

3 Night Isle of Wight Self-Guided Walking Holiday

Trip style: Self-guided walking

Destination: 📍 Isle of Wight

Trip code: FRW03-POA06

Grades: 1, 2 & 3

Carbon Footprint: 🌳 64kg CO2



HOLIDAY OVERVIEW

For those looking for a holiday close to home, the Isle of Wight tempts with golden sand beaches, rolling green hills, dramatic white cliffs, ancient woodland, and charming seaside resorts. Not only does this self-guided walking holiday give you the flexibility and freedom to do as much or as little as you please, but you'll also get to discover some of the island's showstopping attractions such as Tennyson Down, Alum Bay, Ventnor Botanical Gardens, and Osborne House.

WHAT YOU'LL LOVE

- Discovering the stunning landscape of the Isle of Wight on foot
- Soaking up panoramic views of the dramatic coastline
- Visiting golden sand beaches and picturesque villages
- Spending time in historic seaside towns
- Making use of our detailed route notes and recommendations
- Staying at Freshwater Bay House, just a skip from Tennyson Down

WHAT'S INCLUDED

- En-suite accommodation in our 4-star country house
- Cream tea on arrival day
- Cooked or continental breakfast every morning
- Daily packed lunches
- Three-course evening meals, plus tea & coffee
- Easy-to-follow routes, maps, and information available in our Discovery Point if you want to explore independently

TRIP SUITABILITY

Explore at your own pace and choose the best walk for your pace and ability.

ITINERARY

Day 1: Arrival Day

Check-in at the hotel is available from 16:00. If you are a member you can arrive at the house from 14:00. Enjoy a complimentary cream tea at 16:30 and meet other guests.

Day 2-3: Laid-back walks (Walking Grades 1–2)

Our easiest selection means walking at a relaxed pace, often stopping and spending time at places of interest along the way. Some are circular walks that start and end on the doorstep of our country house; others make use of local transport whilst remaining close to the property. The walks you'll find in our Discovery Point at Freshwater Bay range from 2.5 to 4 miles and visit popular areas such as Yarmouth, Alum Bay, and St Catherine's Down.

Day 2-3: Full-on walks (Walking Grades 5–6)

These walks are ideal for those with more stamina who can push themselves to go that extra mile. Some routes will start from the house, but some may require the use of a car. Public transport may not be possible for every route in this category due to remote locations. The walks you'll find in our Discovery Point at Freshwater Bay range from 7.5 to 15 miles and visit popular areas such as Shorwell and follow sections of the Tennyson Trail and the West Wight Circuit.

Day 2-3: Leg-stretcher walks (Walking Grades 3–4)

These are a selection of longer walks on well-graded paths that allow you to discover local highlights and viewpoints. These routes are often further from the house but still offer walks that start and end on the doorstep of the property, plus options for guests travelling by public transport or car. The walks you'll find in our Discovery Point at Freshwater Bay range from 5 to 7 miles and visit popular areas such as Compton Bay, the Needles, and West Yar Valley.

Day 4: Departure Day

Enjoy a leisurely breakfast before making your way home.

Freshwater Bay House

Chalky white cliffs and eyebrow-arching sea views set the tone for the delights that follow at this county house on the Isle of Wight - Queen Victoria's favourite island that's just a ferry hop from the South Coast. The location is as gorgeous as it gets; to the south of the village of Freshwater, within pebble-throwing distance of its namesake bay, and just a skip from Tennyson Down. You'll also be within easy reach of the area's showstoppers, including the imposing Stag and Mermaid rocks, the multi-coloured sands of Alum Bay, the remarkable Ventnor Botanic Gardens, and the 125-million-year-old dinosaur footprints at Compton Bay. And then, of course, there's the Needles Old Battery for the ubiquitous photo opportunity and the best views of The Needles.

A warm welcome

We want you to feel comfortable from the moment you arrive. You'll find a welcome pack in your room with guest registration forms, menus, order forms for dinners and picnic lunches, the Wi-Fi password, and the front door code. Our houses are locked at night, so we recommend noting the Duty Manager's number on arrival in case of an emergency (or getting locked out).

Evening entertainment

While evening entertainment varies from house to house, HF Holidays Inter-House Quiz night held after dinner on Wednesdays is a weekly staple. Your HF Holidays leader may be around for tips on guided and self-guided walking routes as well as visit-worthy local attractions.

Walks talks

Our HF Holidays walk leaders host guided walking information briefings before dinner on guided walking holiday arrival days. This is followed by a group Walks Talk for information on the following day's guided walks (held before dinner every evening). Self-guided walking guests are, of course, welcome.

The walking day

Prior to setting off on guided walks, your HF Holidays Leader will run you through a short safety briefing. There's also an up-to-date weather forecast on display at the house to ensure you have appropriate clothing and footwear. If you choose to do your own walks or are on a self-guided walking holiday, we ask that you please complete an Independent Walker Card each day. These can be found near the Discovery Point in the house.

Walking safety - SHARED WITH ALL (Self-guided)

Please complete and hand in your registration card to the House Manager on the first evening of your holiday. Please complete our Independent Walker Card each day before heading out on your self-guided walks. Please note the phone number of the accommodation where you are staying (see Travel details section of your trip notes). Check the weather forecast - this is updated regularly and displayed on the Discovery Point. Be prepared for the weather to change during the day and wear appropriate footwear such as walking boots. We would recommend that you wear or carry a waterproof jacket and trousers, a spare warm jumper or fleece, hat and gloves. In addition, we recommend a water bottle, spare food, map, compass, torch, whistle, small first aid kit and survival bag. Take a copy of a map and a route card. Be aware of ticks - more information can be found at the Discovery Point.

Packing list - UK Guided Walking

The UK has a famously unpredictable climate so it's best to be prepared for weather that's sunny one minute and raining the next. To make it easier, here's a list of items you should consider packing.

Essentials

- Suitable footwear such as waterproof walking boots that provide ankle support and good grip
- Waterproof and windproof jacket
- Comfortable clothing (jeans & waterproof capes are not suitable)
- Mid-layer(s) to keep you warm. Fleeeces make a good choice
- Waterproof overtrousers
- Gloves and a warm hat
- Rucksack with waterproof liner
- Flask for hot drinks
- Water bottle (at least 1 litre capacity)
- Sunscreen
- UV sunglasses

For holidays operating October through to the end of March, please also bring the following on your walks: spare warm clothing spare high energy food head torch and spare batteries please note for the October to March season your waterproof jacket needs to offer a high level of waterproofing and wind resistance, and a hood. Look for a waterproof jacket with sealed/taped seams and a minimum HH (hyrodstatic head - this is the rating given on waterproof jackets) of 10,000mm+ Recommended

- Several base layers (long-sleeve or short-sleeve)
- Cushioned walking socks to avoid blisters
- First aid kit, including plasters and insect repellent
- Sit mat
- Waterproof pouch for valuables
- Rubbish bag (remember to always leave no trace)
- Wallet/purse
- Camera
- Walking poles
