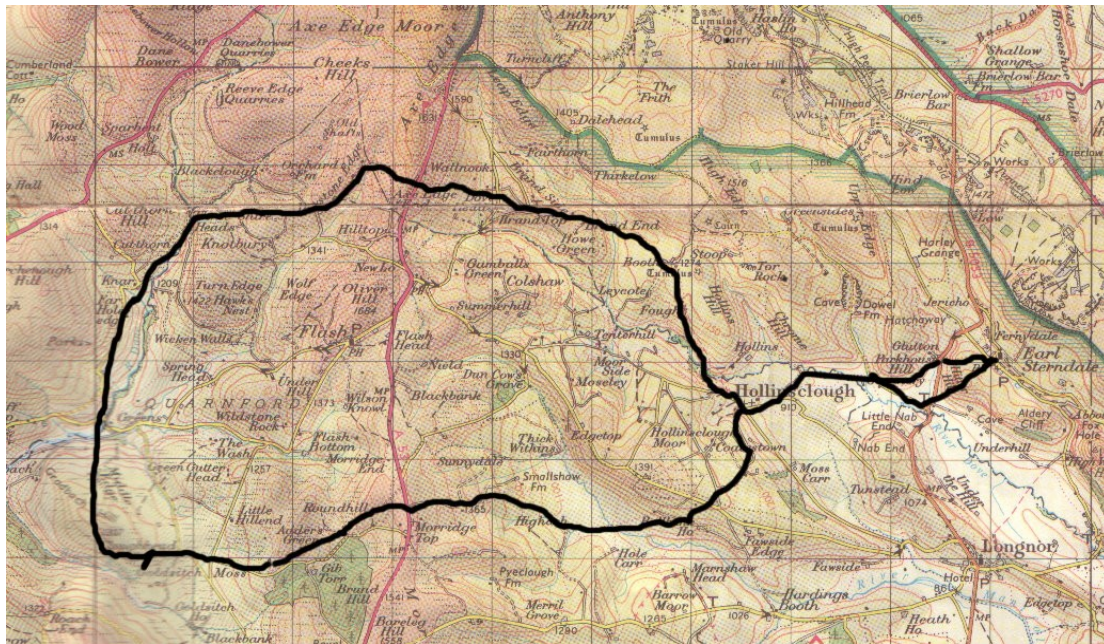


Walk.37.
Earl Starndale.37.
19 Miles.
Map White Peak.



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Park at Earl Starndale (091671) where there is a Pub named “The Quiet Woman” walk NW down the road for 100 metres past the pub to a farm gate on the L; there is a stile which leads into a field. Walk W up across the field to the L corner of a wall passing that, continue in the same direction to a slot stile where part of it has been concreted up. This is next to a water tank. Go downhill through the next fields; the views of Parkhouse and chrome and the distant hills strike you immediately. In 100 yards you come to a stile in a wall: a few steps and a small slot, the whole thing painted pink! Proceed down a steep bank in a S direction to another stile painted pink (some steps over a wall), then go 80 metres bearing L, to a stile of two wooden bars, and so onto a road at 084668.

Cross the road, go over another wood bar stile, then walk 40 metres W across a field to a gate. Walk slightly to the L and come to a wall; walk with wall on the L until it goes off to the L, then make for the far wall where there is a gate and on its L, another stile painted pink.

Your path comes down to a tarmac lane which you cross and come to a cattle grid between two splendid gate piers surmounted by a small ball finial (rather too small) at 077668.

Walk W on level ground to a metal Footbridge painted blue; there is a metal gate with small wooden bars on its R. Continue W with Chrome rearing up on the R, then at a sign, bear L and walk SW. In good light, the views show that this basin is surrounded by hills – Chrome and Parkhouse and the ridge in front with Edge Top to your R and Nabend to the L. there is a glimpse down the Dove Valley. Walk up through Hollinsclough; bear R at the Methodist Church, walking N of W for about 200 metres, passing a small well on the L, to a metal Wicket gate on the R, go R on to a narrow path, wall on R. keep to the lower path which soon brings you down to a stone packhorse bridge at 063667. Go over the bridge; in 10 metres, there is a good wooden gate. Bear L up a steep bank in order to get to a lane in 100 metres or so there is a signpost bearing a blue arrow on it. You are now on a good stony lane that has come from Hollins Farm, and which goes

up to Fough. The stream below on your L runs through a delightful wooden valley. On the path you come to a gate with a bar stile on its L; just beyond it is a now disused grit stone slot stile.

