



Crackpots Mosaic Trail, Dallowgill, near Kirkby Malzeard



This enjoyable trail around part of Dallowgill is illuminated with 22 mosaics depicting local scenes, flora and fauna which might be encountered along the route. The trail was created as part of a community project to celebrate the designation of Nidderdale as an Area of Outstanding Natural Beauty. The mosaics were made in 1997 by 'The Crackpots' from Kirkby Malzeard who met regularly under the expert supervision of Margaret Murphy from Rural Arts North Yorkshire.

IMPORTANT INFORMATION



DISTANCE
7 miles (11km)



TIME
2.5 - 3 hours



MAP
OS Explorer 298: Nidderdale



STARTING POINT
The parking area on the moor above Tom Corner, provided by the Dallowgill Estate Grid Ref: SE 181727. [///harmlessly.flock.marriage](http://harmlessly.flock.marriage)



TOILETS
There are no toilets on or near this route.



REFRESHMENTS
There is a small cafe at Ivy Bank Caravan and Camping site in Kirkby Malzeard.



IS THIS WALK RIGHT FOR YOU?
This route uses tarmac roads, gravel tracks, fields and woodland paths. There are some steep sections. Gates and narrow footbridges feature throughout. Some parts of the route can be wet, muddy and rough underfoot.



WILDFIRE
Help prevent wildfires by:

- never lighting campfires or barbecues.
- not discarding cigarettes or matches.
- taking all your rubbish home.

WALKING WITH DOGS

This is a wonderful place to explore with your dog, however loose dogs pose a real danger to livestock and birds. A few simple steps can make a big difference:



- Always keep your dog on a short lead, especially around livestock and on moorland, where rare birds nest on the ground.
- Always stick to footpaths.
- Check signs for local restrictions.
- Always clean up after your dog.
- If you feel threatened by cows let your dog off the lead.



THE ROUTE

From the parking area walk back down the hill to Tom Corner and at the junction turn left along the road (**MOSAIC 1: Sheep**).

After a short distance take the moorland track on the left just before the wall (**MOSAIC 2: Red Grouse**). Follow the track, bearing left where it forks, down to a stream and a stone 'sheep wash' pen.

Cross the ford (taking great care as it can be slippery) (**MOSAIC 3: Dragonfly**) and head uphill to a gate in the wall on your right (**MOSAIC 4: Adder**).

Go through the gate and proceed along the walled lane to the hamlet of Carlesmoor (this section can be very muddy and boggy, especially in winter). Bear right where the track forks, and continue along the lane past the farm buildings and a couple of houses (**MOSAIC 5: Potato House**).

Bear right at the large farm on your left (**MOSAIC 6: Sighting Tower**) and continue down the hill. Through the trees to your right you may notice an aqueduct. Continue along this lane (**MOSAIC 7: Wild Rose**) until you reach a tarmac road.

Turn left at the road and continue up the hill for approx 150m, and then turn right onto 'Drift Lane' (**MOSAIC 8: Greater Spotted Woodpecker**). Continue down the lane, cross the footbridge and bear left through the gate, continuing uphill to the next gate (**MOSAIC 9: Friesian Cow**). Go through the gate to your left, downhill to where the lane bends sharply round to the right (**MOSAIC 10: Flag Iris & Tadpoles**). Continue to follow the lane to the river (**MOSAIC 11: Brown Trout**), crossing using the footbridge.

Carry on up the track, passing a house on the left, until you come to a junction (**MOSAIC 12: Leaves**). Continue straight ahead to a T-junction (**MOSAIC 13: Curlew**). Turn right and continue along the road (**MOSAIC 14: Boots & Beer**) to 'The Moorhouse and Drovers Cottage'. This is the site of the Drovers Inn which was sadly destroyed by fire in 2013.

Continue, taking care on the narrow road as you walk to Dallow Lane, which is the right hand turning after the farm buildings (**MOSAIC 15: Bluebells**). Continue on to the hamlet of Dallow, taking in good views across to the Greycarth Monument, and go through

the gate at the end. Follow the track with the woods on your right and you reach a right hand bend (**MOSAIC 16: Fungi**). Go through the gate that takes you downhill through the woods.

Stay on the track that bends down to a footbridge, cross and continue round to the right (**MOSAIC 17: Deer**). Ignore the track and double gates to the left but continue along bearing right and going steeply uphill. Go through the first gate on your left into a field (**MOSAIC 18: Rabbits**).

Cross the field diagonally heading for a gate in the bottom left hand corner, (**MOSAIC 19: Barn Owl**) which leads into beautiful old oak woods that are carpeted with bluebells in May. The track through the woods can be rather overgrown with nettles and brambles in summer but, keeping near the wall on the right, you'll soon emerge through a small gate into the fields.

With the wall on your left you soon reach Bents House (**MOSAIC 20**) where you go through a small red gate next to the buttressed barn.

Head towards the next buildings, "Pete's Place", and go through the

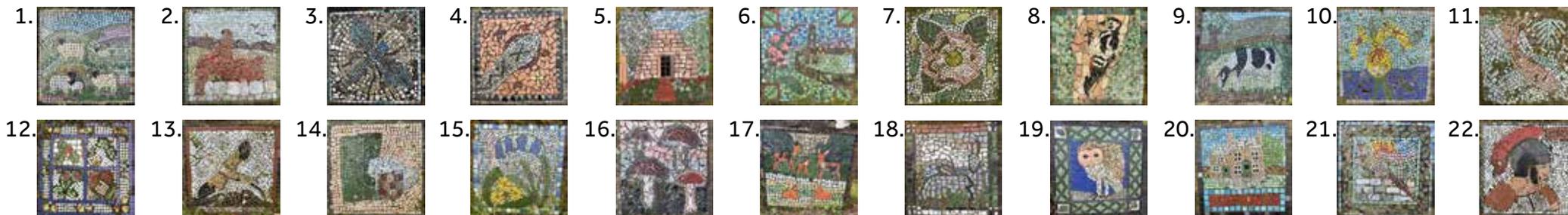
gate to the right of the buildings. Turn left through the small woodland and then turn right through another gate into a field. Keep the wall on your left and cross the stepping stones to the next gate, then cross the next field diagonally to a gate in the right hand corner.

With the wall now on your right, keep to the left of a small barn and you eventually meet a sunken lane. Turn right here and follow the sunken lane uphill towards a derelict building (**MOSAIC 21: Pheasant**). Bear right just before you reach the derelict building and continue up the sunken lane - it can be a little overgrown with gorse bushes.

At the top of the hill go through a gate and you will finally emerge onto the moor - to enjoy a view which is breathtaking, especially in August when the heather is in bloom.

From here you can see the gravelled parking area to your right (**MOSAIC 22: Roman Soldier**), where you started the walk.

MOSAICS



For more ways to explore Nidderdale National Landscape, visit our website at nidderdale-nl.org.uk