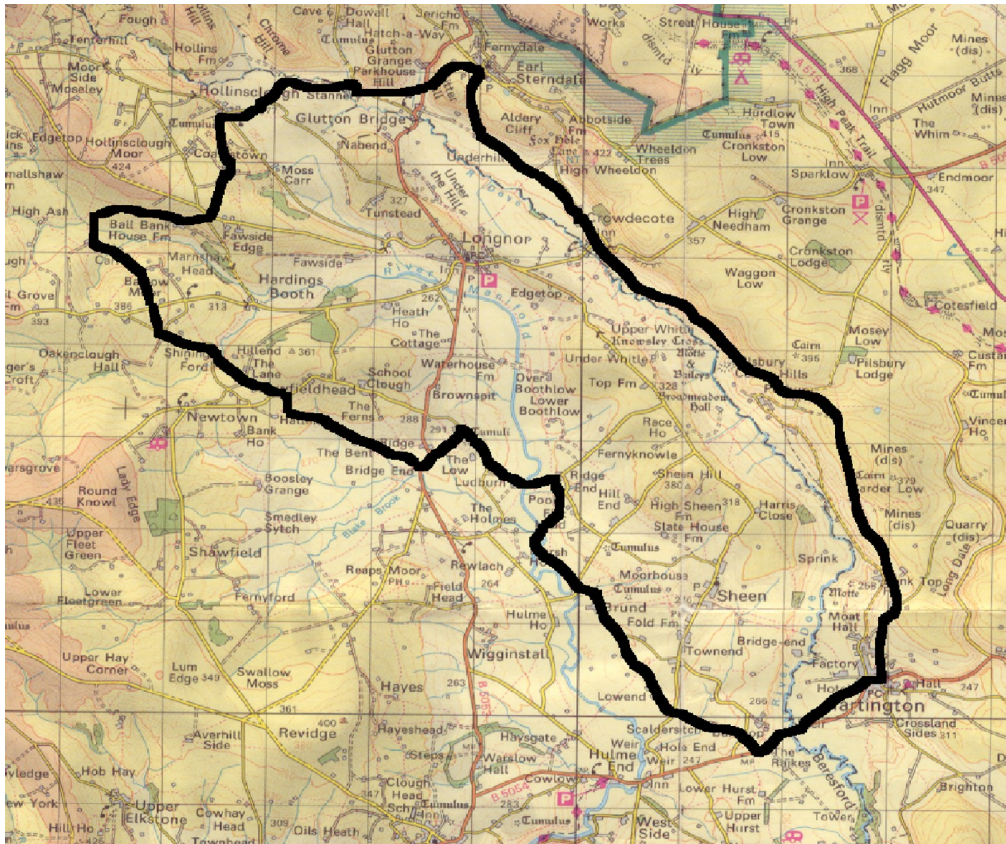


WALK.9.
HARTINGTON.9.
18 Miles. 5 hours 5 minutes.
Map White Peak.



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Start the walk in Hartington market place. Round and about are cottages of C.18 and C.19, and a market hall of 1836. Leave by the road S to Hulme End, look for a stile tucked away among the houses on the right, its two gritstones are classical in their tooled surfaces and carved tops and bases. Pass between houses into a farmyard and then into a field – so close is the countryside to the heart of the old village. Walk SW to a good slot stile in a stonewall in 100 yards; the Stilton cheese factories easily seen away to the right. Continue SW through three fields each with a good stile in the limestone walls, then another field and some rough ground before arriving near a farm building and a stile leading out on to the road at (121598).

Turn right: go over Hartington Bridge, walking SW up a hill for about 400 yards, passing on one's left a most impressive pair of gate piers; it seems that they might well have marked the entrance to the vanished Beresford Hall (the old home of Charles Cotton who fished with Izaak Walton the author of the first fishing book). A few yards further on go right off the road through a slot stile. Walk NNW uphill through a field to a limestone wall with a slot stile somewhat to one's right. This area is marked on the map as The Raikes. Straight out on to the road, then, at (116597) over a cattle grid and down a farm drive to Scaldersitch Farm, a neat group of buildings whose farmhouse has the date 1661 above the door. Go straight through the farm to a metal gate, then down a bank and up the other side to a prominent wooden slot stile in a wire fence, a stone barn away to the left. Continue NW keeping hedge close on right and in 100 yards or so go straight through a large gap in a hedge - do not go through gate on right – and in

about another 100 yards a slot stile in a wall. In front, on the left, is a cottage. In the corner, on the left, is a sign and a good slot stile, the left post of which is a gatepost of the cottage.

