – a nice touch.

### Services

The **tourist information centre** (☎ 01434 321863; Mon-Fri 10am-1pm & 1.30-4.30pm, Sat 10am-1pm; free wi-fi), in the library, is perhaps the office most dedicated to the Hadrian's Wall Path.

For **provisions**, there's a Co-op (daily 7am-10pm) on Westgate and a large Sainsbury's supermarket (Mon-Sat 8am-9pm, Sun 10am-4pm) with **ATM**, just to the north of Main St behind the shops; there is a path to it between Lucky Palace and the launderette. There is a **post office** near the train station (daily 8am-8pm). There's also a Boots **pharmacy** (Mon-Fri 9am-6pm, Sat to 1pm). On Main Street you'll find a self-service **launderette** (daily 9am-5pm), a rarity on this walk (from £6 per load).

### Transport

[See pp48-9] The AD122 **bus** stops at Market Sq and at the railway station. Stagecoach's No 685 and GNE's No 681 also call in Haltwhistle.

There are **trains** approximately every hour to Newcastle (journey time around an hour) and Carlisle (just over 30 mins).

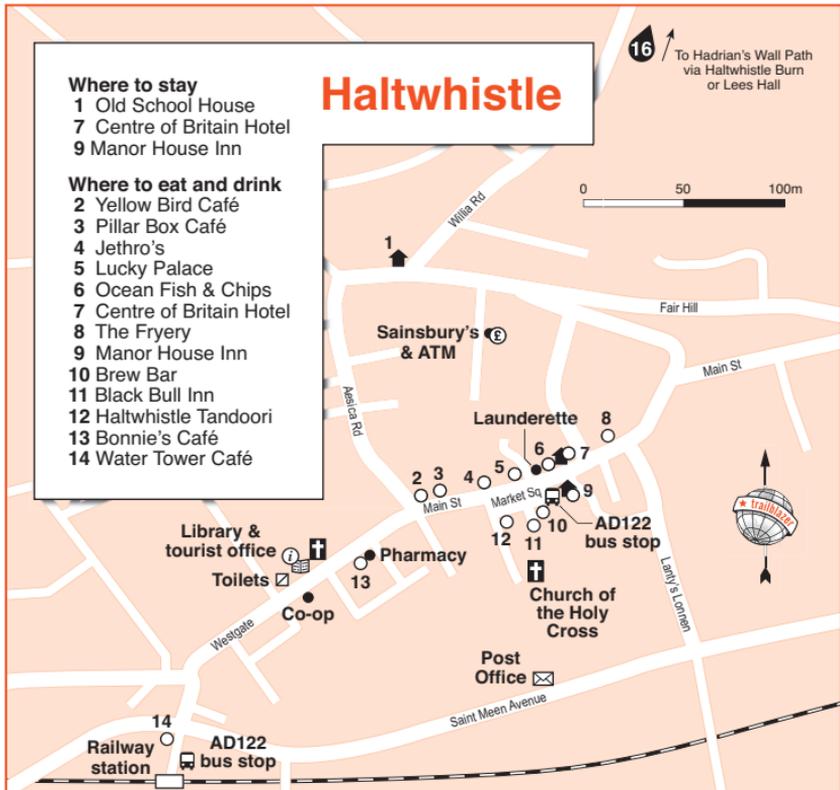
### Where to stay

The first place you reach if walking down from the Wall is **Old School House** (☎ 01434-312013, 📧 www.oldschoolhousehaltwhistle.com; 1S private facilities, 1D/2T/1D or T en suite; 🚿), a super-smart place chock full of features including laundry facilities, drying room with heated racks, and smart TVs in the bedrooms. Rates are from £65pp (sgl £80, sgl occ £110) including what they call 'a full border breakfast' (like a full English but with added haggis).

**Manor House Inn** (☎ 01434-322588, 📧 manorhousehaltwhistle.com; 1D/7D or T/1F, all en suite; ☂; 🚿; 🐾) is a friendly pub with basic but neat and tidy rooms above it. B&B is from £60pp (sgl occ £110). Just across the road – but a few steps up in terms of quality – **Centre of Britain Hotel** (☎ 01434-322422, 📧 centreofbritain.co.uk; 5T/6D/1Qd, all en suite;

### 📍 WHERE TO STAY: THE DETAILS

In the descriptions of accommodation in this book: ☂ means at least one room has a bath; 🚿 means a packed lunch can be prepared if arranged in advance; 🐾 signifies that dogs are welcome in at least one room subject to prior arrangement. See also p86.



☰; Ⓛ; 🏠), part-housed in a 15th-century pele tower, is the pick of the hotels on Main St. Rates are £65pp (sgl occ £105).

### Where to eat and drink

Our favourite café in Haltwhistle, and very popular with the locals too, is the **Brew Bar** (☎ 01434-321370, **fb**; Mon to Thur 10am-5pm, Fri & Sat to 10.30pm; food daily 9am-3pm), in an ideal location right on Market Square. A regular café by day, in the evenings at weekends it becomes a bar. The food itself is fair value, with a fish-and-chip butty £7. Although they don't serve food in the evening, on Wednesdays and Saturdays food trucks turn up outside serving a range of delicious street food from barbecues to Asian fusion. Check their Facebook page to find out what will be on offer.

