



09 Mile

Chatsworth Challenge

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Saturday 16th June : 2012



Chatsworth House with The Hunting Tower above

Route Guide for Walk

General Notes

- Introduction** This guide has been produced to be used in conjunction with your 1:25,000 Ordnance Survey map. Cross referencing between the two will enable you to be confident of your location at all times. If in doubt do not be apprehensive about seeking advice from your fellow walkers.
- Checkpoints** Please remember that the Chatsworth Challenge is a sponsored walk rather than a run. People arriving at checkpoints before the designated opening times will risk not getting their checking-in forms signed.
- Retirement** If you need to retire from the walk for any reason please try to do so at a checkpoint if at all possible, and always inform the Marshal about your retirement. If you have to retire between checkpoints you **MUST** make contact with one of the persons detailed below to inform them of your decision, or an accompanying member of your walking party who can inform the marshal at the next checkpoint. On route transport facilities are detailed below.

Contact Telephone Numbers	22 Mile Walk Contact	Gerard Mitchell	07775 607 406
	22 Mile Walk Contact	Pete Mackie	07963 134 953
	09 Mile Walk Contact	Stella Mitchell	07786 084 881
	Checkpoint Marshal	Phil Lynskey	07980 611 225
	Checkpoint Marshal	Wendy Lynskey	07969 862 230

Specific Notes

Start Time Checkpoints & Opening Times	Checkpoint	Walk Detail	Location	22 Mile	9 Mile
	Start Point	(22 and 9 mile)	Car Park, Baslow	start at 06:00	11:15 hrs
	Checkpoint 1	(22 mile only)	Red Lion, Birchover	open at 09:00	N/A
	Checkpoint 2	(22 and 9 mile)	Devonshire Arms, Beeley	open at 10:30	10.30 hrs
	Checkpoint 3	(Home Base)	Devonshire Arms, Baslow	open at 12:45	12:45 hrs

Please Note : As soon as you arrive at the final checkpoint (Devonshire Arms), you must seek the Marshal to have your completion time recorded for certification.

- Useful Information**
- Bus Service** : The entire location of the walk is covered by a very good public bus service. If you use your map to get to a major road you will find that most bus stops display their destinations and timetable. You may have to change at Bakewell but you will get back to Baslow.
- Taxis** : There is also a minibus sized taxi that covers the area. Longstone Taxis 07818 432 345.
- General Stores** : Drinks and snacks etc. can only be found at the local stores in Baslow and at Chatsworth House. (Please ensure you always carry a sufficient supply of water, particularly if the weather is hot)
- Toilets** : The Red Lion (Birchover), Devonshire Arms (Beeley) and at Chatsworth House.

9 Mile Walk : Route Guide



Start - Baslow Car Park

Baslow to Beeley (2.9 miles)

Immediately outside the car park entrance, turn right then right again over the bridge.

Keep to the path which takes you past a detached house and through the large rotating metal kissing gate into the Chatsworth House park.

Stay with this well defined path for approx 1.6 miles until you reach Queen Mary's Bower (*Note A*) on the left and the stone bridge over the river on the right.

Note A : Queen Mary Bower is the moat on the left as you approach the river bridge and is all that remains of the Elizabethan Chatsworth built by Bess Hardwick. Mary Queen of Scots was imprisoned at Chatsworth and the Bower is said to be one of her favourite haunts

Cross the stone bridge to the other side of the River Derwent but then turn left into the open parkland with Chatsworth House (*Note B*) across the river to your left.

Note B : It was Bess's grandson who became the 1st Duke of Devonshire. The title should be 'Derbyshire' but due to a clerical error it was entered in the records as 'Devonshire' and so it remains.

Continue through the parkland, passing the derelict mill (*Note C*), for 1.2 miles until you come to the single lane road bridge.

Note C : This old mill was built to serve the whole estate and was last used for grinding cereal in 1950. It was severely damaged in 1962 but the ruin has been preserved as part of the estate's heritage.

Cross the bridge and immediately take the gate on the right and follow the path across the field with the river now on your right until you come to the gate at the other end.

At the gate cross the main road and follow the road past the church until you come to the 'T' junction and take a right turn.