Out on to the road again; turn left to walk 40 yards then go right over cattle grid and walk up the farm drive to Lowend Farm to a gate with a good gritstone slot stile on its right. Pass through the farm buildings on good lane: notice the many car registration number plates on display. Leave the farm through metal gate and continue on track to a junction of footpaths in 200 yards where there is a corner where two walls meet. Turn left here and walk W, a few trees on right, for only 40 yards where you come to two metal gates: take the right which has a slot stile on its left, and enter a short lane at the end of which is a gate with a slot stile on left. Follow the wall on one's right which turns round, in 10 yards or so, to go NW passing an unusually well-built stone farm building which has touches of elegance. In 30 yards, go through an open gateway (slot stile on right), through a short lane, then downhill through a muddy area and up again, then 200 yards or so through the next field to a gate and a slot stile, and so out on to a lane at (103609). Turn left, walk NNW past the large group of buildings at Lime Tree Farm, Brund. These buildings indicate that they were erected in prosperous times; one of them looks like a small manor house. Another has an inscription high near the roofline. There are ball finials too.

In 30 yards past the farm, go left over a wall by some stone steps and walk NW down through a field to fence and prominent slot stile, then continue to wall and out on to road via slot stile at (100614). Brund Mill is just to the left; it was built in 1760 as a corn mill, but in 1790 it was converted in to a cotton mill by Thomas Cantrell, who got into financial trouble four years later. It then reverted to grinding corn until the last war, and has since been converted in to a dwelling, retaining some of the machinery. Turn right, go a few yards to the road junction, go left through a step stile and walk very close to a garden, cottage on left. In a further 30 yards, in the wall in front, there are three beautifully shaped stone steps, equal to those found in Chatsworth Park. Continue NNW with a broken wall on right, good walking. When the wall turns away to the right, go diagonally through a field, through the remains of a gateway, then with fence on right and trees on left making a kind of lane, the River Manifold coming close to our left at this point. On, through another gateway and a bit of lane, wall on right, then down into a level field, trees on right and a section of stonewall in 50 yards. Here, there is a sign indicating a stile on the right. 30 yards on from the sign is a slot stile on one's left in the corner; from here, walk N with wall on right, level going where the meandering Manifold has done its work. In about 300 yards, you come to a scrappy piece of wall and fence over which you get, no stile, and go through rough land, the Manifold again coming close to our track, and which you walk alongside for some 30 yards or so before going right up the bank to a good stile made by two excellent gritstones, ten yards up a rough bank and in to a field. Make for the slot stile ahead which you can see; then the same again in the next field, going more or less N; good walking through the next field, then one approaches farm buildings, passing an old railway van now used as a shed, then through a wooden slot stile and down a bank, farm close on right, to a footbridge. Continue NNW through the next field, hedge close to one's right until you reach the wall in front to a stile near to the gnarled remains of an old tree, and so out on to a lane near Ridge End Farm.

Turn left and go W down this lane for about 200 yards; through gateway on left, keeping the wall on right, level going to a footbridge; a wooden step and slot at either end (094625). So, after crossing the Manifold, go forward into a muddy lane up to Ludburn Farm, then in a few yards, go right through a gritstone slot stile into a field; walk with hedge and lane on left up to a fence ahead with a slot stile on the left of a gate. Go diagonally NW through the next field to the far right corner where there is an old rusty metal gate with a stile on its left and so out on to the road. Bear right and walk NNW for about 200 yards; go past the drive up to the farm on left, then in about 50 yards, go left through a slot stile on left of farm gate and walk SSW through the field, the Low Farm close on one's left, then angle right NNW to a gritstone slot stile in a wire fence about 50 yards from the left corner, near the farm; the easy way would be to cut straight across this field, but we should follow the map.

Continue WSW then step over a little sunken stream and walk WSW uphill towards a wall ahead, then walk with wall on right to a gritstone slot stile in a wall. Turn right immediately and go to farm gate in 10 yards, no stile, then out on to a road. Turn left and walk downhill for 200 yards to a fine bridge at (084626). Do not go over the bridge, but bear to the right and approach the water with bridge on one's left. In only 10 yards or so, house on right, turn right and go over a strange contraption of pieces of wood and enter a small field. Keep to the right of this field and walk close to a small stream on one's right to a wooden slot stile in about 40 yards and find the stile blocked with wood making it difficult to surmount. Turn left and walk W to the far left corner of this field as if there were a hedge on one's left. There are two posts sticking up at this point making a useless slot stile.

