



Ted's walk 4

A 6.5 miles circular field walk north of Carlton Miniott & Thirsk

Introduction

This is a circular field walk from Thirsk town Centre, behind the racecourse to Thirsk Station, returning via fields to the north of Carlton Miniott and Thirsk. It starts from the Marage Long Stay car park, national grid reference 429823 (satnav YO7 1AA).

The distance is 6.5 miles (10.4km). Ordnance Survey Explorer Map 302, Northallerton & Thirsk, covers the walk, but a map is included here. The walk grade is Easy – flat with a few kissing gates and no stiles. Allow up to 3.5 hours from start to finish.

The walk

Out of the town

Leaving the Marage car and coach park, head towards Thirsk Church passing Thirsk "Past and Present" Board No. 6 about the Moated Site on your right. (A walks leaflet describing all 15 Boards is available for sale at 50p in the Information centre). Go to the 15th Century St. Mary's Church, taking care crossing the busy road, and walk around it clockwise entering Cemetery Road. The church is opened by volunteers most days from 10am till 4pm and is well worth a visit in its own right. On your left opposite



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the church is the attractive Georgian Thirsk Hall occupied by our Lord of the Manor, Mr John Bell.

Walk around behind the church and along Cemetery Road passing the gates to the Cemetery after an S-bend in the Lane. The lane straightens out for about 150 metres before reaching Newsham Road which you cross, going right for 50 metres before turning left onto a farm track. This track goes behind Thirsk Racecourse for about half a mile before zig-zagging to go in front of a stand of trees. Whilst on the lane you have views of the Hambleton Hills behind you and, in the distance, the hills of the Yorkshire Dales can be seen on a clear day.

To the railway

After the trees, walk straight ahead with a field hedge on your right for about 250 metres and then go slightly right then quickly left onto a field path. You are now parallel with the East Coast mainline railway for about 100 metres before you turn right towards the railway. At the corner, turn left into the path through a long narrow copse parallel to the railway station for about 100 metres, emerging onto the larger station car park. Unless you are in need of refreshments or toilets at the Old Red House pub across the main A61 road, turn immediate right and go up and over the pedestrian bridge over the railway to the smaller drop-off carpark.