Continue uphill on a good, wide track, passing Fough, walking N until you come to a cattle grid at Booth Farm, and the Farm Drive. Cross the drive, then walk with the boundary wall of the farm on the L down to a corner on the L. gat over wall, bear L, walk W to the fence, farm on the L, then turn R to walk NW with fence on the L, rough land and a small reservoir to the R. In several hundred yards, you come to a wire fence in front where a metal ladder stile. In the next field, continue in the same direction through long grass, no worn path, to a wall and fence on your L. In the next grassy area, cut R across the wet area, so as to walk on the bank on the R until you can cut down to a prominent white painted bar stile on the L at 050687. Walk W close to a wall on R, stream on L, for 100 metres or so, until you come, on your right, to a good wooden bar stile. Once over this, turn L and make for a footbridge that can be seen ahead, ploughing through the grass and reeds. Go W along a short area which funnels you to a bar stile at the far L corner, then go uphill with a steep bank on the L, for 100 metres to a bar stile on the R. from this, climb steeply up to a wooden stile at the top where you go through a slot in the stone wall, then through a good slot between two monstrous wooden uprights, then awkwardly over a large triangular stone.

Go R past scrap vehicles; note the ruined building to the L, and come to a good stone road. Go R through a metal gate, pass the War Memorial to the few of these isolated parts who gave their lives, then come up to the old school dated 1851; the attached house is dated 1776 at 044685.

Bear L around the school, then in 30 metre's, bear R and walk up a grassy lane for 300 yards and follow it as it bears to the L and becomes a narrow muddy lane downhill to a tarred road. Go across the road, then down a steep hill; passing a ruined building at the top, this area is known as Dove Head. At the bottom, where the lane goes off to the R, leave it and go straight up a grassy area to a slot and bar in 20 metres. Walk up this steep area which is either a wide lane or a narrow field, passing a breeze-block building and a slot and bar stile on the R, then entering a field where the wall goes off to the R, still climbing fairly steeply to a metal gate, no stile then up to Wallnook Farm and out on to the road A.53 at 033689.

Cross the road and go L up a lane through a gate, no stile, walking SW up to a point where there is a residence, then turning up to the R, this is Axe Edge End. Walk downhill keeping close to the fence on the L, go over long grass for 100 metres to a wooden step stile on your L which leads into rough land, tussock grass and mud down to a minute stream then up to a white house on the R of which is a gate leading into the garden. Walk past the house, then down the drive to a gate, and then down the lane, Dry Stone Edge above on the R, passing another white house which has black shutters on all windows. The lane comes down to a road at 022685 (Ready Leach Green): go straight across the road to a metal gate; no stile, enter a field and walk S of W to a gap in the middle of the far wall, then onto a prominent ladder stile. Over this puts you onto a stony lane, turn L and walk S surrounded by views of gaunt hills and river valleys. Go over a cattle grid onto a road; turn R and walk W. the road or lane comes to a metal gate, no stile. Go over a single arched stone bridge then walk W on a good track swell above the stream on the L, a pleasant path down to a gate then eventually you come to Three Shires Head at 009685.

Bear L before the bridge and walk S on a good hard track, stream on R. when there is a good deal of water, the stream is quite powerful as it dashes against the rugged grit stone rocks. As the path rises to a height above the stream the view to the pool and waterfall is impressive. At a gate, no stile, choose the lower of two paths, going to the R, walking with stone wall on the R parts of which still bear evidence of sound craftsmanship. Your path comes down to the stream again where stands a footbridge (005678).

Do not go over it, but continue with stream on your R for 40 metres to disused farm buildings. The path then turns to the L and goes E uphill to farm buildings. Turn R and walk through these buildings, where you can admire the workmanship of men long ago. Walk S uphill on a good hard farm track for about 700 metres to a point where it approaches farm buildings.

Drop down to the R here to the second field where there is another ladder stile with a steep descent. Walk now SW through seven fields. The first you cross to a wooden step stile in a wall, and then go through the middle of a field to some trees you can see peeping up from the lower side beyond you. As you approach them, you can see the start of a wall which is unusual in that it begins just there, not connected to anything. Walk with the wall close on the R down to a corner where you find solid stone steps in the wall at the top of which is a monster of a stone. Level going, now with wall close on R to a poor slot in the next corner which is more than made up for by the following slot, a good stone construction. Continue, level going passing the remains of an old stone roller and coming to a imitation timber framed building in black and white. Go through a gateway, no stile, then downhill to a low wall over which there are some steps and near which is a sign. Go L to a gate, noting a building on the R which has external stone steps, and so out onto a road at 001663. Manor Farm is just below.

Turn right and walk W downhill for 200 metres. Do not go as far as the bridge over the stream. On the L is a wall with some steps in it; they may be hard to find but they are there. Walk SW through a pleasant meadow, stream on R, to a gritstone stile in the wall in front, then immediately over a narrow footbridge and so out to a road at 999662. turn R and walk W along the road for about 300 metres where you turn L on a good hard drive to a house in which you enter through a gate, go R though the buildings and out on the S side through another gate. Go S uphill to a gap in the wall at the top and proceed in the same direction over rough ground; make for the ruined farm buildings and bear to the L a little in order to walk up a lane to the next ruined farm buildings. This area is designated Middle Edge. Keep well to the L of these old buildings which means getting up to a high bank above them. When you come to a wall going off to the SE, follow it, keeping it on to your R. to the R of that is the summit of the ground here, so keep below it and make a line for Snuddles Head Farm which you will not see at first. The going is rough over tussocky grass no footpath. Go through Sniddles Farm via two farm gates, then down to a road at 008653.

