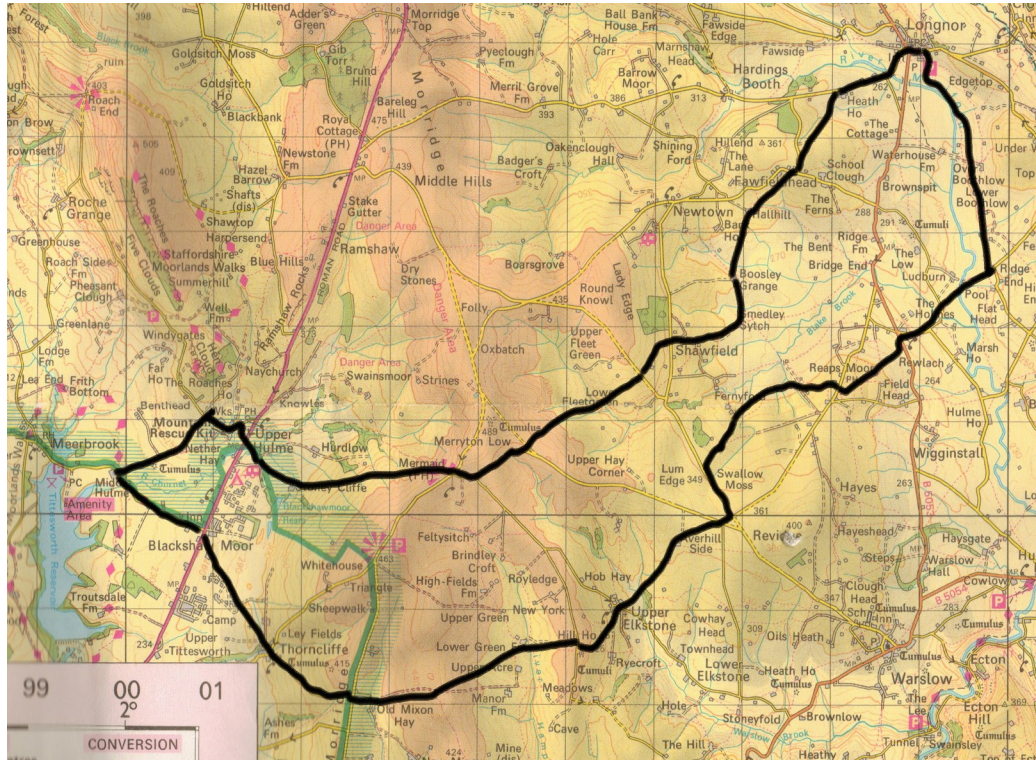


WALK 58.
Longnor. 58.
21.2 miles.
Map White Peak.



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Start at Longnor (089649), then walk E past the Cheshire Cheese for 100 metres then go down a farm drive on the R to Folds End Farm. The cottage on the R has one or two interesting features including mullions and transom and a hood mould. Go L through the farm yard to very good steps in the end wall which has a metal pipe on top for a handrail.

Go 30 metres through a field to a corner in the far wall which has a stile in it. In the larger field next, go diagonally to a slot in the far end. Then walk SE through the next field, level going along the alluvial soil deposited by the River Manifold which flows under trees on the R. In 30 metres, come to a slot between grit uprights and proceed into a field which, again, is level going for 100 metres to a slot which retains some white paint. Continue S, level going, for 120 metres to a slab across a brook then a slot with one upright. Go 200 metres through next field to a stile and 200 metres again through the field to a hedge with slot in it. In the next field, there is a footbridge on the R; but do not take it but keep in the same direction, cross a farm drive, past a wooden slot standing in isolation, not a fence or hedge near. In the far hedge find a slot then climb a little in the next field to a stile and enter a field, walking close to a hedge on the L. Ignore two massive steps in the wall on the L, and go forward to a wall, where there is a gate no stile. Go into lane at 096632.

Lower Boothlow Farms close by on the L. do not enter its garden, but walk slightly to the R forward to a gate and enter a field, going S to a stream where the map indicates there should be a footbridge. There is, however, a wooden slot through which enter a field and walk with wall and an old farm building with good quoins and dressings on R. In 40 metres, there is a good slot in the wall in front. Enter a field, hedge on L, Frog Hole Farm on L, and go to a metal gate which on its L a slot between rough grits. Go through the middle of the next field, level going, to a hedge and slot stile,

then through a field to a gate. Through this into the next field level going; Ridge Farm is on the L; go to a low wall which has steps in it, and enter a lane. Bear R and walk SSE along a lane down to a poor gate which has a slot on its R; enter a field, walk with wall on R and go forward to a stile and then go over a footbridge over the River Manifold (094625).

