17 NORTHUMBERLAND HOLY ISLAND

Distance: 8¼ miles/13.1km Time: 3-3½ hours Grade: Easy 👫 📒





CHOSEN BY... VIVIENNE CROW However vou look at

it. Holy Island. or Lindisfarne, is a special place. As well as being immersed in early Christian history, home to a fascinating castle and sheltering a wealth of wildlife. it is a place apart, cut off from the mainland for several hours at a time. Approach it. preferably barefoot, using the pilgrims' route across the sands and you'll gain a unique perspective that those driving across the causeway miss out on. You'll inevitably get your lower legs wet, and you'll probably get covered in mud. but you'll also get to walk 'across the sea' under the biggest of Northumberland's

big skies. The best way to complete this walk is to drive across as soon as the causeway road opens, park on the island, then catch the first bus to the mainland. Using Northumberland County Council's tide times webpage (holvislandcrossing times.northumberland.gov. uk), set off across the sands at least 75 minutes before the midpoint of the safe-to-cross time. Never cross during a rising tide - it's dangerous. This requires careful timing, particularly if you want to make it back to the mainland before the causeway closes. Completing only the circular element of the walk (from Point 3) reduces the distance to 51/2 miles (8.9km).

PLAN YOUR WALK

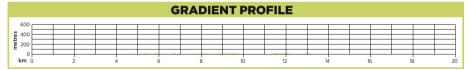


ROUTE

Start/parking Chare Ends P&D car park on Holy Island, grid ref NU126424 Is it for me? Tidal route across sands involves wading, must be carefully timed; island route involves pathless dunes, grassland and foreshore Stiles None

PLANNING

Nearest town Berwickupon-Tweed **Refreshments** Pubs and cafés in Holy Island village. For best coffee and cakes visit Pilarims' Coffee House (01289 389109) Public toilets In Holv Island village car park Public transport Borders Buses service 477. Berwick-upon-Tweed to Holy Island, Mon-Sat; or the KLE (Berwick) Group's WT2 minibus. Timetables dependent on tide times Maps OS Explorer 340: Landranger 75



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OS Explorer map 340 Buy maps at: ordnancesurvey.co.uk/shop



Start

Having caught bus from island to mainland, alight at end of causeway and walk back along causeway road as far as refuge.

∽½ mile/0.7km

Head on to sand on R and walk towards first in a line of poles. Follow poles ESE across sands. You may have to wade at times. There are two pedestrian refuges for those caught out by tides.

Z³4 miles/4.4km

On reaching Holy Island at Chare Ends, head L on to road, follow it SE for 80m and go through gate on L. Bear L at fork, head NW through dunes to beach on N side of island.

3½ miles/5.6km Turn right along beach, head back into dunes when sand ends. Follow shoreline NE, veering SE when you see rocky promontory of Castlehead Rocks ahead. From large depression at Nessend, aim for white pyramid at Emmanuel Head (ESE), crossing beach at Sandham on route.

5 miles/8km

From Emmanuel Head, continue on grassy path nearest sea. At wall corner, turn R, walk beside wall for 350m and then turn L through small gate. Walk raised path along eastern side of island. This later swings R.

6½ miles/10.3km Reaching Lindisfarne Castle, descend steps, turn L along path. Bear right along castle's access lane. Beyond small bay, take track on L at England Coast Path fingerpost. Fork R, follow path rising (R) between two sheds on to ridge (The Heugh).

7¼ miles/11.6km

Walk to far end of ridge (beyond viewing tower) and descend rocky path. After benches, follow path on R to lane and turn L. On reaching school, turn L. At shore, turn R beside fence. On rejoining causeway road at Chare Ends (wp3), turn R. Car park is on L in 250m. CW