Nearby on Main St, **Jethro's** (**fb**; Mon-Sat 8.30am-3pm, Thur-Sat 5-8pm) is a friendly sandwich deli. The down-to-earth **Pillar Box Café** (**fb**; Mon-Sat 9.30am-4pm) is a cheap, no-frills place that's popular with Haltwhistle's older locals. A couple of doors down, **Yellow Bird Café** (📧 theyellowbirdcafe.com; Tue & Wed 11am-3pm; Thur & Fri 11am-3pm & 5-7.30pm) does a good selection of toasts, sandwiches and wraps from £6.50. Opposite the library is another no-frills café, **Bonnie's** (**fb**; Tue-Sat 9am-5pm, Sun 10am-2pm) where you can get an all day breakfast (£6-12) as well as sandwiches and soups from £4.50. Down by the train station at **The Water Tower Café** (**fb**; Wed-Sun 10am-4pm) you can enjoy soup, scones and sandwiches while watching the trains passing by.

newly installed sculpture of a Roman centurion at Wallsend. It stands by the entrance of the final Wall fort of Segedunum (don't forget to stamp your Hadrian's Wall passport!) and just a few yards away from the final remaining stretch of the Wall itself, which once connected the fort to the river. It's a most fitting and lovely end to a fascinating and lovely trail.

### WYLAM [off Map 28, p182]

There is some decent accommodation in the village as well as good places to eat.

There's also a **pharmacy** (Mon-Fri 8.30am-6pm, Sat 9am-noon) and a couple of **supermarkets**: Co-op (daily 7am-10pm) with **ATM**; and Spar (daily 6am-9pm) which houses the **post office** (same hours as shop).

For **B&B** there's **Wormald House** (☎ 07815 903167 or ☎ 07850 322406,

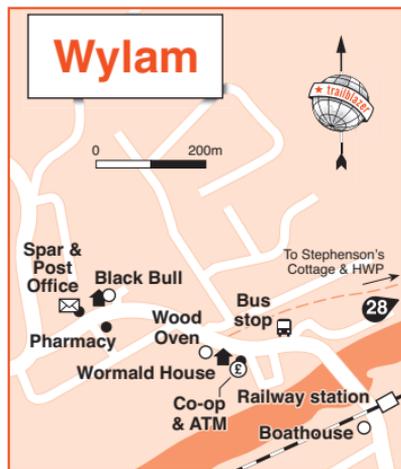
☎ wormaldhouse.co.uk; 2D/1T, all en suite; ♿; ♻). They have drying facilities and, if prearranged, will pick you up at Heddon and drop you off the next morning. B&B costs £67.50pp (£110 sgl occ).

Further up the hill, the **Black Bull** (☎ 01661-853112, **fb**; 1S/4D/1Tr/2Qd, all en suite; ♻; ♿) has rooms starting from £30pp (sgl £60). Note that they don't provide breakfast. **Food** (Mon-Fri 4-9pm, Sat noon-9pm, Sun noon-4pm) is served in the pub.

By Wormald House is **Wood Oven** (☎ 01661-852552, **fb**; Tue 5-9.30pm, Wed-Sat 5-10pm; booking recommended), a pizza place with some very unusual pizzas (squid & octopus, and wild garlic & courgette being just two examples) from £10.50.

At the other end of the village, just across the river by the railway station, **Boathouse** (☎ 01661-853431, **fb**) is renowned for its award-winning cask ales (it often wins the CAMRA Northumberland Pub of the Year).

Wylam has a small **railway station** on the Newcastle to Carlisle line. Go North East's No 684 **bus** service also calls here as does their 686 between Hexham and Newcastle; see pp48-9 for further details.



**The Wylam Waggonway** Walkers now take the Wylam Waggonway (Map 28) for a couple of miles. The waggonway is named after the village/suburb at its western end. Although Wylam is about 20 minutes' walk from the trail, thanks to the popularity of the walk, and the relative paucity of accommodation options in Heddon-on-the-Wall, the village still sees a steady stream of hikers looking for somewhere to stay on either their first or last night.

**Tyne Riverside Country Park** The Tyne Riverside Country Park (Map 28-29) provides a pleasant, peaceful riparian stroll with dog-walkers, joggers, butterflies, swans and the last (or first) truly mature trees on the trail as company.

## Starting from Wallsend

Start here if you're walking Hadrian's Wall Path from Wallsend (Newcastle) to Bowness. Look for the **W** ← symbol with shaded **route overview** text (as overleaf) and follow the **W** ← symbol with the shaded timings text on one edge of each map, working back through the book. The shaded text route overviews describe the trail between significant places and are written for walking the path

### ❑ SWAN HUNTER SHIPYARD

[see Map 33]

Though not quite as venerable as the nearby Roman ruins of Segedunum, the Swan Hunter Shipyard, with its iconic, multi-coloured cranes puncturing the skyline of north Tyneside, was nevertheless a vital part of the region's history. Unfortunately, it appears that this history has come to an end. In 2007, Swan Hunter's boss Jaap Kroes declared shipbuilding to be an industry with no future, and put the yard – and its cranes – up for sale. Sold to North Tyneside Council and One NorthEast in 2009, by 2013 it was being cleared up in preparation for development, with the council unveiling plans in 2015 to turn the 32-acre (13-hectare) site into a centre for the renewable energy, advanced engineering and offshore sectors.

The sale was a huge body blow to both Wallsend and the city of Newcastle as a whole, an area that had suffered from more than its fair share of economic woes through the decades. Though it must be said that on this occasion the decision to close the site permanently wasn't entirely surprising, given its dramatic decline. Between 1993 and 2003 not one new ship was launched from Swan Hunter's yard, and a decision by the Ministry of Defence to hand over the work on an unfinished ship at Swan Hunter to the BAE Systems site at Govan in Glasgow in 2006 resulted in the shipyard being mothballed. Attempts to secure new contracts or change tack and become a breaking business both failed, and the managers were left with no choice but to lay off all but 10 of Swan Hunter's remaining 260 workers.