Route finding in this area is made difficult by the incomplete state of hedges and walls. From the two posts mentioned above, go NW with something of a hedge on one's right, mainly scattered trees, for about 200 yards, veering to the right to a gritstone slot stile in a fence. Continue walking NW close to the hedge on the right uphill to another slot stile made up of two large grits in a hedge. About 30 yards to the left is an old farm building surrounded by a wall at (079628) and marked as the Bent. Go forward between a small ruined building and a holly bush, then make for a small stream in about 200 yards NW, going downhill. Cross the stream by a concrete slab, then bear right and walk fairly close to the stream at this point, going uphill towards a hedge in front to the point where a stile should be, i.e. about 40 yards or so away from the stream. There is no stile or gap so get through the hedge and climb the hill, going W up to a strong fence at the top. Walk with this fence on your left due W to a metal gate. Go through this to Hallhill Farm on the left; go right NE for 30 yards, then left NNW close to the wall on one's right up to a gate and out on to the road at (071634). Turn left and walk W downhill for about 100 yards, then go right through a gate signed Slack Farm (070635).

Go 200 yards or so down the farm drive to a metal gate, turn right and thread your way through buildings, wooden shed on your right, to a wall with a slot stile containing an excellent stone step. Go in to a field, wall on right, to a wall in front in which there is a slot stile; and then in to a somewhat rough area for 30 yards to a poor stile made of a bar across a slot in a wire fence. Notice the very old water trough chipped out of solid stone. Go in to a lane, straight across to very good steps in a wall next to which is a fence, then walk NW with fence on left to a good slot stile in a wall. Continue for about 100 yards to a similar stile in a wall, then in to a rough area, through a narrow section, wall on either side, and down to a farm where one is met by a proliferation of gates. Go through the first gateway, then keep close to the wall on the left, the farm is now on the right; then immediately through a pair of gates fastened by a metal loop, then through a normal gate and out on to lane at (064638). This is marked on the map as Shining Ford.

Turn right and walk N over the ford. In just under half a mile, go over crossroads, then in 60 yards, at (059641), go right off the road through a gritstone stile at a farm gate, walking NNW uphill with wall on right to wall in front where there is a poor stile. Keep the wall on right: in the next wall in front there is a slot stile with some bars across. In about 30 yards go over a low wall and out on to road. Go straight across this road to a farm drive where there is, on one's right, a first class stone step that must have taken days to carve. This is Barrow Moor. Go along the farm drive and keep the farm on one's right just beyond which, through rough ground, are two gritstone stiles with a stone at their bases. Continue to walk NNW through the next field, wall on right, up to a gate and, on right, a slot stile blocked by a piece of stone. This brings one up to Marnshaw Head Farm. Go through the gate and note the interesting colours of the old gritstone barn. Continue on the farm drive through gateway, stile on left out in to lane at (057648). Straight across the lane and over the wall by stone steps, then keep wall on right and go through wooden gate in 30 yards, then descend fairly steeply to a slot in fence in about 80 yards. Marvellous views ahead as the land falls away in front. In about 50 yards, there is a wall with a stone thrust through for a step, then go somewhat to the left so as to walk NW over rough ground to a wooden stile which is new at this time. Its wooden step extends about 6 feet over the

brook – most unusual. Make for the farm keeping close to the fence on one's right until another new wooden stile is reached. Keep close to the farm on one's left (Hole Carr Farm) where, in about 30 yards there is another stile similar to the last one. Go through this into the farmyard for 20 yards through another stile. There is also a signpost showing a junction of three footpaths.

Walk N downhill to two good footbridges, then go sharp right to the wall on one's right where, in about 20 yards, there are steps over a wall leading into a field. Walk ENE uphill through an open gateway, then in the same direction uphill through the next field to a gateway in a fence, and make for an old disused building which is approached through an open gateway. Pass the building, then walk ESE downhill to Ball Bank House Farm. Go through a gateway, no stile, then keep to the left of the farm and cut uphill fairly steeply to a farm gate in wall above. In the next field, keep close to the wall on the right and make for the far right corner where there are stone steps in the wall; similarly, in the next field, keep close to the wall on the right, and before the corner, there is a good stile on the right leading out on to a minor road. Turn left and in 20 yards come to a junction at (064654). Cross the road, then, in 10 yards to the right, go over stone steps. Walk slightly NNE on level ground, good walking, wall on right, to a slot stile in wall in front. The next stile is a poor one in a fence, as is the following one: then proceed to stile in wall and out on to lane, turn right. This descends to Hollinsclough and provides interesting walking with good views. In half a mile at T-junction, turn right, past cottages and out on to a road