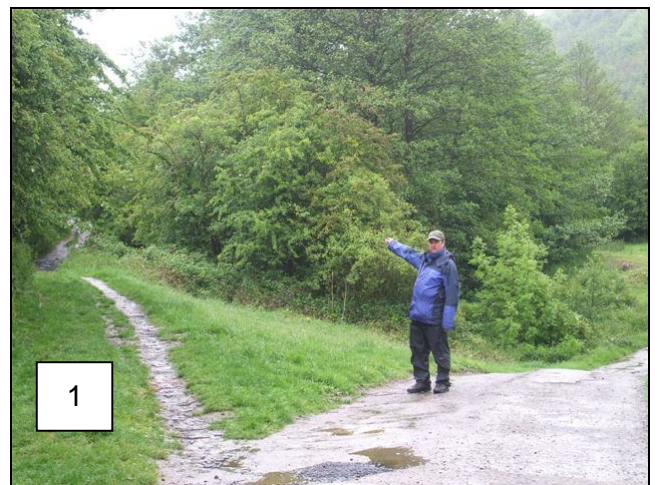
Then continue forward and down, past the village green until you come to the checkpoint at the Devonshire Arms. Please ensure you get your checking-in form signed by the marshal.

Beeley to the Hunting Tower (4.1 miles)

From the Devonshire Arms checkpoint, take the road that runs parallel with the stream.

After about 200 yards ignore the footbridge on the right, turn left and then take a right at the road junction.

Continue on this road for approx 0.5 miles which turns into a rough track. Don't take the right hand detour onto the farm track but continue forward up along the side of the wood for approx 250 metres. (*Picture 1*)



You will go through a set of double stile/gates then a few yards after there is a single stile/gate.

Continue up the path and ignore the first and second gates which lead off right into the woods. At this point there is a galvanised gate across the track which was locked on the day we made the notes for this guide. If so the only way is up and over.

At the third gate which leads into the wood, take an immediate left turn up into the open field and head for a large gap (width of a gate) in the stone wall.

Go through the gap and carry on up into the second field until you get to the gate at the top which meets a good gravel path.

Turn right on the path and continue up it for 0.3 miles. As the path takes a right hand curve watch for the tall gate and stile on your left. (*Picture 2*)



Follow the well defined path up and across the grouse moor for 0.9 miles. It's worth stopping for a few minutes to look at the view from here.

Go over the wooden stile and onto the wooded path. After about 100 yards turn right (just over the brook). After another 50 yards you will come to a crossroads – take the path going straight forward (signposted for “Robin Hood”)

Stay on this path for another 0.9 miles and you'll be passing a lake on the right with a distinctive Swiss Cottage (Note D) on the far bank.

Note D : See if you can spot this quaint Victorian folly on the opposite side of Swiss Lake.

Further on still you will pass the end of a second lake (Note E) on the left.

Note E : Emperor Lake provides the natural pressure to lift water 290ft (88m) high in the Emperor Fountain. It was built to impress Tsar Nicholas 1 of Russia who, unfortunately, never came to see it.

After 250 yards ignore the path coming in at 45 degrees from the left but 50 yards past this you take the left path by the wooden electricity pole.

Follow this path for about 50 yards to the Hunting Tower (Note F).

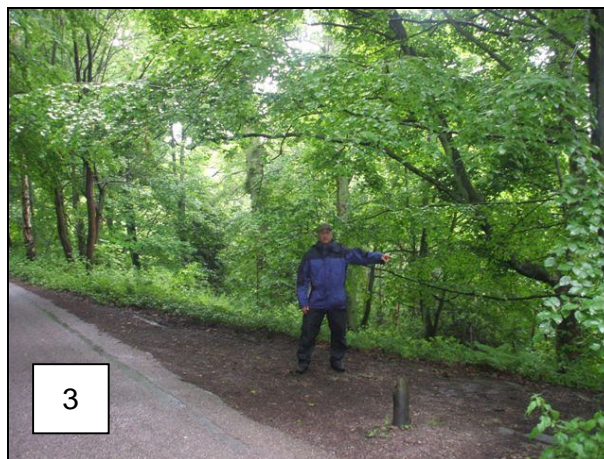
Note F : The Elizabethan Hunting Tower was completed in 1582 to enable the ladies of Chatsworth to watch the hunt in the grounds below. Built 400 ft above Chatsworth House it offers magnificent views of Capability Brown's parkland.

The Hunting Tower to Baslow (2.2 miles)

From the front of the hunting tower go down the wooden steps onto the tarmac path. Turn left and

stay on this path for 400 yards until you see the strange tree formations on the left.

Soon after the strange trees look out for and take a small path on the right which goes sharply down into the wood (as a reassurance check here you could note the opposite path going up into the wood). (Picture 3)



After about 70 yards this woodland path meets up with the tarmac path again. Take this path all the way down the rear of Chatsworth House.

Go past the house towards the stone bridge at which point you will turn right and head back towards Baslow and the final check- in.

Note : You don't actually need to go back to the Stone Bridge since Chatsworth is open park land – by all means pick your own short cut back to the homeward path but be careful because some areas of grass are roped off for repair. Just use your common sense.



--- End ---

And lastly...

At the home base (last checkpoint) please proceed to the checkpoint station to complete the checking procedures. Your final time will be recorded and you will be given your Certificate of Completion.