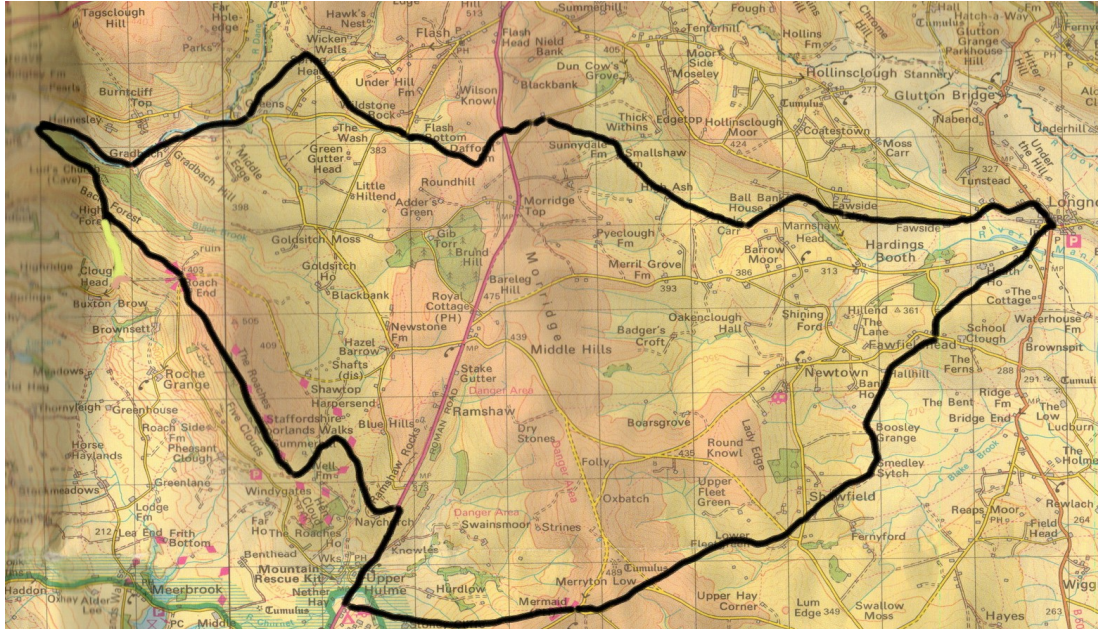


WALK 57.
Longnor. 57.
21.2 miles.
Map White Peak.



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Start at Longnor (089649). Walk N out on the Buxton road. In 250 metres, go L at last house, walking W on the Hollinsclough Road. In 600 metres leave the Hollinsclough road by forking L for about a mile to 063654 to then go L down a lane for 10 metres, then R through a slot in a wall, then L downhill close to the wall on the L to a stone stile in the corner, then down to a gate, go steeply down a bank to Ball Bank House Farm then walk NW though several farm gates, no stiles up to a ruined farm building to then go L down a lane through a gateway, into a field and walk downhill SW through the field to a gate in a fence and then go downhill to steps over a wall in the far corner.

Make for the first footbridge then for the second but do not go over it: go R over the fence and walk through the fields to High Ash Farm to go through a gate, the house on the L. bear R and walk NW, wall on L, go to the far corner where in a fence come to an indifferent stile; making NW for Smallshaw Farm which can be seen ahead. Follow a low wall to a fence, no stile, then make for the farm which has some splendid buildings. Continue in the same direction NW, farm buildings close on the R, rough reeds to a fence, no stile, to a footbridge which leads into Sunnydale Farm. Go through the small yard and out the other side on a drive which goes through Pethills Farm marked by a graveyard of Lorries up to a road at 031655.

Cross the road to a wall, no stile, and enter a field so that the wall is on the L. Go WNW up through this field to a wooden stile. Continue in the same direction to another wooden stile, then bear L and make for a ruined building marked on the map as Round Hill: it is worth a glance for its strong gritstone quoins, handsome dressings of tooled gritstone and courses of neatly cut stones. Bear R through 90 degrees, walk N with wall on L through a gateway. Follow a wall that curves round to the L to a fence and a stile of wooden bars, then descend NW through a wide area of moorland to a stream keep this to the L. take a good footpath, go over three crossbars, then walk over two precarious planks to a farm building fine lintels and dressings all that cost money when it was built. This is Flash Bottom. Continue in the same direction, wall on R, to a road at 019661.