All of which seems a long way away from the time when Britain led the world in shipbuilding and the Tyne produced a staggering 25% of the world's ships. Many of the world's most famous and innovative vessels were created at Swan Hunter during the 20th century, including the Cunard liner *Mauretania*, a revolutionary steamship launched in 1906 that was, for a time, not only the world's largest ocean liner but also its fastest.

In recent years, however, the stories coming out of the Swan Hunter shipyard tended to be about job cuts and industrial disputes as the yard struggled to make its mark in the new globalised market. Jaap Kroes's decision to invest in the shipyard in 1995 brought a glimmer of hope and for a while, as several refurbishment contracts rolled in, it appeared as if the good times were back once more. But when the *Lyme Bay* was taken to Scotland to be fitted out, it was the first time a ship had left Swan Hunter unfinished, and many then saw the writing on the wall.

On a lighter note, there has been significant investment to rejuvenate the site, and the upper floors of the Swan Hunter offices have been transformed into a Centre for Innovation (CFI) in an attempt to give it new purpose for the 21st century.

# NEWCASTLE

6

## City guide

The perfect venue for a post-trek knees-up (or a fittingly grand location to begin an epic walk), Newcastle is a large, buzzing city with plenty of history, a thriving food-and-drink scene and a pleasantly attractive riverside waterfront.

If you're arriving here by train at the start of your trek, the first thing you'll see as you cross the Tyne is an eclectic mix of river bridges, followed by an untidy jumble of roofs; an interesting but somewhat messy skyline that belies the uniform elegance of much of the city centre with its stylish Classical 19th-century façades interspersed here and there with the latest in cutting-edge municipal designs. Yet Newcastle is like that; a city that is forever defying those who dismiss it as merely a home for brown ale, football and fun-runs.

If you are coming to the end of your Hadrian's Wall odyssey and Newcastle is your last stop, there couldn't be a better place to celebrate than the revamped Quayside, home to numerous cafés, bistros and bars, while as the starting point for a major trek it's ideal: functional, convenient, with great amenities and plenty to keep you occupied round-the-clock. The **Great North Museum: Hancock** (see p208) is also the perfect introduction to the Wall.

### ARRIVAL & DEPARTURE

Most visitors will first set foot on Newcastle ground at its rather grand **Central Station**. Built in 1850, the station stands in the heart of a metropolis that will forever be associated with George Stephenson (see box p180), the 'Father of the Railways' who was born in nearby Wylam. The terminus, lying just to the north of the River Tyne, has cafés, ATMs and its own **Metro station**. The **National Express coach station** (unmanned) stands a five-minute walk to the west on St James Boulevard.

DFDS **ferry terminal** (Port of Tyne International Passenger Terminal) is 7 miles (11km) east of the city centre. The DFDS Seaways Bus ( [dfds.com/en/passenger-ferries](https://www.dfds.com/en/passenger-ferries) then search 'bus transfers'; from £7 each way; 20-30 mins) waits for disembarking passengers outside the ferry terminal before conveying them to Bewick St in front of Central Station. Going the other way, the bus departs from Bewick St at 2.45 and 3.45pm.



# Newcastle-upon-Tyne

● Wylam Brewery  
 Exhibition Park

Great North Museum: Hancock  
 Hatton Gallery  
 University of Newcastle-upon-Tyne  
 Haymarket  
 Boots  
 Post Office  
 Haymarket Bus Station  
 Sainsbury's Local  
 Cotswold

