

Day Two – Grinton Lodge to Keld

Part 1 – Grinton Lodge to Healaugh

1. As we leave Grinton Lodge, turn right out of the drive and head downhill on the tarmac road for about 200 yards until you see another tarmac road joining from the left and a cluster of barns (two tall ones side by side and a lower one with a gate between them) on our right. Head for the gate between the barns.
2. Use the gate to access the field and follow a green path down the field, through an open gateway and down to a stile in the wall at the bottom of the field. This stile has a big drop on the other side and gives on to another field with a barn set into the wall ahead of us.
3. Use the stile to the right of the barn to enter the next field and head for an open gateway almost directly ahead, beyond which we follow the path beside a wall to our left as it heads downhill towards a narrow gated stile and the road.
4. Follow the road, slightly left of straight ahead, using the pavement on the other side and after about 150 yards you will see the buildings of Grinton with the Bridge Inn on our right and St. Andrew's church ahead of us.
5. Turn right along the road in front of the church and cross the Swale on the fine old stone bridge. Just before the end of the bridge, look out for a gap in the bridge wall on the left, where a narrow gated stile and a short flight of stone steps takes us down into the field below.
6. Follow the well trodden green path across the short-cropped grass to a kissing gate in a fence, from where we head mostly right to the corner of a wall and a finger post. This directs us mostly right again, passing a large tree on our right and heading for farm buildings.
7. As we approach the barns a gate comes into view that takes us down a narrow, often muddy path beside the river. The path is quite short though and it soon brings us to a kissing gate which gives on to a pavement beside the road.
8. Follow the pavement for about 100-150 yards to a fine old bridge over Arkle Beck. Cross the bridge and follow the pavement for another few yards to the first buildings on the outskirts of Reeth.
9. One of the first buildings we come to is the Reeth Village Store. This is a small supermarket and also has the only cash machine in the village. If you do not wish to visit Reeth village then the road opposite the shop cuts out the next few steps. Cross the road, into the side road and turn right up it, past a row of houses. Keep going straight ahead until we reach another road coming from the right, with a finger post and a sign for the Doctor's Surgery on our left. Now jump straight to number 14.
10. If you are going into Reeth continue past the Reeth Village Store and head up the hill, following the road as it bends right and then left to bring us to the large village green surrounded by shops, pubs and other welcome amenities.

11. Reeth is the last place to find refreshments for the next 12 miles; until we reach Keld. Now is also a good time to stock up for tomorrow's lunch as the tiny shop in Keld may be shut when we arrive. There are several shops and tea rooms in Reeth to do this from.
12. Once you've stocked up, look for the narrow alley between the Black Bull and the Kings Arms. It looks like we're entering a courtyard surrounded by houses, but at the far end of the courtyard, on the left is a small lane which takes us past another row of houses.
13. The narrow lane turns right at its end and joins a wider residential road which we follow for a hundred yards until it meets a wider street. Turn left onto this street and a further hundred yards on we come to a T-junction with a sign pointing towards the "Doctor's Surgery". Turn right here along a narrow lane between walls.
14. The lane passes the Medical Centre and a children's playground before arriving at a large vehicle gate with a smaller gate beside it. This gives on to fields and the path to Healaugh.
15. For the next mile (as far as the outskirts of Healaugh) the path is easy to follow as it runs between field boundaries. You can use the list that follows to tick off the gates and stiles as we pass through them:
 - a. The narrow gate beside the large gate, follow embankment, through wall using either gate, gap or two bar stile set in the wall, narrow stile, narrow stile, narrow stile almost immediately followed by narrow stile, narrow stile, open gateway beneath tree, narrow stile with steps, narrow stile with steps, narrow stile beside barn, gate in wire fence immediately followed by narrow stile, narrow stile beside "FP Reeth" fingerpost.
16. This final narrow gate with the "FP Reeth" fingerpost brings us to the road again as it enters the tiny village of Healaugh. Follow the road until we reach the old-style red telephone box, set in a three sided courtyard beside the road.

Part 2 – Healaugh to Level House Bridge

1. The telephone box is set against a house. With our backs to the road and the house and telephone box to our left there is a small driveway that runs to our left behind the house, leading gently uphill towards another house and a gate on the skyline.
2. As the drive reaches the gate we turn right, the tarmac ends and we enter a narrow lane which almost immediately turns left, in front of a yellow-brick house, into an even narrower, unkempt track between two walls.
3. After a hundred yards or so the narrow track widens beneath large trees. Keep close to the left hand wall and find a stile in the wall's corner. Go through the stile and follow the path as it turns right, through the field, keeping close to the wall on our right.
4. A narrow gated stile leads to another field which we cross diagonally towards another gated stile. Through this stile and we turn left into the next field and head for the gated stile to the left of the large field barn.

5. Through this stile and we join a tree-lined lane which we turn right onto. This is the drive for Thiernswood Hall. Follow the lane for about $\frac{1}{4}$ of a mile as the trees give way to a tall hedge on our right. The hedge-lined path leads us into a wood. The path continues straight ahead, downhill now into the wood.
6. After 100-150 yards the path reaches a stone wall across our path. There is a narrow stile in the wall, but we don't go through here. Instead look to the right to find an old iron gate with a green field beyond it. Go through the gate.
7. The field contains a rather incongruous shed and a sunken basin with a tap, but we need to follow the wall on the left of the field as it climbs uphill, bends to the left and arrives at a stepped stile in the wall. Follow the path on the other side as it climbs the hillside, a narrow green path between the bracken.
8. After a hundred yards or so the path describes a large S as it bends to the right and then the left up the hill. It continues to climb mostly straight ahead now, for another 300-400 yards until it reaches a four-wheel drive track beside a house on our left (Nova Scotia).
9. A clear four-wheel drive track continues uphill past the house; with the house on our left for a short distance, through the rough moorland pasture, heading for a huge sheepfold. The path keeps to the left of the sheepfold, continuing to climb gently until it reaches a more distinct four-wheel drive track.
10. Turn left onto this new track (ignoring a right fork almost immediately after we join it) and follow it for perhaps $\frac{1}{4}$ of a mile until it reaches a large sheepfold and the ruins of an old barn set into the corner of a wall on our left.
11. From here the four-wheel drive track becomes a path; an often wet and boggy path across the moorland, with the wall on our left. Perhaps 300-400 yards along this path we reach a stile in the wall ahead. Go through the stile and look down into a steep-sided narrow valley with Bleaberry Gill running through the bottom.
12. Descend the steep and possibly slippery bank; finding a suitable path through the bracken and cross the gill using a convenient narrow spot. If the gill is running high, walk upstream a little way where it narrows.
13. The climb out of the little valley is possibly the steepest climb anywhere on the Herriot Way, but fortunately is only a few dozen feet of ascent before we reach a path. The path turns left, following the upper slopes of Bleaberry Gill, passing through heather before reaching a large cairn beside the path.
14. Follow the path beyond the cairn, but be prepared to keep left wherever possible to reach the Surrender Smelt Mill, which should have become visible once we reached the cairn. The path doesn't lead directly to the mill, so we may need to cut down to it across the heather.
15. Surrender Smelt Mill is a fascinating ruin and has decayed in such a way that the individual parts of the smelting process can be seen. There is an information board inside the building with more details.