

n103 Emmanuel Head on Holy Island (Lindisfarne)

Holy Island is E of the village of Beal off the A1, SE of Berwick-upon-Tweed. It can only be reached via a causeway that is impassable at high tide.

The walk shown is for guidance only and should not be attempted without suitable maps.

With thanks to Mike Knipe

The Causeway is impassable 2 hrs before and 3 1/2 hrs after high tide. The tide comes in surprisingly quickly and no attempt should be made to cross during these times. Check locally for tide timings.

If you do choose to walk across (following the line of posts that poke out of the water) make sure you have plenty of time. The tide time tables are for cars on the road, not for walkers on the sands which of course flood first. Knock 1hr off either end of the safe crossing time and allow at least 1 1/2 hrs for the crossing itself. Some of the 'going' is very soft and squelchy (and smelly) and therefore not fast walking.

Despite wearing Wellington Boots the water is often deep enough to come over the top. If you go barefoot the water is very, very cold - even in Summer. This is the North Sea after all.

Oh, and don't walk too close to the poles, the eddy effect of the tide swirling round them results in waist deep depressions.

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Holy Island (Lindisfarne) is one of Northumberland's most popular tourist attractions and gets very busy in the summer months.

The winter offers relative quiet and seclusion with a wealth of bird life.

Details	
Distance:	8km (5 miles)
Total Ascent:	55m (180ft)
Time:	2 hrs Grade: 1
Maps:	OS Landranger® 75 or OS Explorer Map™ 340
Start/Finish:	Holy Island Car Park, Northumberland
Grid Ref:	NU126423

One of the centres of the Christian world

➊ Go S from the main car park to a T-junction. Go W (right) for a few paces and then S (left) to reach the church and the priory. Visit the priory (fee) and then the church (free) to reach a track on the W side of the island. At low tide, visit St Cuthbert's Isle before going E (left) along the S shore to climb onto a rocky outcrop. Bear NE to follow a track to reach a lane. Go N (left) on the lane briefly before heading E (right) along the shore to reach the castle. Follow the path up to and past the castle to reach the entrance. (1 1/2 km)