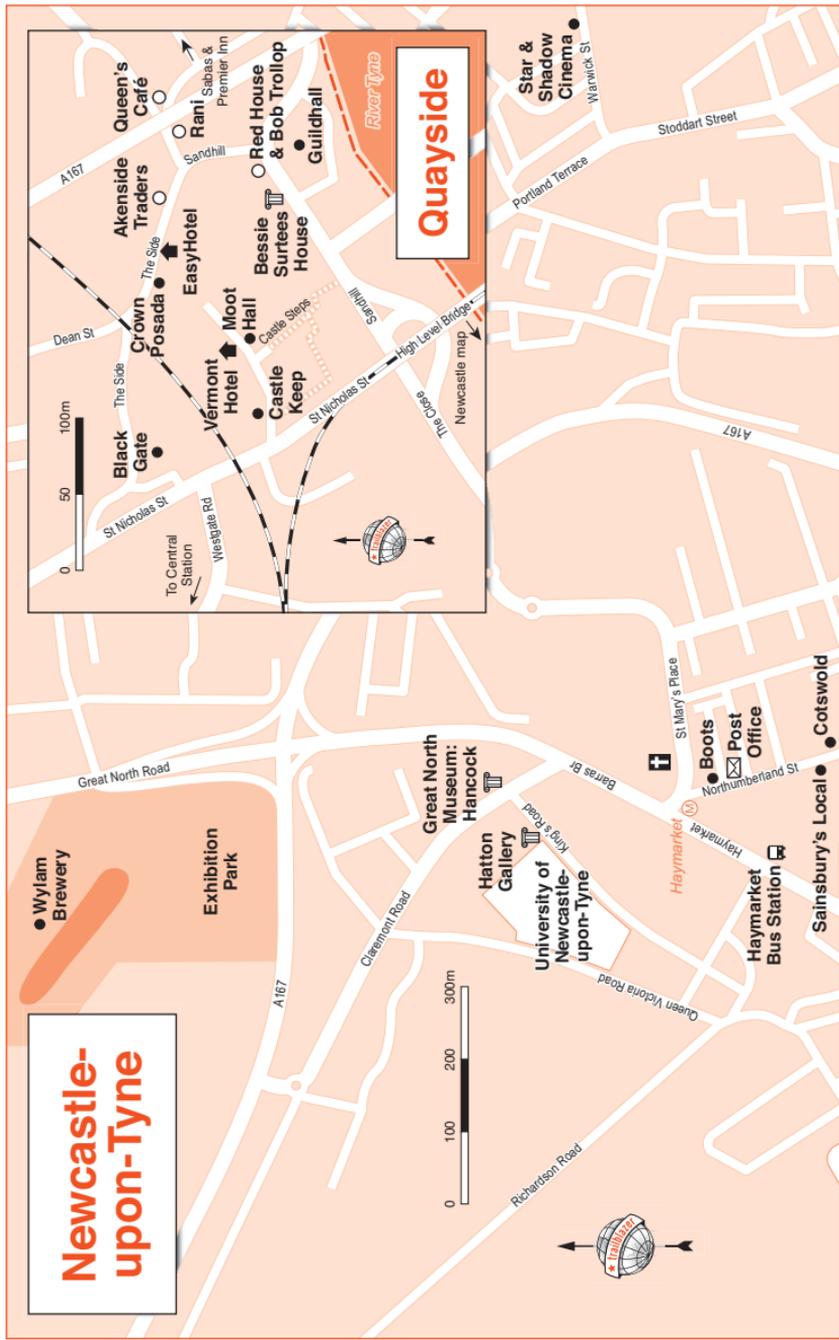


# Quayside

Black Gate  
 Crown Posada  
 EasyHotel  
 Vermont Hotel  
 Moot Hall  
 Castle Keep  
 Bessie Surtees House  
 Red House  
 Guildhall  
 Queen's Café  
 Akenside Traders  
 Rami Sabas & Premier Inn  
 Sandhill  
 The Side  
 The Side  
 Castle Steps  
 St Nicholas St  
 High Level Bridge  
 The Crag  
 Newcastle map



Star & Shadow Cinema  
 Warrick St  
 Stoddart Street  
 Portland Terrace



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## APPENDIX A: THE ACOMB–HEXHAM–CORBRIDGE ALTERNATIVE ROUTE

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### THE ACOMB–HEXHAM–CORBRIDGE ALTERNATIVE

[Maps: 22 p169; 23 p170; 23a-e pp214-22; & 24 p173]

This alternative trail (12 miles/19.5km; 4½-4¾hrs; between Planetrees (p169) and Halton Chesters Roman Fort (p173), via Acomb, Hexham and Corbridge, has a bit of everything; magnificent stretches of woodland, a riparian stroll along the banks of the Tyne and even a few hills, which, if you've been walking westwards from Newcastle, will be a rare treat.

The market town of Hexham, with its ancient abbey overlooking the market place, is an unqualified delight, as is the compact town of Corbridge, home to a 17th-century bridge, a pele tower by the church that's made of Roman Wall stones and more pubs than you can shake a Roman spear at.

And then, of course, there's the main object of this Hadrian's Wall Path diversion: the excavated ruins of Corbridge Roman Town (see p223), just 15 minutes west of Corbridge near the banks of the Tyne.

### ACOMB

[Map 23a, p214]

Acomb is a friendly, attractive place; a string of stone terrace cottages inhabited by unassuming locals and with the **pant** (fountain) at the top of the village's Main St. There's little to delay those who aren't staying here, as although two of the three pubs offer **accommodation** there are limited **food** options.

**Campers** should head about a mile and a half north-east of Acomb to **Sunniside Campsite** (off Map 23a; ☑ sunnisidehousecamping.com), a simple campsite with around 15 pitches from £11pp, with hot showers and toilets.

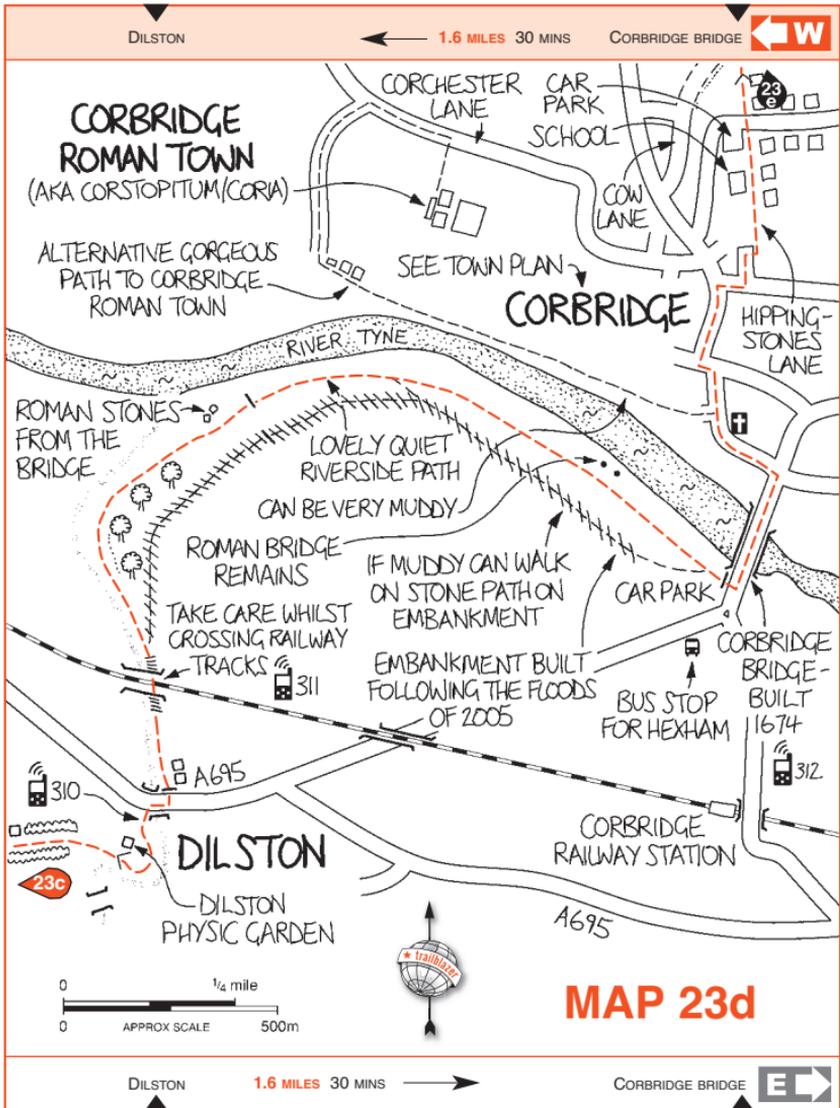
The first of the **pubs** is **The Sun Inn** (☎ 01434-602934; ☑ suninnacomb.co.uk, **fb**; 1T/1D shared facilities, 1T/1D en suite; ☪; ♿) which charges from £40pp (sgl occ £65). Foodwise they have a menu of sandwiches and toasts at lunchtime (noon-5pm), burgers and pasta in the evening (5-9pm) and they also do breakfast (Mon-Sat from 8am) and a roast lunch on Sundays. Down the hill, at **The Queen's Arms** (☎ 01434-607857, ☑ thequeensarmshotelacomb.co.uk, **fb**; 2S/2D/1T, all en suite; ☪; ♿) rooms are equipped with fridge and microwave for self-catering (room only from £65pp, sgl £60-65). The pub has also taken on the role of village **shop** (Mon-Sat 10.30am-2pm).

