



22 Mile

Chatsworth Challenge

22 Mile

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	<p>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.</p> <p>Taxis : There is also a minibus sized taxi that covers the area. Longstone Taxis 07818 432 345.</p> <p>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)</p> <p>Toilets : The Red Lion (Birchover), Devonshire Arms (Beeley) and at Chatsworth House.</p>
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22 Mile Walk : Route Guide

Start - Baslow Car Park

Baslow to Edensor (2.0 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*

Keep to the Baslow side footpath across the bridge over the River Derwent and immediately take the right hand fork path which takes you up the slope through the field and eventually over to the main road. ([Picture 1](#))



Cross the road and go through the gate (i.e.: over the cattle grid) into the picturesque village of Edensor. Carry straight up through the centre of the village keeping the church on your left.



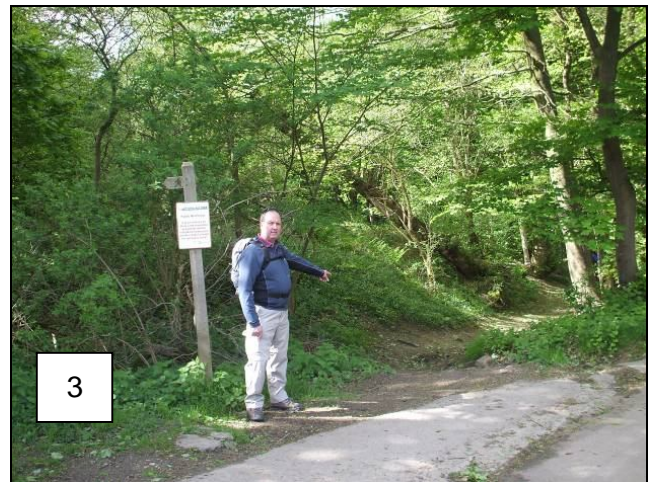
Edensor to Bakewell (2.8 Miles)

As the village ends keep straight on up a well made path for about 75 yards. Avoiding the road that swings to the right continue straight forward onto rough path upwards. Continue along this rough wooded track for approx 0.6 mile. The

rough path then meets a tarmac lane. Take a left up the hill at this point. ([Picture 2](#))



Carry on this lane for about 0.5 miles until, on a downhill section with Ballcross Farm on your right, you meet the right hand elbow at which point you should take the signposted path in front of you going down through the woods. ([Picture 3](#))



The path goes steeply down and eventually cuts across a short gap of Bakewell golf course (the walker has right of way here). Continue straight forward and down until you hit a crossroad of paths which is only 10 yards before you emerge again onto the tarmac road. ([Picture 4](#))

(see next page)



The white cottage directly opposite is the “Old Station Masters House”. Bakewell railway station (now disused) is behind it. Why not take a moment to imagine what it would have been like in its heyday.

Turn left at this cottage and after 30 yards left again at the give way sign before continuing down Station Road to the monument style drinking fountain at the road junction. (The fountain doesn’t work by the way).

Go left towards the town, over the bridge across the River Wye and keep straight on past the Wheatsheaf pub on your right and the Queens Arms on your left.

When you are facing the Rutland Arms Hotel you go up the road to the left of the hotel between it and the Bakewell Bookshop. This road is the B5055 to Monyash, King Street.



Bakewell to Alport (2.8 Miles)

About 100 yards up King Street, turn left into Butts Road. Keep on this road which changes from a good tarmac road to an “unmade” road. Follow the walled path right up to the access bollards. Turn left at the telephone box along Burton Edge, passing the cemetery on your left. At the end of this road go straight on a rough track for about 50 yards over 2 gates.

At the stone stile keep left with the wall and the old tin roofed building on your left. After you go over the large metal gate take the rising path to your right hand. (Picture 5)

(see top of next column)



DON'T take the steeper path forward up the hill. For ref you need be walking towards a wooden electricity pole on top of the hill.

At the top of the rise bear left along a well defined field path to a wooden gate stile. Take the obvious path forking left through the second field to an open gate which leads into a third field.

