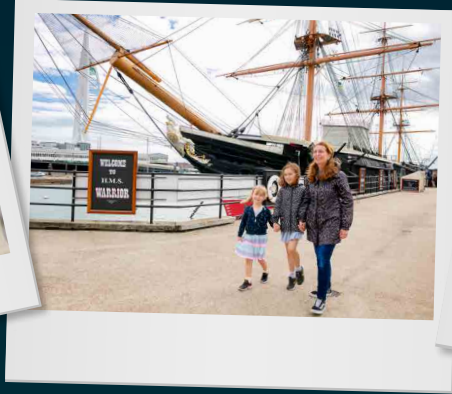


# TAKE ON A WARRIOR WALK



**ARE YOU OVER 60 AND KEEN ON WALKING AND EXPLORING? TAKE ON A NEW ADVENTURE AND GET YOUR STEP COUNT UP AT PORTSMOUTH HISTORIC DOCKYARD.**

We got together a team of active adults aged 60+ and Olympian Roger Black to help us develop a series of new walking routes around Portsmouth Historic Dockyard's fantastic museums, and now you can try them out.

So grab your Ultimate Explorer ticket and discover new parts of our ships and museums whilst staying fit and healthy!

**Warrior Walk** - put your sea legs into action and step aboard HMS Warrior, the pride of Queen Victoria's fleet. This walking route features a number stairs.

**TOTAL STEPS: 1552 WHICH IS 3/4 OF A MILE. TAKE YOUR TIME AND ENJOY SPEAKING TO ALL THE INTERESTING CHARACTERS ON BOARD!**

Direction	No. of steps
From our gates walk to the Visitor Centre and walk down the jetty to HMS Warrior	250 steps
Have your ticket scanned again at the Warrior kiosk. Then walk to the furthest jetty ramp.	109 steps
Once on the Warrior's top deck turn right towards the ship's stern and head towards the gun. - Stop here for a photo opportunity with Warrior's ensign or to look out across Portsmouth Harbour to Gosport.	43 steps
Go past the gun on the <b>right-hand side</b> and walk towards the first viewing platform which houses the ship's compass	42 steps
Continue towards the opposite ladder you climbed up on and <b>climb down</b> to the main deck.	10 steps
On your <b>left</b> will be a set of stairs going down to Warrior's main deck.	12 steps
Descend the <b>10 steps down</b> to the main gun deck. Head towards the covered stairs down to the main gun deck.	48 steps
At the bottom of the steps <b>turn left</b> and walk down the main gun deck towards the ship's kitchen.	61 steps



Direction	No. of steps
Continue for <b>48 steps</b> towards the bow of the ship, where the anchor capstans are located. <b>Turn left</b> just before the anchor capstans to reach the other side of the deck	<b>58 steps</b>
<b>Turn left</b> and walk down the deck towards the knot tying station - Have a go at tying the knots/sit down break.	<b>60 steps</b>
Carry on down the deck to the Admiral's cabin - Explore the cabin and exit through the opposite door.	<b>77 steps</b>
Take <b>3 steps</b> to your right and you'll be in the purser's cabin. - Look at the rates of pay for the crew members. Then take <b>18 steps</b> towards the lower deck staircase.	<b>21 steps</b>
Descend the <b>13 steps</b> into the Wardroom, walk right round the area and explore. - <b>Rest break.</b>	<b>44 steps</b>
Walk through the cabin and exit through the opposite doorway. <b>Turn left</b> and walk through to the washroom. Take a further 20 steps through the doorway at the end of the washroom and view the holding cells. <b>Turn back</b> and walk towards the washroom. Once in the washroom again, <b>turn left</b> and walk along the opposite side of the ship.	<b>140 steps</b>
Walk <b>36 steps</b> towards the rum barrels and admire the polished wood and brass. Walk past the barrels through the doorway on the right. Walk towards the wheel room. <b>Descend the steps</b> to the engine room.	<b>89 steps</b>
Walk towards the engine room and <b>descend the steps</b> into the furnace room - <b>Caution: Steep Steps</b> Walk through the furnace room to the end stair well. Take the <b>48 steps</b> to the main gun deck. - <b>Rest stop.</b> <b>Ascend the 12 steps</b> opposite to get to the top deck.	<b>159 steps</b>
<b>Turn left</b> and walk <b>30 steps</b> to the bow of the ship looking out over the Dockyard. Then <b>turn left</b> and take <b>49 steps</b> to the front jetty and exit the ship.	<b>79 steps</b>

**Useful information to help you on your walk**

- **Access:** The steep incline to access the vessel can be challenging, especially at high tide. A secure handrail is available, but wheelchair access is difficult.
- **On deck:** The ship is spacious with excellent views of Portsmouth harbour from the stern. The rigging and historical displays are impressive.
- **Interior navigation:** Stairs between decks are steep; descending in reverse is advised. Rope handrails are available.
- **Points of interest:**
  - Gun drills and interactions with crew/volunteers provide valuable insights.
  - Key areas include the engine room, boilers, officers' quarters, crew hammocks, cells, and the sick bay.
- **Safety:** Low headroom and trip hazards (metal rings on deck) need attention.