Back at the top of the hill by the pant, **Miner's Arms** (☎ 01434-603909, **fb**; Mon-Fri 5pm-midnight, Sat & Sun noon-midnight; ♿) is a quintessential Northumbrian pub where great local beers are served every night.

Other options for food include the long-standing takeaway **chippy** behind The Queen's Arms, called **Sea Chef** (☎ 01434-609721; ☑ seachef.co.uk, **fb**; Tue-Sat 11.30am-1.30pm & 4-7.30 pm); and **Acomb Tandoori** (☎ 01434-609990; Mon-Sat 5.30-11pm), which is on a nearby industrial estate but does deliver for a nominal charge.

Public transport-wise, the AD122 **bus** stops here (though this is a request stop only), as does Go North East's No 680 bus service (see pp48-9 for further details).





such as crispy duck or grilled salmon and charges from £25 for two courses. There's also a highly unusual Indian/tapas hybrid restaurant, *Cilantro* (☎ 01434-601234, 🌐 cilantrotapas.com; Tue-Sun 5-10pm), right next to the abbey. Tapas options include keema egg burrito (£8) and chicken tikka (£6). The *Stalida Greek Taverna* (☎ 01434-609900, 🌐 stalida.co.uk Mon-Thur 6-10.30pm, Fri-Sat 5.30-10.30pm) is an intimate restaurant with typical Greek dishes including souvlaki (skewered chicken or pork for £15). For Oriental dishes the *Golden Dragon* (☎ 01434-609888; Tue-Sat noon-2pm & 5.30-



## APPENDIX C: GPS & WHAT3WORDS WAYPOINTS

Each waypoint below was taken on the route at the reference number marked on the maps in the route guide. **GPS coordinates** and **what3words references** that correspond to these waypoints are listed here and may be particularly useful in an emergency (see p73). Gpx files for waypoints can be downloaded from <https://www.trailblazer-guides.com/gps-waypoints>.

WPT	COORDINATES	DESCRIPTION	WHAT3WORDS REFERENCE
001	N54 57.240 W3 12.773	Small shelter on Banks Promenade	<i>spout.blatantly.dust</i>
002	N54 56.983 W3 11.317	Port Carlisle; path junction with main road to Bowness	<i>glimmers.human.january</i>
003	N54 56.397 W3 10.708	Glendale Holiday Park	<i>loans.grownup.increment</i>
004	N54 56.052 W3 10.045	Jcnct by Highland Laddie Inn	<i>publisher.enlarge.years</i>
005	N54 55.932 W3 10.198	Path junction with road at Glasson	<i>sailed.committee.slips</i>
006	N54 55.346 W3 09.452	Gate across track	<i>agrees.bigger.brimmed</i>
007	N54 55.639 W3 08.904	Crossroads in Drumburgh	<i>clearcut.upset.lays</i>
008	N54 55.351 W3 05.013	Gate/cattle grid at Dykesfield	<i>salt.spurned.songbook</i>
009	N54 55.301 W3 03.413	Greyhound Inn	<i>usages.taster.trickster</i>
010	N54 55.287 W3 02.522	Gate off/onto road	<i>accented.cubs.chips</i>
011	N54 55.491 W3 01.121	Black and white house	<i>retrial.evidence.wobbling</i>
012	N54 54.806 W2 59.883	Cross Sourmilk Footbridge	<i>strong.busy.mile</i>
013	N54 54.752 W2 59.179	Path joins/leaves road at Grinsdale	<i>formal.guilty.ports</i>
014	N54 53.946 W2 57.775	Under disused rail bridge	<i>fame.stay.bowls</i>
015	N54 54.007 W2 56.091	Sands Sports Centre	<i>shot.belt.expert</i>
016	N54 54.273 W2 55.208	Bridge and kissing gate	<i>leaned.unable.visit</i>
017	N54 54.395 W2 54.431	Path onto/off road by The Beeches	<i>bleak.drips.count</i>
018	N54 55.194 W2 52.922	Join/leave River Eden embankment	<i>averts.disbanded.biggest</i>
019	N54 55.452 W2 52.510	Bridge over stream	<i>earpiece.altering.cage</i>
020	N54 55.755 W2 51.169	Leave/join road through Crosby-on-Eden	<i>brew.shop.dumpling</i>
021	N54 55.901 W2 51.053	Stile and gate onto/off Sandy Lane bridleway	<i>guidebook.list.shredding</i>
022	N54 56.334 W2 51.308	Leave/join Sandy Lane	<i>rebounds.tugging.hurricane</i>
023	N54 56.805 W2 48.853	Gate by bus stop at Oldwall	<i>bonds.simple.golden</i>
024	N54 57.219 W2 47.361	Kissing gate by end house in Newton	<i>different.debater.disco</i>
025	N54 57.812 W2 46.431	Bridge over a stream	<i>employer.crouching.romantics</i>
026	N54 58.118 W2 45.651	Gate by Swainsteads Farm	<i>pushover.vent.responded</i>
027	N54 58.146 W2 45.362	Gate at edge of woods	<i>parading.poorly.twigs</i>
028	N54 58.296 W2 44.435	Abutment just west of bridge	<i>office.wrenching.dating</i>
029	N54 58.392 W2 41.942	Haytongate Farm	<i>mega.intruded.wharfs</i>
030	N54 58.462 W2 40.952	High chunk of wall	<i>park.homeward.cape</i>
031	N54 58.468 W2 40.171	Gate off/onto road	<i>mural.whistling.them</i>
032	N54 58.604 W2 39.602	Join/leave road at stile near Pike Hill Signal Tower	<i>chart.alone.troll</i>