Walk WNW along the road to a road junction in 200 metres. Do not go L, but in a few metres, on the R, go past some houses then out into a field, on the drive, going N then W past a farm building, then level going to a stile of wooden bars and a slot in a gritstone wall. Keep close to the wall on the L which comes to a slot stile from which you go N, wall on L, to a slot with its own little door. Now approach a farm ahead, close to a wall on the R. this is Spring Head. Keep close to the farm, go down some steps and come out on a minor road at 011668. Cross the road down to some interesting buildings, again well built; it is now disused.

Go downhill, wall on R, to a good stile of wooden bars in a wall. Turn L to cross a brook by two planks, then steeply up a bank, then NW, wall on L, up to a slot in a wall on the L. Go over stile and walk SW on a good straight stretch downhill, first making for an angle in wall ahead, then, wall on R, down to a stone step stile in the corner, an immense stone on top. Continue walking SW close to a wall on the R and passing through a number of stiles to then pass through a gateway into a field, then in the next field a building unsuited to an area such as this: an imitation black and white timber frame structure. Proceed down to the wall where a few indifferent steps lead into an area with a stone farm building with external steps. Then proceed on to a road near Manor Farm at 001663.

Turn R and walk downhill for 100 metres then go L over a wall into flat land between two streams. Go through a slot then over a footbridge and out onto a road. Turn R and walk W passing two prominent gate piers to the former Gradbach Mill, now a Youth Hostel. (Was a former 17. C. silk mill, water powered)., then continue as far as the Buxton Scout Camp in old farm buildings then go L through a good stile and walk SW through four fields down to an footbridge. From this bridge walk W uphill through woods, the River Dane below on the R, continue on a wide footpath up to a point in 500 metres where at a outcrop of gritstones, follow the directions carved on a small stone and turn sharp L on another path, walking E 200 metres to come to a remarkable cleft in the gritstone rock known universally as Luds Church (987656).

It is an immense natural cleft in the rock on the hillside. The feature has been formed by a landslip which had detached a large section of rock from the hillside, thus forming a cleft which is 15 metres high and in places over 100 metres long, though usually only a couple of metres wide. Over the ages this place has offered shelter to all sorts of renegades and there is a tradition that Robin Hood used it. However it is fairly certain that the Lollards (followers of John Wycliffe, an early 15. C. church reformer, who were condemned as heretics) used it as a place of worship

Walk now to the SE, again on a good path through Gradbach Wood; Black Brook down below on the L, until, in about 1300 metres, emerge into moorland and take a prominent footpath steeply uphill; paved with rough stones, going S, wall on L, for 400 metres to a point where the wall goes off L at a right angle. Here find a good slot in the wall which leads out on to a rough track. Turn R and walk up to a minor road in a few metres (995645).

Cross this and continue walking S uphill on a rough track, wall on R. Now follow a fine section which goes along the Roaches, passing a trig. Point at 001631. Descend at the far end through Rockhall to a wall containing a wooden step stile then walk towards Hen Cloud to another wall where, this time good stone steps over a wall. At this point, instead on going straight ahead, go L and walk E down a narrow area towards Well Farm. In 100 metres, go R through a wooden slot against a wall which has a gap in it. Keep close to a farm cottage on the L and in 100 metres, go L through a slot on the R of a gate and enter a drive, walking SE through a gate. Do not go through the gate but bear to the L uphill on a track for 50 metres. Drop down steeply to the R to a fence at the bottom; go through a wooden gate into a muddy lane that climbs the bank to houses at Ferny Know an electric fence on the L. bear R and walk S with wall on the R. at the top, there's a good slot on the L, then come to farm buildings (Naychurch). Go L up a lane, cottage on L and farm buildings on R. in 20 metres, leave the drive and go R into a field, wall on R. Bear L and walk NE uphill to a gate at the top, no stile and out on to the road (Roman Road) at 018617.