Back Straight showing Church Tower & Grandstand

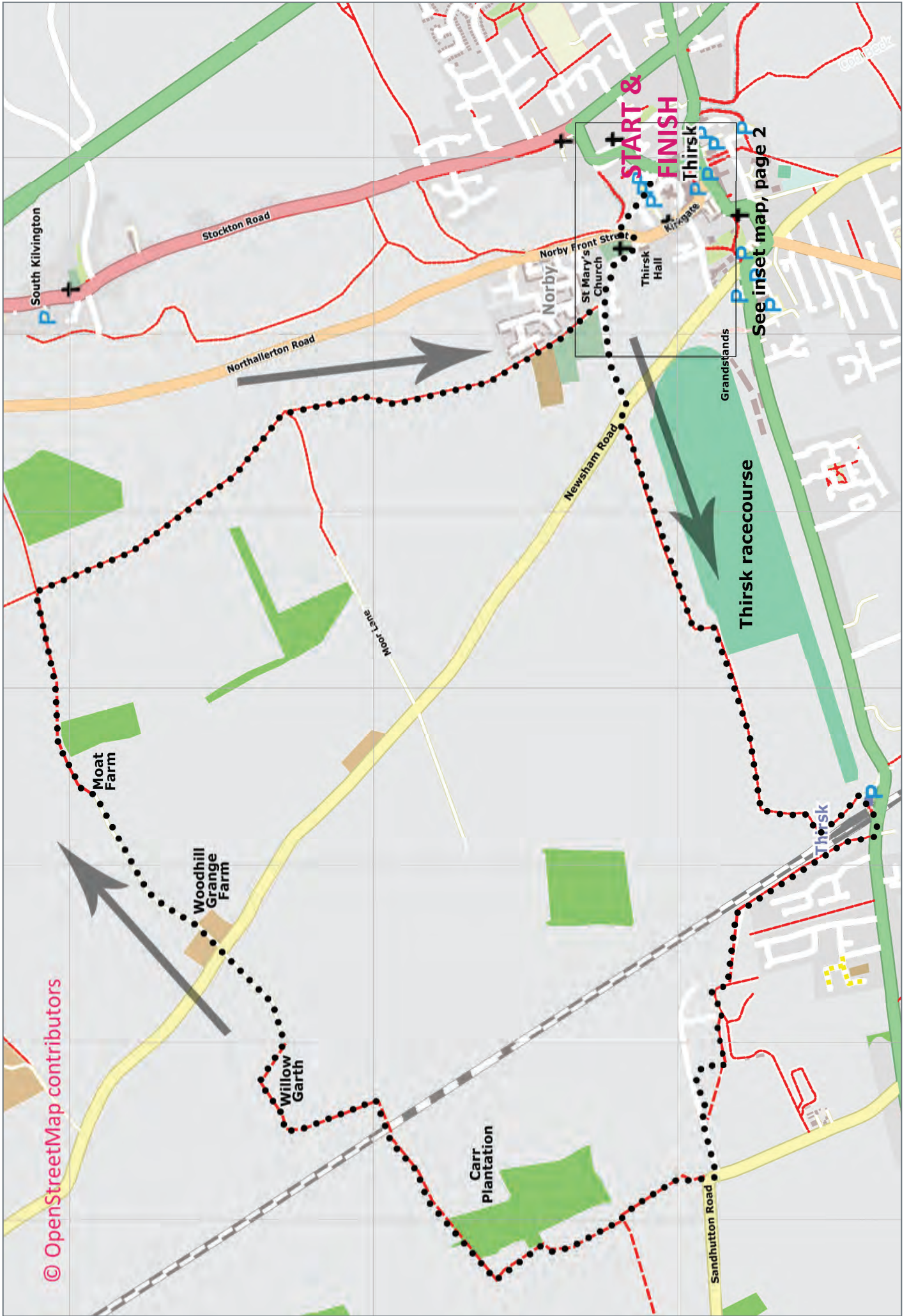
Turn right, and after 50 metres turn right into the Treske Furniture factory access road. Keep to the right and go through the pedestrian gate next to the aluminium railway maintenance vehicle gate onto a tarmac lane alongside the railway track-side fence. This continues for 200 metres becoming a rougher unmetalled track for 100 metres alongside the gardens on the left of a terrace of older houses. After the railway maintenance vehicle access gate on the right, the track narrows to single file and soon bends around to the left between some silver birch trees into a field. The path splits – take the right

fork diagonally for 100 metres across a field, then over a tarmac access road for the scrap metal yard to the north. Cross this and go diagonally again across a further small field into some trees where you turn right, ignoring the wooden gate into the caravan park, and turning left behind the touring caravan park and fishing lake (see the front page picture).

Still in the trees for 100 metres, follow the path across the lake outflow via a plank footbridge and then right and left over the stream on another more substantial footbridge. The footpath crosses a third footbridge before emerging into an open field. Turn



Thirsk station



START & FINISH

See inset map, page 2

Thirsk racecourse

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right and follow the field edge turning left around the field. Ignore the first, almost immediate, exit onto the private tarmac access road on your right. Keep on along the field edge for about 100 metres till the proper footpath exit onto the private road. Turn left and then after 50 metres right onto the Sandhutton Road.

Open country

Very quickly you turn off this road on the bend and into a field entrance with a temporary blue plastic tube barrier which can be stepped over. Walk 50 metres then right and left on a field access track, till you come into the field with two runs of small electricity pylons on both your left and right as you walk with the field boundary on your left for about 150 metres. Leave the field turning quickly left and then right onto another farm track, still following the twin runs of pylons. In about 100 metres the track bears sharp right then left alongside a wood shown on the map as Carr Plantation. Walk alongside the plantation for 100 metres noticing in the field on the left a recently installed, massive array of solar panels stretching as far as the eye can see. You then reach a pedestrian and field gate after which you turn immediate right.