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## APPENDIX D: TAKING A DOG

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As noted on p29, the Hadrian's Wall Path is not that dog-friendly. Much of the land through which the path passes is grazed by livestock and dogs must be kept on a lead. However, if you're sure your dog can cope with (and will enjoy) walking 12 miles or more a day for several days in a row, you need to start preparing accordingly. The best starting point is to study the village and town facilities table on pp32-3 and the advice below.

### Looking after your dog

To begin with, you need to make sure that your own dog is fully **inoculated** against the usual doggy illnesses, and also up to date with regard to **worm pills** (eg Drontal) and **flea preventatives** such as Frontline – they are, after all, following in the pawprints of many a dog before them, some of whom may well have left fleas or other parasites on the trail that now lie in wait for their next meal to arrive. **Pet insurance** is also a very good idea; if you've already got insurance, do check that it will cover a trip such as this. On the subject of looking after your dog's health, perhaps the most important implement you can take with you is the **plastic tick remover**, available from vets for a couple of quid. These help you to remove the tick safely (ie without leaving its head behind buried under the dog's skin).

Being in unfamiliar territory also makes it more likely that you and your dog could become separated. For this reason, make sure your dog has a **tag with your contact details on it** (a mobile phone number would be best if you are carrying one with you).

### When to keep your dog on a lead

- **Near the crags** It's a sad fact that more than one dog has perished after falling over the edge of the crags. Keep them on a lead through the central part of the walk.
- **When crossing farmland**, particularly in the lambing season (around May) when your dog can scare the sheep, causing them to lose their young. Farmers are allowed by law to shoot at and kill any dogs that they consider are worrying their sheep. During lambing, most farmers would prefer it if you didn't bring your dog at all. It is also **compulsory to keep your dog on a lead through National Trust land**. The exception to the dogs on leads rule is if your dog is being attacked by cows. A few years ago there were three deaths in the UK caused by walkers being trampled as they tried to rescue their dogs from the attentions of cattle. The advice in this instance is to let go of the lead, head speedily to a position of safety (usually the other side of the field gate or stile) and call your dog to you.
- **Around ground-nesting birds** It's important to keep your dog under control when crossing an area where certain species of birds nest on the ground. Most dogs love foraging around in the woods but make sure you have permission to do so; some woods are used as 'nurseries' for game birds and dogs are only allowed through them if they are on a lead.

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 Where to eat and drink	 Internet	 Car park
 Campsite	 Museum/gallery	 Bus station/stop
 Post Office	 Church/cathedral	 Rail line & station
 Bank/ATM	 Telephone	 Park
 Tourist Information	 Public toilet	 GPS & what3word 082 waypoint
	 Building	