At the crossroads (065665) stands the Methodists Chapel built by an itinerant pedlar named John Lomas (1747-1823). His initials can be seen on a tablet above the entrance. Pedlars in those days had a bad name "Kippering and twanning" as they went: that is sleeping in barns and begging their food. Samuel Smiles called them "wild and half barbarous", but John Lomas was different. Walk E down the road from the crossroads, passing the former Church of St Agnes, which was built in 1840 with a house attached to its W end and under the same roof. There is a bell turret over the W end of the church. The peculiar obelisks are prominent. A notice tells that the building is now a residential centre for a Nottingham school. Continue down the road to a cattle grid in 400 yards, then go left on a good farm track down to a junction. Turn right as a sign indicates, then walk E, Chrome Hill on the left, to a footbridge, then down to a splendid pair of gateposts, and out on to the road at (077668).

Go ESE for 50 yard or so, then cut off left on to a faint path leading under Parkhouse Hill going E to a wall 80 yards down from the corner which is up on one's left. Over this, then make for a fence and hedge, where you get through a gate, no stile and continue through a field for about 60 yards to a wooden stile with four bars across, and out on to the road at (084668). Cross the road to another wooden bar stile, bear to the left and climb Hitter Hill steeply going NE up to a stile in the wall ahead with poor steps. The climb becomes more steep in the next field, going NNE through scattered limestone blocks showing through the soil. In the wall on top, there is a somewhat better stile. Go ENE through the next, reasonably smooth field to a gate ahead, stile on left, and a water tank thrust through the wall serving both fields at once. Walk E up, then down to a gate with a slot stile to its right, then out on to the road at (089670). This is Earl Sterndale.

Turn right and walk to the famous inn, "The Silent Woman". Look at the sign, no other explanation needed. The C.19 Parish Church on the left is built on an ancient site, and contains a crude font said to be early C.12. Turn right at the inn and walk through the yard with the inn close to one's left to a slot stile, then in to a field and walk uphill SW, wall on left to a slot in the top left corner, then up through the next field, wall on left, to the top left corner and a poor stile, then out on to fairly level rough ground. At this point, where there is a sign. Turn left to walk S, wall on left, descending now, a tremendous view over the valley of the Dove. The next stile is in a corner, rough but effective; continue with wall on left, but in 100 yards or so, drop down to the right, through some sparse trees, to a wall and an almost insignificant stile; over this, and then down to some farm buildings at (089664). Turn left here near an old water pump and a footpath sign, then proceed along a good firm and wide track, walking SE.

In about half a mile, at (095659), go straight on over a good step stile, do not go right to Beggars Bridge, or left to Earl Sterndale. In a couple of hundred yards, you have the choice of a good ladder stile, or an open gateway. The route to Crowdecote is a pleasant walk on level ground, the Dove near enough on one's right. Proceed to the through road (Monyash to Longnor), turn right, go downhill for 50 yards or so, pass the Packhorse Inn, then go sharp left around the cottages and down lane, walking SE. There was a crossing here which was much used by the Packhorse men. The original "Crawdy Coat Bridge" was no more than a wooden footbridge; it was rebuilt as a stone packhorse bridge in 1709. In 1873, mention was made of a gate at Crowdegate; the tollhouse there is now a neat cottage just below the inn.

The next stage is to Pilsbury Castle, a good route SE on fairly level ground until you reach the short climb up to Pilsbury, pleasant walking. A motte and bailey castle stood here but little is known of it. As soon as you reach fairly level ground at the top, bear left to the wall where there is a good stone step stile in the wall (114638). Climb up a steep bank, no wall nearby, but the path is well-marked by generations of walkers. It reaches a wall which itself goes uphill. A field on its left is well-manicured by sheep as are several fields that follow. The dale down below on the right has predominantly in the centre a manor house, which even from here stands out as being exceptionally well designed and of some importance, its name is Broadmeadow. It has on its S face two gables of two storeys with attics. There are prominent string-courses and chimneys to match but it seems that the other fronts are not so elegant though they too, have gables, just like White Edge Lodge up at Longshaw. I guess the date to be just before 1600. It seems now to be a farmhouse.

Pass a helpful post with a yellow arrow on it telling you to go straight on, climbing, wall on left, just as on the map, a field on left of wall with rough ground rising up from that. In the morning one walks straight in to the sun which casts shadows round about and makes you keep your head down.

Follow the wall up to the top where there is a strong slot stile in the limestone wall. Stand on its top step and look back right to the N. Chrome and Parkhouse; Sheen Hill is high up in the W. Continue following the wall on your left; a post stands nearby with more of the small arrows which are so useful, especially at some points where they can help you to be precise. The wall on your left now moves away to the left; you go straight on to the next post, which stands at a corner to meet the wall coming down from the corner it made.