Follow the field edge alongside the plantation on your right. This track can be muddy and undulating and is occasionally gated to keep in the

grazing sheep. After 500 metres you will reach the busy East Coast railway line again. Here, veer right and down through the pedestrian tunnel.

Just after the tunnel on the field edge is a large metal green box on your right which is a good place to sit on for a lunch or coffee break and to watch the many and varied trains go by. After this follow the field edge along and then left heading towards the farm marked "Willow Garth" on the map about 200 metres away. Through the gate turn right onto the farm access track and walk around the private wood on your right which is shown on the map as having lakes in it. These can generally be seen only in winter when the trees are bare. You then reach several houses on the left, the first of which is a dog boarding kennels (all safely enclosed) and then a small falconry where you may be lucky enough to see some birds of prey on their perches.

Mystery Moat

Continue on the access track for 200 metres to Newsham Road and cross straight over to Woodhill Grange Farm and continue on the hardcore farm track for 500 metres to Moat Farm. Just after the farm on the right is the Moat Plantation which has been felled recently but this means you can now discern the shape of the empty moat through the new high fence that has been erected. In spite of my enquiries of a local historian, I



Foot tunnel under the railway

have not been able to ascertain why it should be here. Continue along the field edge till you pass four large trees on your right – the last is an oak tree – and you reach a crossroads of footpaths where you will turn right to follow the direction of the yellow arrow on the direction post (in the hedge). But first it is worth turning back to see the distant views (on a clear day) of the Dales behind you and the Hambleton Hills ahead of you.

Back to Thirsk

You are now heading almost due south, back to Thirsk, alongside a field hedge on your left. Eventually the tower of St Mary's church comes into view in the distance (if the day is clear). Halfway through a second field, the path goes left through a kissing gate and diagonally left across the field. You are looking for

a footbridge in the hedge on the far side of the field where there are several large trees. The footbridge is by the third large tree from the left – the field can be boggy and often has livestock in it. Once across the footbridge follow the footpath diagonally left again across a large field which can also be muddy, to a hedge corner. Bear right through the hedge, keeping the hedge on your left. Just before the end of the field, go diagonally right and at the end of the hedge you will see a farm track going between two hedges towards houses and the Church Tower. Carry on past the houses, with allotments and then the cemetery on your right, till you arrive at Cemetery Road again. Go left and around the Church to reach the Northallerton Road. Cross the road, go left and then right into the Marage car park where you will be back to your starting point.

Suggested walks

These walks can be obtained from Thirsk's information centre or downloaded from [VisitThirsk.uk/walks](https://www.visitthirsk.uk/walks).

Thirsk guide

To find your way around 'the quaint market town of Thirsk' you need our free guide. The map clearly shows the paths, snickets and ginnels which permeate the town. It will help you find children's play areas and show you how to escape the built up area on foot in just a few minutes. Wheelchair and pushchair walkers can see how to explore within the town.

The guide also shows contact details for places where visitors might want to go to such as activities for children, markets, abbeys, historic houses, gardens, birds of prey, heritage railways, cinemas, theatres, concerts and fishing.

Blue Plaque Trail

This is a walk around 20 historical sites in Thirsk and Sowerby marked by blue plaques. These record important buildings or people associated with our town. The walk takes anything up to 1½ hours.

Past & Present

Thirsk and Sowerby Past and Present is a town and countryside trail that has been designed by the local community. The leaflet has historical notes on all the explanatory boards around the town. The walk takes up to 2 hours.

Ted's Walks

Ted's Walk 1 – A 4 mile circular field walk from Thirsk via South Kilvington.

Ted's Walk 2 – A 4 mile circular flat field walk to the west of Thirsk and back through Sowerby.

Ted's Walk 3 – A 3 mile village and field walk – Sowerby, with Pudding Pie Hill.

Ted's Walk 4 – A 6.5 miles circular field walk north of Carlton Miniott & Thirsk.

Ted's Walk 5 – A 3 mile circular walk along country lanes and in woodlands.

Ted's pushchair walk – A 1.5 mile circular walk around Thirsk centre suitable for pushchairs and most wheelchairs.



W: [VisitThirsk.uk](https://www.visitthirsk.uk) T: 01845 522755
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