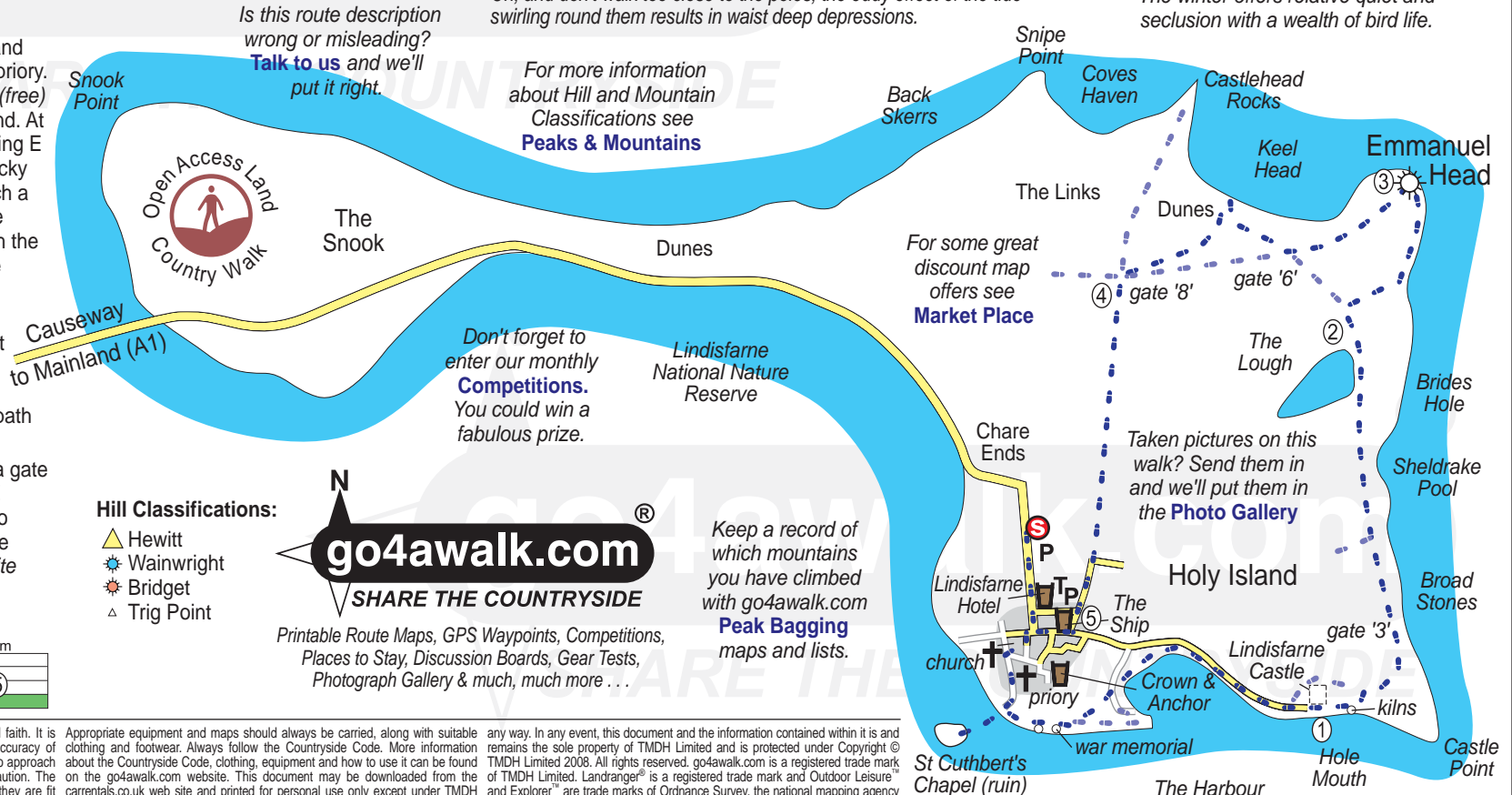
➋ After visiting the castle (fee) continue E across the grass to reach some ancient lime kilns. Bear NE (half-left) on a clear path along the top of an embankment to reach a gate. Go through and follow the path beyond N to reach a small lake. (1 1/2 km)

➌ Continue N for a few paces to reach a gate in a wall. Leave the main path and go NE (right) by the wall and then N at a fence to reach a stile. Cross and continue N on the other side to reach Emmanuel Head (white pyramid). (1 km)

➍ Go SW through the sand dunes to rejoin the main path at another gate. Ignore the main wallside path and go NE through more dunes to reach the stunning Keel Head bay. Go SE from the bay on yet another path to reach a path junction at a gate. (1 1/2 km)

➎ Go S on the lane to reach a coach park and public toilets. (1 1/2 km)

➏ Beyond the coach park go W past the pub and then N to return to the car park and the start. (1 km)



Is this route description wrong or misleading? Talk to us and we'll put it right.

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Taken pictures on this walk? Send them in and we'll put them in the Photo Gallery

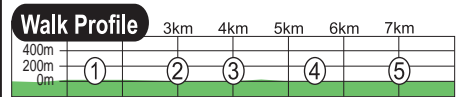
Hill Classifications:

- ▲ Hewitt
- ⊙ Wainwright
- ⊙ Bridget
- △ Trig Point



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Appropriate equipment and maps should always be carried, along with suitable clothing and footwear. Always follow the Countryside Code. More information about the Countryside Code, clothing, equipment and how to use it can be found on the go4awalk.com website. This document may be downloaded from the carrentals.co.uk web site and printed for personal use only except under TMDH Limited licence number: TPC01006. Nothing may be added, deleted or amended in

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