This field meets the tarmac road at an easily seen stile, at which point you should turn left. Keep on this road for approx 0.5 miles until you reach the bend with chevrons. At this point leave the road and take the footpath/tractor path which goes very straight on toward a large tree and farm in the distance. This track is signposted “Restricted Byway”. (Picture 6)



Keep on this rough track for approx 0.6 miles until you get to the farm buildings at which point you continue straight on through the metal gate (keeping the farm buildings on your left. Stay on this track for approx 0.5 miles until it slopes downhill to the right. At the main road you are entering Alport village. Turn right and stay on the road for 150/200 yards, then take a left at the telephone box.



Alport to Birchover – Via Youlgreave (3.6 Miles)

Keep to this path and after approx 100 yards go through the white gate. Stay with the path keeping the River Lathkill on your right. After the wooden stile go straight on. DON'T go across the stone foot bridge.

When you get to the main road you are now entering Youlgreave. Take a left but stay on the same side of the road for about 100 yards passing the entrance to "Hollow Farm". Go through the stile in the stone wall signposted "Limestone Way".

Note : THIS NEXT SHORT SECTION IS ALL FIELDS , STILES AND GATES SO CHECK YOUR MAP AS YOU GO.

Cross the field and go through a good quality stile/gate into the second field. Go along the clear field path close to the wall, then through a stile into the third field then along a clearly defined path for about 50 metres.

Through the stile into the next field after 50 metres go through the next good gate into the fourth field.

Follow the clear path down. As a check you will cross a stream and a stile at the fields lowest point.

Follow the path up to the totally pointless stile (Picture 7) at which point you immediately go left up the tractor path.



Go up swing right and down to the next stile where you take the left path back towards the woods signposted "The Limestone Way". (Picture 8)



This takes you curving right through a nice wood for approx 0.4 miles until you break out into a tarmac lane. Ignore the sign opposite for "Bridle Way" and instead take a right here going up the hill. Stay on this road for about 0.3 miles then turn left into the field signposted "Public Footpath, Limestone Way" i.e.: opposite the entrance to Hartshill Moor Farm.

Go across 2 fields/stiles along a clearly defined path towards a large impressive stone pile. At the gate in front of the stone pile turn left for 20 yards down to a second stile and turn right over that stile. Go down a very rocky path for about 50 yards then through a wooden gate into the field and down to a farm track. Turn right for "Limestone Way".

Go down to the main road then through a stile/gate then turn left onto the main road. Stay on the road for about 150 yards at which point you cross the road and go over the stile which is signposted "Public Footpath to "Birchover". (Picture 9)



Go steeply up a rough path through a wooded area until you reach a gate at the top. At this point continue straight on the path in front. Do not turn back along the same path. At the

hairpin/elbow take the left fork downwards.
(Picture 10)



As you stay on this path you will pass a small pond on your right. Continue along going passing "The Old Vicarage" to your right. Go past the church to the main road, which you will meet just on the bend.

Continue forward on the road going past the Druids Inn for 150 yards until you reach the Red Lion Inn on your left.

This is the 1st checkpoint so make sure you get your checking-in slip signed by the marshal and then a well earned rest. Tea, coffee and breakfast is also available at the Red Lion Inn.



Birchover to Rowsley Via Stanton Lees (3.3 Miles)

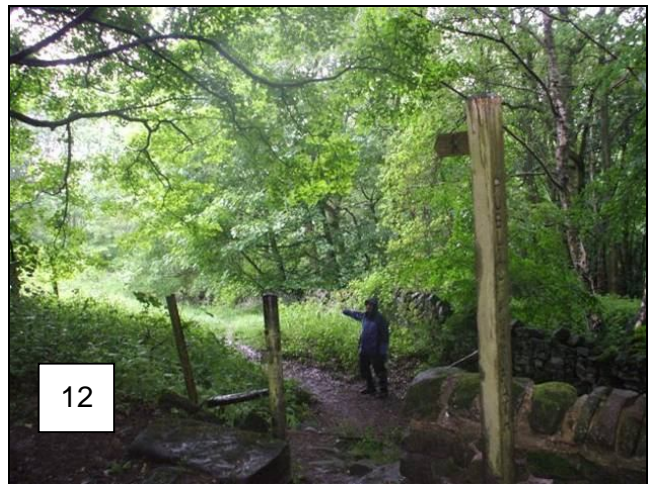
From the Red Lion Inn checkpoint, carry on up the main village road for approx 0.25 miles. At the road junction, take a right towards Stanton Lees.

