

NATIONAL LIST OF TUNNELS

Tunnels on the British Waterways system are divided into three classes for use by small unpowered craft such as canoes, rowing boats, punts and dinghies.

CLASS 1 These are tunnels which are **PROHIBITED** to **ALL** unpowered craft in the above category

NAME OF TUNNEL	CANAL LOCATION	LENGTH IN YARDS
Barnton	Trent & Mersey	572
Blisworth	Grand Union	3056
Brandwood (Kings Norton)	Stratford Upon Avon	352
Braunston	Grand Union	2042
Crick	Grand Union (Leicester Line)	1528
Dudley	Birmingham, Dudley no.1	3172
Dunhampstead	Worcester & Birmingham	230
Foulridge	Leeds & Liverpool	1640
Froghall	Caldon	76
Gannow	Leeds & Liverpool	559
Gosty Hill	Birmingham, Dudley no.2	557
Harecastle	Trent & Mersey	2919
Husbands Bosworth	Grand Union (Leicester Line)	1166
Hyde Bank	Peak Forest	308
Islington	Regents	960
Leek	Caldon	130
Maida Hill	Regents	272
Netherton	Birmingham, Netherton Tunnel Branch	3027
Preston Brook	Trent & Mersey	1239
Saddington	Grand Union (Leicester Section)	880
Saltersford	Trent & Mersey	424
Standedge	Huddersfield Narrow	5708
Shortwood	Worcester & Birmingham	613
Shrewley	Grand Union	433
Snarestone	Ashby	250
Tardebigge	Worcester & Birmingham	580
Wast Hill	Worcester & Birmingham	2726
Woodley (Butterhouse Green)	Peak Forest	167

CLASS 2 These tunnels are navigable by unpowered craft subject to the conditions below.

NAME OF TUNNEL	CANAL LOCATION	LENGTH IN YARDS
Ashford	Monmouthshire & Brecon	375
Ashted	Digbeth Branch Canal	120
Bath No 1	Kennet & Avon	58
Bath No 2	Kennet & Avon	55
Bruce (Savernake)	Kennet & Avon	502
Chirk	Llangollen	459
Cookley	Staffs & Worcs	65
Coseley	Birmingham Main Line	360
Curdworth	Birmingham & Fazeley	57
Drakenholes	Chesterfield	154
Dunsley	Staffs & Worcs	25
Edgbaston	Worcester & Birmingham	105
Ellesmere	Llangollen	87
Galton	Birmingham, Main Line	122
Newbold	Oxford	250
Summit	Birmingham, Old Main Line	103
Whitehouses	Llangollen	191

Where tunnels are open to unpowered craft, the following conditions apply:

1. We do not allow unpowered craft to navigate these tunnels except in groups of between three & six, one of which must be navigated by a skilled person.
2. Everyone navigating the tunnel must be able to swim and wear a life jacket.
3. All craft must have adequate buoyancy within the craft.
4. All craft must have, securely fixed, a bright white light showing forward.
5. All craft must have attached to them a waterproof torch and a suitable whistle.

CLASS 3 These are the remaining tunnels which are available for navigation to unpowered craft for which we have no special conditions.