Turn R and walk 800 metres downhill on the L side, then go L, no stile, and drop down through a field, going E to the far hedge where there is a gate, no stile. Continue downhill through a field to some trees which grow on a steep bank. Go L, trees on R, then drop down to a

stream which is crossed by a footbridge. Climb up E through a field to the extensive buildings of Hurdlow Farm and leave by the farm drive which goes in a straight line through the farm, then uphill, hedge on L to a cattle grid. Go R at two gates into a field on a prominent farm drive. Before the drive reaches a gate in the next wall, go R up to the far corner and enter the next field, going ESE uphill, crossing a stream and proceeding up to a wall. Cross in the corner and then begin a long slog up to the mermaid Inn (036604) (now Flats).

Go L for a few metres, then bear R and walk NE along the road, passing on the R, the Staffordshire Gliding Club. In 750 metres, where the road curves to the R, go L off the road and walk across rough ground 80 metres to another road at 048606. Go straight over and walk NE over rough moorland, descending on a spur between streams, the stone walls having disintegrated and all but vanished. Pass the few remains of a former home and precede to another brook in front, to which there is a steep drop, the banks containing evidence of coal measures. In fact, the little stream has bitten deeply into the land on its way down to Blake Brook. Go to a corner in front and tackle the stile which is a jumble of pieces and enter a field, making for the farm ahead, Lower Fleetgreen. Enter the farm yard and go between buildings: it can be excessively muddy. Leave down a lane which goes to the R. do not follow it, but instead go straight on ENE, into field, wall on L. make for a grit stile, rather isolated, then enter a field which resembles a moor and go over the wall in front and proceed over land which has been worked and left in a rough condition. On to a road at 060613.

Cross the road to a slot between two old gritstones then walk NNE over rough moorland of reed and rough grass near a broken wall on the L, a farm down to the R. cross over a broken wall and continue to plod through the rough grass down to a road, no stile (061614). Cross the road and walk E down a minor road for a hundred metres, then go L to a farm (Shawfield on map). Keep the farm on the R, go through a gate into a field, no stile, bear R and walk downhill through muddy turf, farm on R, to the corner where there is no stile where it should be. Into the next field; cut the L corner and walk in the same direction with low wall and fence on the L through rough grass to a fence in front where again, there is no stile. Go into a field where there is a fence on the L and a farm ahead, walking NE to a fence, no stile, and so out on to a farm drive, a disappointing section of footpath with no stiles.

Turn L and walk N on this long farm drive to Smedley Sutch Farm. Bear R before reaching the house, and go 80 metres farm on L, to a gate, then go L in 10 metres through a gate and walk through a muddy field with hedge on L down to the far end to go through a dilapidated gate to some bars across which may constitute a bar stile. proceed forward N into a field where the going is better, hedge on L, farm ahead, and a actual slot stile in wall leading to a field to walk past Boosley Grange Farm to gate, and enter a field to drop down to a footbridge then go forward through a level field to a gap which might once have been a stile, then proceed through a field to a poor stile, then proceed through next field to another poor stile. Climb a little, a wall on R, and approach a stile that admits one into the grounds in front of Hallhill Farm, an imposing building bearing the date 1838, then go close to the house then into a field at the end of which are some steps and a stile, then walk NE along the top of a large field that falls away to the R. In 100 metres, go L through a gate in fence and continue in the same direction to a sound wall containing a stile near a tree, then, immediately, go L to a stile and continue NE as before towards Sycamore Farm, a neat establishment. Go through a gate and enter a clean yard. Emerge out on to a road at 075636.

Bear R and walk E for 200 metres or so, then turn L at a road junction and walk N for 200 metres, then go R through a high slot on the R of a gate. Walk NE through short grass to the distant wall where there are massive stone steps. Over this and continue to walk downhill through a larger field with a minute valley on the L, and go to a gate, in the wall ahead, then go uphill to Heath House Farm ahead to enter and leave a small rectangular field, and come out up the farm drive at 08645. Bear R and walk on the road to Longnor.

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