DARTMOOR PARTNER

ROUTE 02.

FOGGINTOR

SWIMMING SPOT

BUGGY FRIENDLY

YELVERTON

DISTANCE

3.5KM - 6KM

DIFFICULTY

A TREK

2/3

TERRAIN

MOORLAND

START POINT

///shrub
waltzed.jogged

OPEN MAP >

01 BASE ROUTE | 3.5KM

01 Start at the southern car park at ///shrub.waltzed.jogged. Follow the wide gravel track down to the old tramway.

02 Continue past Yellowmead Farm and follow the disused railway track.

03 Look out for the remains of Red Village, the former quarry workers' buildings. Take care around the ruins and loose stone.

04 Continue to the distinctive double windowed ruin opposite Foggintor Quarry.

05 Enter the quarry carefully through the narrow, rocky entrance. The basin is a good place to pause, well away from the water and steep quarry edges.

06 Follow the well trodden path through the quarry basin to the far side, then rejoin the old tramway.

07 Retrace the tramway past Red Village to return to the southern car park.

Paths and access can change without us knowing. We do our best to keep our guides up to date.
Weather and ground conditions can change quickly. Check local notices and use your judgement.

02 OPTIONAL EXTENDED ROUTE | 6KM TOTAL

01 For the optional extended route, leave the quarry and rejoin the main track towards Swell Tor and Kings Tor.

02 Follow the gently rising track to Swell Tor, taking time to see the old quarry workings and views.

03 Continue along the ridge towards Kings Tor.

04 Explore the rock formations around Kings Tor carefully, keeping children away from exposed edges.

05 Follow the descent from Kings Tor to rejoin the tramway used on the outward walk.

06 Follow the tramway back past the ruins and return to the car park.

IMPORTANT SAFETY INFORMATION

Take care on the uneven tramway, rocky quarry entrance and around old stone ruins. Keep children away from steep quarry edges and deep water; do not treat the quarry as a supervised swimming area. The optional extension to Swell Tor and Kings Tor crosses more exposed, uneven moorland, with rocky ground and changes in weather. Mobile signal may be patchy within the quarry. Keep to established paths and check conditions before setting off.

IN AN EMERGENCY

CALL 999 OR 112

Ask for Police, then Mountain Rescue.

CARE FOR DARTMOOR

Leave no trace. Give wildlife and livestock space, keep dogs under control and leave gates as you find them.

Check the weather, carry suitable clothing and water, and save the GPS route for offline use.

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FOOD & DRINK NEARBY

A LITTLE SOMETHING AFTER YOUR WALK

1. **THE OLD POLICE STATION CAFE**
   CAFÉ | PRINCETOWN
   VIEW PROFILE >

2. **DARTMOOR INN**
   RESTAURANT | MERRIVALE
   VIEW PROFILE >

3. **THE PLUME OF FEATHERS**
   PUB | PRINCETOWN
   VIEW PROFILE >

MEMBERS AREA
BACK TO ALL ROUTES >

WALKING WELL
TIPS AND ADVICE >

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