

7 Night Northumberland Self-Guided Walking Holiday

Trip style: Self-guided walking

Destination: 📍 Northumberland

Trip code: ALN07-POA06

Grades: ul 1, 2 & 3

Carbon Footprint: 🌱 166kg CO2



HOLIDAY OVERVIEW

Northumberland never loses its appeal when it comes to breathtaking trails, big-name historic attractions, picturesque villages, market towns, and stunning landscapes. 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 get to uncover dramatic rolling hills, stretches of crowd-free beaches, and plenty of glorious history.

WHAT YOU'LL LOVE

- Discovering the gorgeous landscape of Northumberland on foot
- Heading into the Cheviots to discover what makes this area so special
- Taking a boat trip to the Farne Islands to spotting puffins and seals
- Making use of our detailed route notes and recommendations
- Visiting Alnwick Castle, home of the 12th Duke of Northumberland
- Staying at a former 18th century granary in the heart of Alnmouth

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 2-7: Leg Stretcher Walks

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 Alnmouth range from 4 to 6 miles and visit popular areas such as Eyemouth, Alnwick, and Bamburgh.

Day 2-7: Laid Back Walks

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 Alnmouth range from 2 to 4 miles and visit popular areas such as Warkworth, St Abbs Head, and Holy Island.

Day 2-7: Full on Walks

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 Alnmouth range from 7 to 12 miles and visit popular areas such as Craster, Rothbury, and Dunstanburgh Castle.

Day 8: Departure Day

Enjoy a leisurely breakfast before making your way home.

Nether Grange

You can tell that you're in for something special at this former 18th century granary in the heart of Alnmouth – the postcard-pretty coastal village treasured for its colourful cottages, superb walking routes, and peaceful beach where the River Aln meets the North Sea (in its heyday, it was a working river-port, exporting grain, wool, coal, and even the odd pipe of Madeira wine). Not only will you be a 40-minute drive from Northumberland National Park, but also within easy travelling distance of several visit-worthy castles, including Alnwick, Lindisfarne, Dunstanburgh, and Warkworth. If the weather's nice, a boat trip to the Farne Islands that lie just offshore midway between the villages of Seahouses and Bamburgh rewards with sightings of England's largest grey seal colonies.

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