 Walking Track

 Minor Track

 4WD Track

 Road

 Steps

 Slope

 Steep Slope

 Stile

 Gate

 Bridge

 Fence

 Stone Wall

 Hedge

 Water

 Sand

 Stones

 Stream

 River

 Forest / Wood

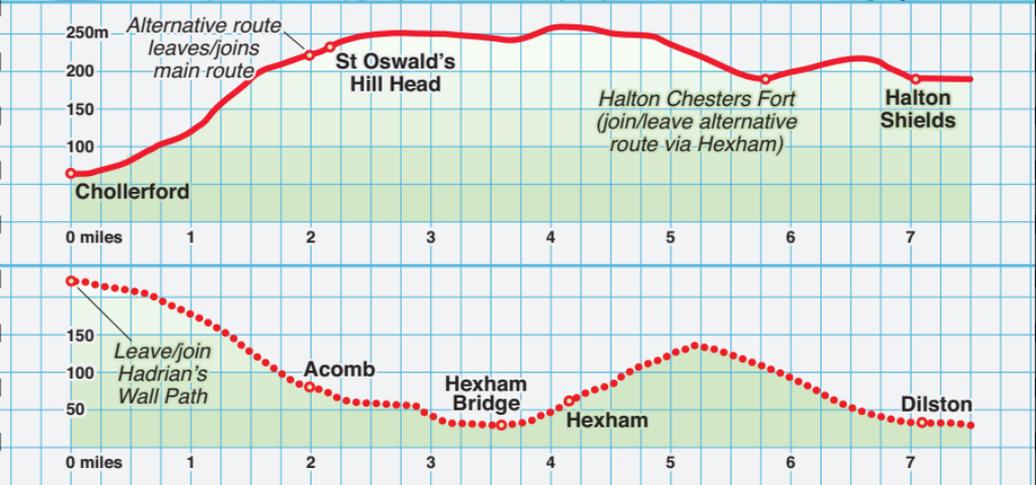
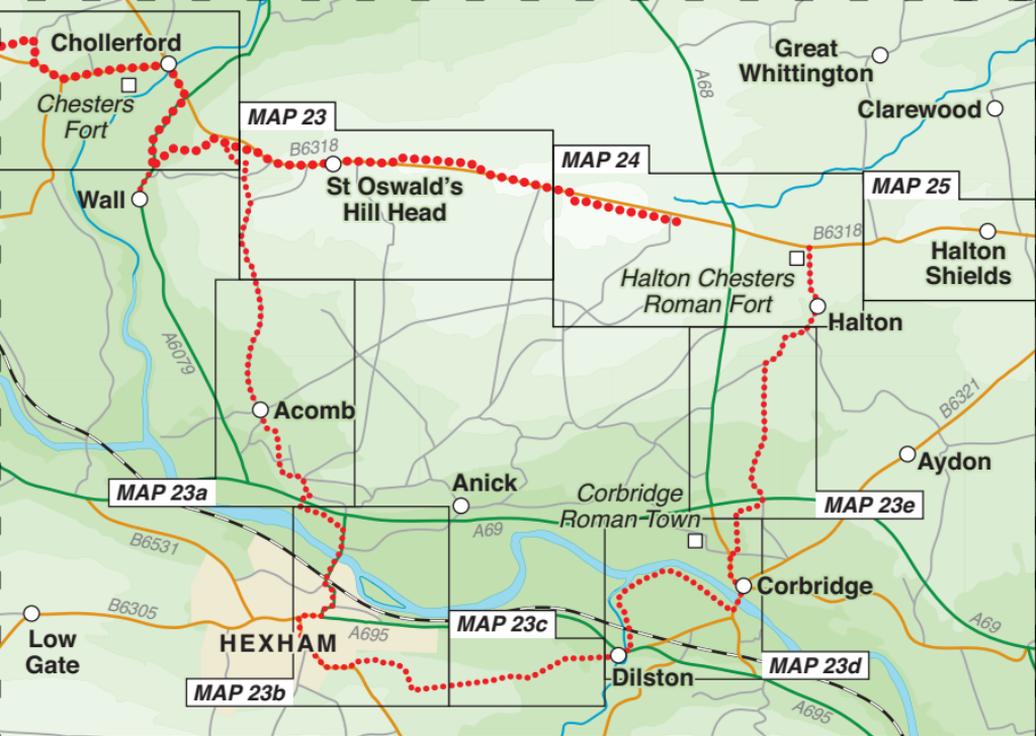
 Boggy Ground

 Hadrian's Wall

 Vallum

 Ditch

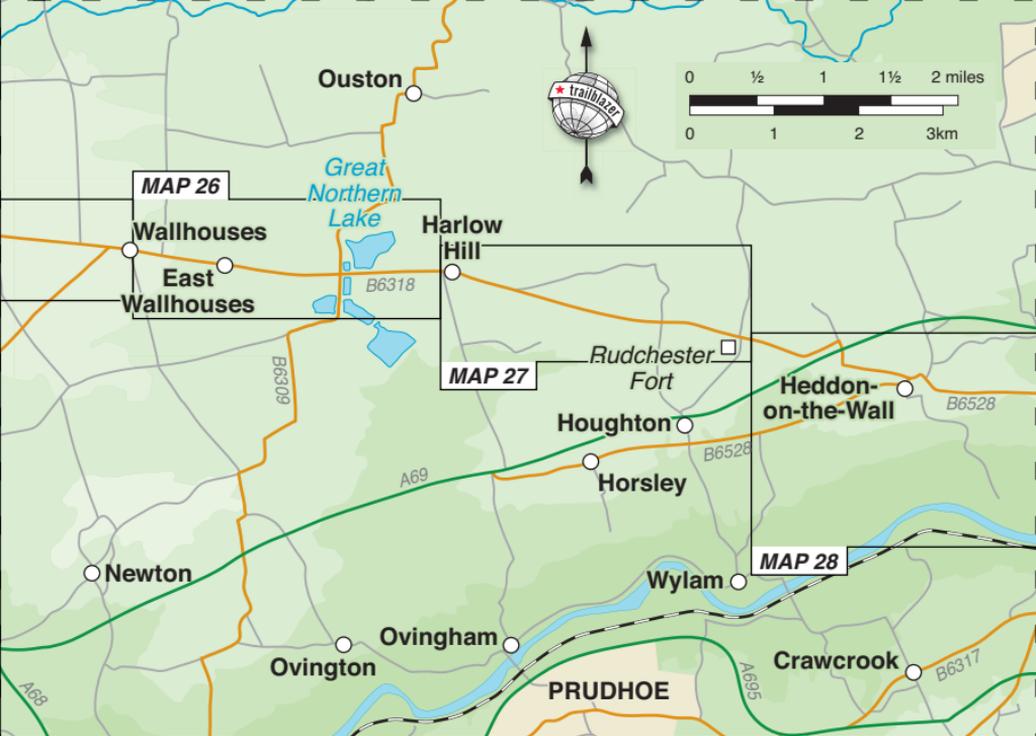
 Map continuation  
 black = to Newcastle  
 & Wallsend  
 red = to Bowness