Cross the road and enter an area of long grass reeds and marshy ground. At first a faint path with a hard surface goes off L to a fence where there is a resemblance to a stile; some stones help you to get over the fence. Fix a line on a ruined building ahead and make your difficult way to them through long grass and reeds; electric cables overhead. You will arrive to the L of the buildings (010656) and enter a good lane of short grass going SE. turn R and walk with the building on the R, passing through a gate, and continuing, wall on R up to a gate at road at 013654. cross the road and go up the drive to Little Hillend, leaving through a black gate and entering an area of long grass. This becomes a narrow area like a lane, but with long grass which makes it hard going in wet weather S of E uphill. Halfway up, you are forced out L over a simple bar stile in the fence, then continue in the same direction close to the fence on the R on a very narrow track to a fence at the top where there is a wooden bar stile. Walk NE close to the wall on the L. ignore the stile on the L in a wall and continue in the same direction, leaving the wall and go across an open land of reeds towards Adder's Green Farm which you can see ahead. Cross over a hard drive to Ann Roach Farm and look for a wooden bar stile in a fence ahead. There are views of Ramshore Rocks to the R, At Adders Green Farm make for a gate to the L of the farm, passing close to the farm buildings, then onto a good hard drive which goes uphill to meet the road at 025652.

Turn L and walk E for 20 yards, then go L up a bank to a wooden step stile. Walk NW uphill through a rounded field appropriately called Koudhill making for some ruins; just before these, look for a good step stile. (The ruins are quite interesting: they are neatly made,) on a track made of well cut gritstone blocks with dressings and quoins strongly tooled. Level going NE now on good grass to a step and slot stile. Bear R SE to a stile ahead, then continue in the same direction to a road at 031655. Cross the road and go down a lane E to Pethills Farm, then Lower Pethills Farm. The prominent ridge ahead is Edge Top, extending to Longnor. You come to the end of this lane and are faced with two gates: take the one on the L and go downhill the drive to the farm below. Go R through the farm buildings E of S into a field; this is where the footpath

comes down at the back of the house. Go across a small field, taking the direction to High Ash Farm, then through a larger field until you are walking with a low wall on your L. Cross a fence, no stile, into a area of reeds, in front you will find a bar stile that leads into a field through which you go down to High Ash Farm 048653. Leave through this field via a gate in the far corner and go down to two prominent metal footbridges. Get onto the first, then go L to the second and once over go sharp R to the wall near the corner where there is a stile of stone steps that is hard to see. Enter a field and go uphill to a gateway, then in the same direction through a second field to another gateway, and so up to the top L corner where you go through a gateway, and pass ruined buildings on the way down a rough track to Ball Bank House Farm, going through several gates. The map indicates that the footpath goes over a wall above the farm but there is no stile there; the gate below may be a better way. From the farm, go L uphill steeply to a gate above, and then NE up through a field keeping close to a wall on the R. in a corner ahead, there is a slot into another field, in 40 metres, go R through a good slot on the R on to a road. Go L for 20 metres to a road junction at 063654.

Turn R, go 10 metres, then go L over stone steps and a slot in the wall and so into a field, walking N with a wall on the R, level going. The first stile is a good slot in a corner; the second a poor slot in a fence, the third is a poor one same, finally, come to a slot in a wall. Enter a lane and turn R, going E of N, then NW downhill on a good track that goes down past farm buildings and comes out on to a lane in Hollinsclough at 065665. Go NE through the Village, passing the old church, then L over a cattle grid in 350 metres and down to a sign. Turn R, go over a bar stile to the L of a gate; Chrome Hill on the L, then over a metal footbridge at the ford, and down to another cattle grid between two imposing gate piers with small ball finials on top. Get on to a narrow road, walking E, Parkhouse to the L, and so down to Glutton Bridge, joining the B.5053 at 085670. Go L and N for 100 metres to a garage, then cross the road and go down a lane, walking SE on a hard stone surface until the lane turns L to Underhill Farm. Do not turn L, but go straight on through a gate no stile, on to a track through fields to a gate at buildings. There is a sign here, on the L. go L over a stile in a wall into a field and walk N to a far wall and a bar stile into a area where you have to climb up a steep bank. At the top, go L, and walk with a wall on the R. you are funnelled into a corner where there are stone steps and a slot. More climbing with a wall on the R to a sign; in 5 metres, go R over a low wall into a field and proceed to Earl Sterndale below via a good stile in the R corner. In the next field, go to the gate and a stile on its L, and so past the Quite Woman to the start.

A difficult walk to follow, needs map reading skills, some of the paths are not frequently walked and are not easy to find

Checked Jane Lewis 11/11/10