

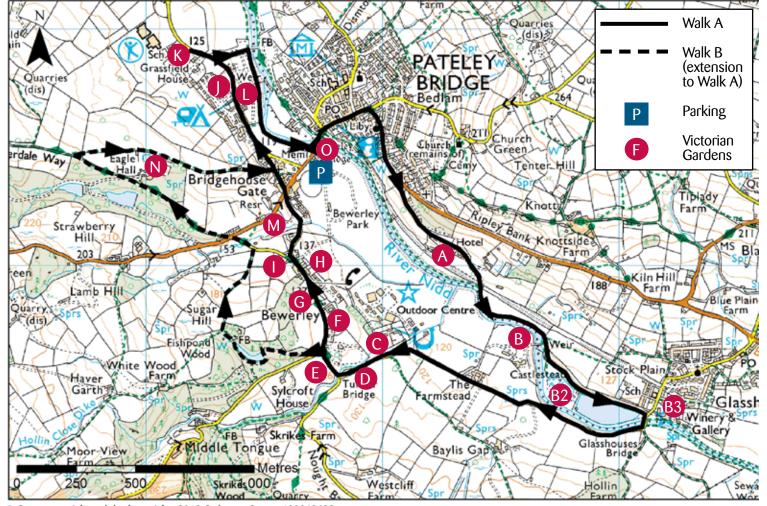
Victorian Gardens, Pateley Bridge

Nidderdale

Introduction

Pateley Bridge has long been a focal point for visitors to Nidderdale. In the 19th century it was a bustling small town whose inhabitants engaged in a variety of agricultural and industrial activities. The number of large houses reflected the prosperity of the town and many incorporated large gardens designed in the fashionable styles of the day.

Join us for a tour of the lost Victorian gardens.



Map

OS Explorer 298: Nidderdale

Distance/Time

Walk A: 3.75 miles (6km) Walk B: 4.75 miles (7.5km)

2-3 hours

Starting Point

The centre of Pateley Bridge at the river bridge (SE 157655).

Terrain

Walk A: mainly on tarmac or gravel paths.

Walk B: mainly on tarmac or gravel paths but with some field/woodland paths, which may be muddy.

Useful Information

Pay & Display parking is available at Pateley Bridge Showground car park. Other parking is available in the town centre but it is limited to 4 hours.

There is a regular bus service from Harrogate (Transdev Harrogate & District No.24).



The Route

Directions for Walk A

- 1. Starting in the centre of Pateley Bridge at the river bridge, walk up the high street. Pateley Bridge Club near the top of the high street was the George and Dragon. The garden on the corner is the site of its brewery.
- **2.** Turn right and follow the Harrogate road for approximately 1km. On the left the stone terrace, parallel to the road, was built in 1780 and was home to the first George Metcalfe.
- **3.** Take the right turn signed 'Harefield Hall' and follow the drive behind the hotel [A] (as it is a hotel you will need to buy a coffee or a snack to access the gardens) to pick up a path which goes across a field, downhill to the river.
- 4. At the river turn left and walk along the riverbank to Glasshouses (1.5km). Look for the crenelated wall, fine iron bridge [B1], and large Victorian house known as Castlestead [B] with specimen trees in the garden and a dilapidated summerhouse in the wood. Further on the right, the large pond [B2] supplied Glasshouses Mill. Nowadays, it is used for canoeing by the Bewerley Outdoor Education Centre.
- 5. After passing the pond you arrive at a road, turn left if you wish to see the village [B3], the mill or the weir.6. Turn right over the river bridge, signed 'Bewerley Home Farm' and

- take the next right to join a footpath alongside the river. When this rejoins the road, take care as there is no pavement. A different view of Castlestead is on your right.
- 7. Continue along the road past Bewerley Home Farm. On the left hand bend, admire the stone gateposts of Bewerley Hall, now the entrance to a riding school. Then look for a building surrounded by a stone wall. This wall marks the former kitchen garden of Bewerley Hall.
- 8. Continue along the road past Tudor House [C] and its packhorse bridge (which may be glimpsed through the trees) to a junction at Turner Bridge (1.5km). Turn right towards Bewerley and cross to the left side of the road. On the hillside on your left, see the Stone Pillars known as Yorke's Folly [D].
- **9.** Cross Peat Lane and shortly after observe the small iron gate (*) into the wood, known as Fishpond Wood. Fishpond wood contains a small lake and a former ice house [E].
- 10. Continue along the pavement to Bewerley Village. Take time to visit the restored Medieval chapel [F] which is on the right. Look left at the modern bungalows [G] and then at the older village buildings on the right [H].
- **11.** As you pass the village green note Swiss Cottage on the left [I] and bear right towards the main road.
- **12.** Cross the road and walk past the old brewery (**) and onto Wath

- Road to Grassfield House. On the left view Ashfield Villas [J] and Grassfield House [K].
- 13. At Grassfield House cross the road and take the path to the river signed 'Bessie's path'. Don't cross the bridge, instead turn right and walk along the raised banking between the river and the caravan site to the recreation ground [L] (1km).
- **14.** Follow the path along the river back to the car park. Look across the road to the stone gates at the car park entrance [O].

Directions for Walk B:

Follow Walk A until you reach the iron gate at point 9 (*) and then walk as follows:

- 1. Go through the iron gate and enter Fishpond Wood [E]. Walk up 6 stone steps and follow the worn permissive path to the lake (this can be muddy). Alternatively turn left up Peat Lane [no pavement], before you reach the iron gate, and look for a waymark on the right into the wood. Follow the path to the lake and turn left.
- The path to the right leads to an ice house.
- 2. Turn left along the southern bank and dam of the lake then follow the footpath around the East side of the lake to the edge of the wood. Look carefully for remains of a boathouse in the left bank.
- **3.** Take the right hand footpath over a wall stile to follow a paved path uphill

'The Monk's Steps' next to the wall, go through a kissing gate and walk diagonally down the field to cross a broken wall and a small stream. With the wall on your right, walk towards a small gate in the wall, to join a minor road. Turn left and follow this to the Greenhow/Pateley Bridge Road (1km). As you join the road, look ahead to glimpse the tall chimneys of the Mount [M].

- 4. Cross the road to join the bridle path 'Nidderdale Way'. Follow this uphill past Eagle Hall [N] (0.5km). The wood on the left contains small lakes and is part of the garden of Eagle Hall. You may glimpse this over the wall to your right.
- **5.** Where the track bends left, look in a small patch of trees for a way marked post on your right and turn sharp right back to the wall. Climb over stile into the fields. At this point there are good views of Eagle Hall, the old coach house, the gardens and the orchard.
- **6.** Continue on the footpath downhill through three fields, always with a wall or fence on your right, into a fenced path (very muddy) which emerges by a converted barn. Follow the gravel drive to the minor road which emerges opposite the old Brewery (0.5km).
- 7. At this point, refer to the short walk at point 12 (**).