Stay on this road for 0.75 miles until you reach the road junction at the Stanton Lees chapel.

At this point with the chapel on your right take the road signposted left to "Stanton In The Peak" until you reach the next road junction and bear left. (Picture 11)



Stay on this road for 0.25 miles into the wooded area then take care to spot the Public Footpath on the right into the woods. This is the gap at the end of the stone wall. Follow the path left and up the slope. (Picture 12)



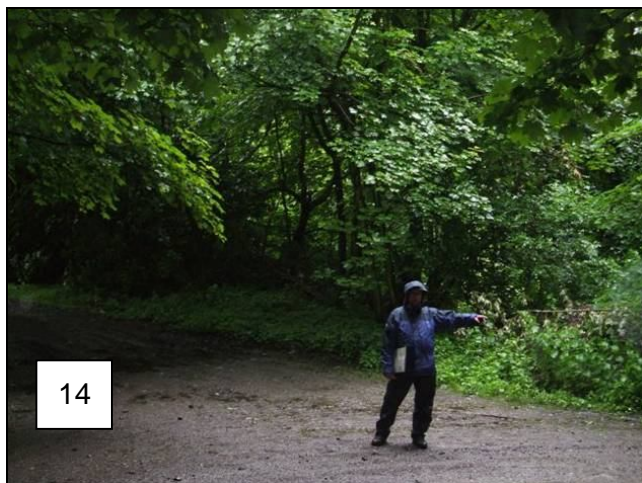
Stay on this rough but well defined path keeping the woods and fence to your right until it goes out into an open field.

The path eventually becomes a clear farm track which heads downhill, between large stone gateposts, which you should follow all the way down to the farm buildings. (Picture 13)

(see next page)



Keep to the path as it takes forks to the right through the farm buildings. Follow the tree lined path for approx 0.25 miles until you arrive at a double hairpin bend. At this point take the double hairpin route (i.e. NOT the “Public Footpath” sign off the elbow of the first bend. (Picture 14)



Carry on this track for another 0.9 miles and it will lead you into Rowsley village. When the path meets the tarmac road, carry on over the River Wye, observing the signpost for Rowsley. Carry on forward another 150 yards until you meet the main A6 road at a “T” junction.



Rowsley to Beeley (1.5 Miles)

Turn right over the River Derwent on the A6 for Matlock and Derby and carry on this road for 400 metres past the Claret and Grouse Pub. Look for and take the left turn along the B6012 road which is signposted for Beeley, Baslow and Chatsworth House. Carry on this road for (0.5 miles) passing a village store and telephone box on your right hand side and further on Rowsley Methodist Church on your left.

At the circular stone monument “Peak District National Park” take the Public Footpath 10 yards

beyond the monument on the right. Stay on this rough unmade uphill path for approximately 150 yards then look for and go through a small gate stile in the left wall. (note: this stile is very easy to miss it so take care)

The next short section is a series of stiles and gates but essentially you need to stick the lower part of the field, keeping the “Fold Farm” buildings on your left. If you look at your map you will see that the path runs more or less parallel with the B6012 road which you left not long back. As a guide – look for the stiles with yellow arrows on them.

When you get to the end of this path you will meet a tarmac road – look left and you will see the signpost for Beeley which you should take. At Beeley the checkpoint is intended to be just outside the rear elevation of the Devonshire Arms pub although it may well be inside if the weather is bad. Again, please make sure that 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 which 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 15)



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 16)



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 B) on the far bank.

Note B : 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 C) on the left.

Note C : 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 D).

Note D : 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 17)



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.



--- 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.