Down below is Pilsbury, all three houses of it. On the other side of the valley, the sides rise up E revealing where the miners have worked. Walk alongside the wall on your left, a well-made and well-kept wall, the field on the other side again neatly cropped by these well-mannered sheep, quite unlike the heavy, clumsy cattle. Ahead, a partial view of those remarkable undulating hills, which form the southern boundary of this area.

Continue with wall on left to a solid step-stile with adjacent wooden signpost. On left, a fence and not now a wall. In about 40 yards there is another step stile, this time with good reliable, gritstone steps. Where did they come from? In the middle of a large limestone area? And yet another wooden signpost with arrows on it. You now enter a field, which has a building ahead of you. It seems well-made, with new doors, but uninhabited. Attached is a taller building made of black, corrugated sheeting, looking new and quite smart. It is marked on the map with a black spot. The field has well-made limestone walls all around, and some trees newly planted and protected from the depredations of animals. There is something unusual about this field; someone has put in two large, hand-painted signs (well done) indicating the footpath.

The way out of this field is by one of the new, small gates with spring and catch which leads you out on to road which has come up from Pilsbury to go N to the A515. There is a sign with three arms at (121634). This route is well marked and follows the map exactly.

Cross the road to a simple step-stile in to a short area of very rough grass, and in 40 yards, you come to a broken limestone wall. Go through a large gap where a slot stile used to be and where one of the side posts still stands, a massive rough-hewn stone leaning over; here also a wooden post with arrows. Walking E now over open ground, a rough area with small outcrops of

limestone away to the left, and here also another of those massive limestone posts which once indicated a slot stile but now stands in isolation. Again, a post with arrows.

Walking now, going E on ground which rises on either side, and you arrive at a wall and a good slot stile with direction post. Go right and walk S again, going uphill close to limestone wall on left. You come to the top to one of those new little wooden gates with spring and catch. You find yourself in a little compound from which you leave over a good old-fashioned stone step stile.

The path goes past several corners in the wall which itself goes away to the left and back several times; a wooden post with arrows at the corner. Walking now through a field; some small limestone outcrops nearby, and the ground falling away to one's right, the path muddy in wet weather.

Ahead on the left, there is a feature formed by trees surrounding an old, broken-down stone building; go to gateway, which has a small new gate on its right complete with spring and catch; it closes a fine, stone stile.

There are workings here made by lead-miners; did they have anything to do with that old building, I wonder. It is marked on the map by an L-shaped sign, which it no longer is. Go forward through a rough field trodden by cows not sheep, making for an open gateway in a broken wall; it has the remains on its right of a slot stile; another of those big, rough-hewn limestone slabs leaning over drunkenly. It has been there for some time.

Going to the right a little but still S through open field and here is another of the small gates with a spring that makes opening it difficult, slot stile in the wall. Why the gate? Walking through an open area, the land rising on left; on the right the ground falls away down steeply as you approach more workings, all now grassed over. In the distance a slot stile in the wall

And so over a good step stile with post and arrows. Extensive mining remains here which go from one's right up the hill in line to the left; limestone outcrops on the left. And so up to that wall we saw earlier where there is an excellent slot stile but where someone has recently added good wooden steps in it, painting the wall with a lurid green paint.

Sheep have made this area easier to walk on; ahead a fine panoramic view of those undulating hills that form a boundary to the area. You walk through an open area to a ragged wall with a wide gap on the right of which is one large stone painted green. Open ground; pass a short post in the ground painted green, picking one's way through rough, small limestone outcrop, passing more posts painted green, gratuitous markers for us, rough stones all around. You can see ahead the farm we are making for.

Dropping now so that the road below is not far away, neither is Bank Top Farm, as we pick our way through rough limestone outcrops on a kind of level platform for walkers, wall on left, down to a gate that opens out on to a short track concreted over.

Climb up about 50 yards to a gate; the stile is round to the right where a green-painted post with arrow points to a small gate. In to field, turn right and walk uphill close to wall on right for about 100 yards to a fine step stile with gritstone steps in limestone wall, a touch of elegance. And so up to a wooden step stile (painted Green), farm on the right and so up to another excellent stone stile in wall with wooden post and sign. Out on to road then down to Hartington, passing the fine old C14 church, one of its wonders being a C13 monument, the effigy of a lady under a trefoiled arch. She is visible only to the height of her folded hands: the rest is hidden by the slab as if she were tucked under a blanket. She may be Margaret de Ferrers, Countess of Derby and so back to the start.

Checked. 21 Oct. 2002