**➡** Maps 22-28, Chollerford to Heddon-on-the-Wall  
15 miles/24.2km – 7hrs

**⬅** Maps 28-22, Heddon-on-the-Wall to Ch'ford  
15 miles/24.2km – 7hrs

**Corbridge-Hexham-Acomb alternative route (Maps 23a-e)**  
12 miles/19.5km – ➡ 4½hrs / ⬅ 5hrs



# Hadrian's Wall Path

## BOWNESS-ON-SOLWAY - WALLSEND

SCOTLAND

ENGLAND

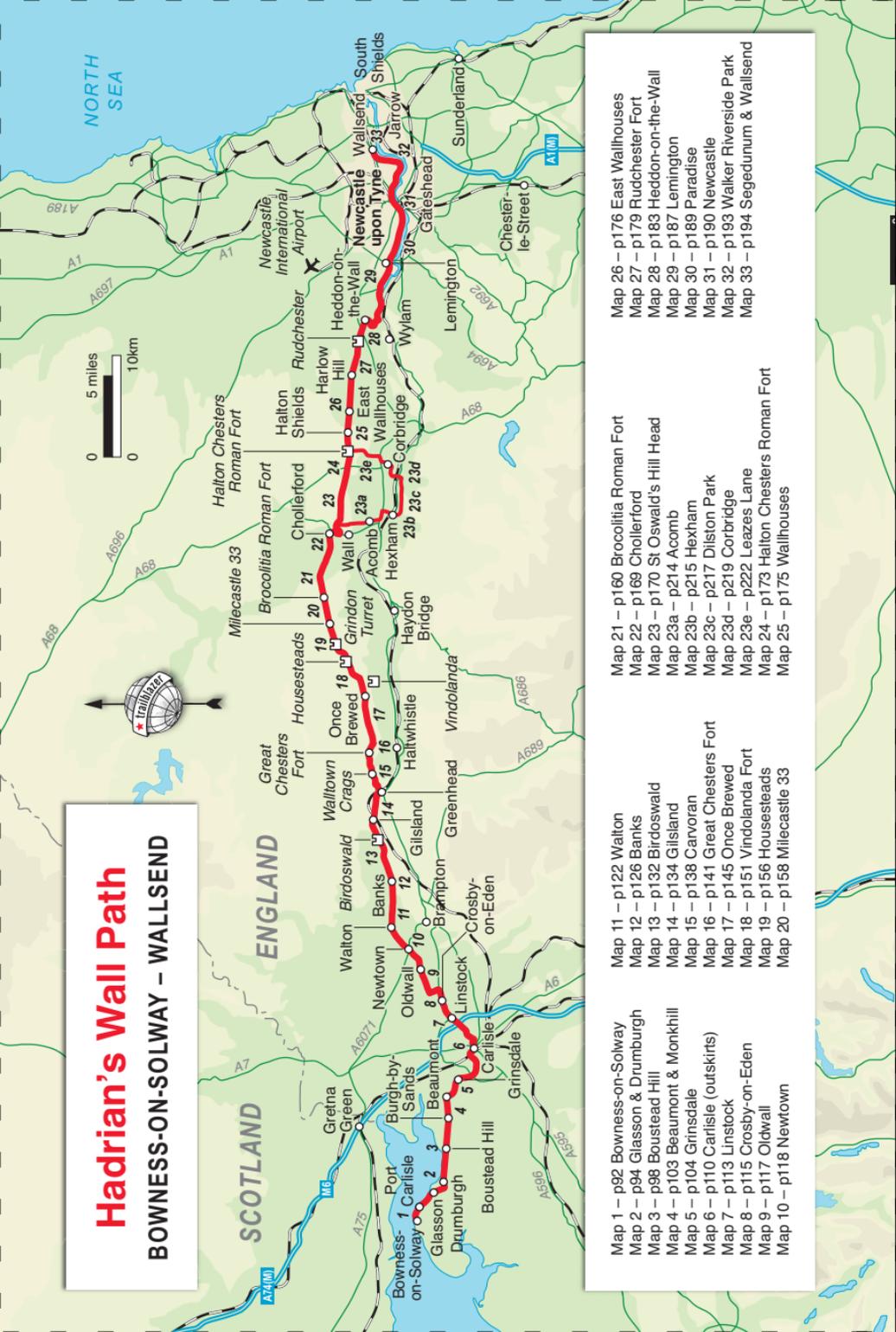


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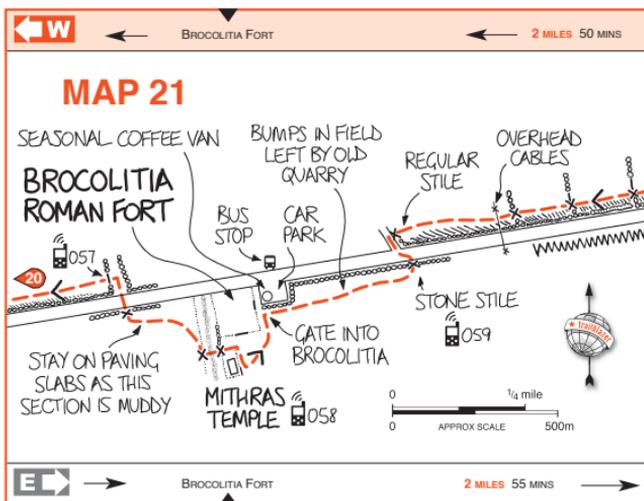
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