Enter a lane where two gates are faced; take the one on the L and walk 100 metres with the river on the L and Ludburn Farm on the R, then go R through a hedge by means of a slot stile. In the next field, walk 80 metres to a poor slot in a fence, then make for a slot in a wall on the R and enter a farm drive. Bear L; in 200 metres, come on to a road at 091619. Turn R and walk 100 metres W to farm buildings on the R; on the L at this point there is a rough stone step in a wall and a few stones to assist over a brook into a field. Bear R and walk SW slightly uphill to a wall which has a step over it and go into a field, walking with low wall and hedge on the R towards a slot between uprights and so on to a road at 088618.

Go straight over the road into a grassy lane, walking uphill through weeds and fern, to a low wall on the R, a hedge and ditch on the L. At the top it curves to the R, a wall on the L. Pass a dustbin area on the R; go L through a gate, into a lane, then, in only 40 metres, enter a field through a wide gap, no gate but an isolated slot. There is a low wall on the R, and a ruined farm building. Go up to the corner where there is a poor slot on the R, and enter a field, walking slightly uphill with wall on R for 200 metres. There are farm buildings on both sides. In a corner, there is a poor slot; enter a narrow area rather like a wide lane, a wall on either side, and go forward 80 metres to an open field, walk with wall on the L, level going to a wire fence where there was no stile. In the next field, walk close to a bank on the L down to a fence, a poor stile and so down to a road (080612).

Bear L to walk SW. Note the thick walls on the cottage on the R; the splays at the widows are very deep. In 150 metres, bear R (SW) down a farm drive where, in 40 metres, there is a choice of gates: go L, no stile, into a field and walk SW with a wall on the L to a gate, no stile, and enter a drive which has a low wall on the R. Shawfields Farm is close on the L: the big breeze-block outbuilding is prominent. Cross the farm drive and go straight ahead: the area seems unpromising; two bars cross the way, no stile to then enter a rough area. But it is only 40 metres to a gate, the field then is no great improvement: now walk over moorland and marshy. A grit wall follows on the L. Go SW and keep to this over the open moorland there is no clear footpath. Make for a wall ahead where there is a good hard farm drive. Bear R and walk WSW with the wall on the R, Swallowmoss Plantation on the R then arrive at a road at 065605.

Bear L and walk SE along the road, Swallow Moss on the L and Lum Edge on the R. in 700, metres, at a road junction, go R along a road. In 100 metres, go R along a road, then walk WNW; but in only 150 metres, go L into open moorland and, again, stumble along clumps of grass in a SW direction towards Averhill Side Farm to then proceed through the farmyard to a gate,, and then out into a field, walking SW to a poor fence on the R and a poor gate. Enter, now, a narrow field, keeping close to the fence on the L, going S to the brink of a steep drop. Drop down through the trees to a good footbridge in this pleasant wooded valley, then bear L, walking close to the stream on the L. Cross a three bar stile and come to another good footbridge but do not take it, but climb uphill SW to houses. Enter a jitty by means of a step stile and emerge out on the road in Upper Elkstone at 056590.

Turn R and go sharp L around a curve under a monstrous castle like wall on the R, then walk S on a farm drive. Approach Under-the Hill Farm, go R uphill to a slot stile in a wall. Continue W uphill to a fence and a wooden bar stile, then make for a trig. Point at 051585. Go L of a gate to a stile in a wall, cross over a road and then enter a field and walk W for 50 metres to a slot in a wall to then enter a field and walk downhill on a good tarmac drive for 100 metres. Go L off this drive to a wall and a slot which is triangular in shape. In the next field, keep close to the wall on the R to proceed on a grassy drive down to a corner and a stile in front; ignore a good slot on the R. Cross the River Hamps by a footbridge; go forward with wall on the R to a stile hidden away in the corner, Lower Green Farm on the R. Climb diagonally SW up through a field to see two farms away to the L. go through a good slot in a wall and walk SW level going, cutting the L corner to a big gate, in a fence, then continue in the same direction to two gates adjacent to one another; take that on the L and enter a field walking diagonally to broken wall and a slot between gritstone uprights. Keep going SW to go uphill to a farm drive, then turn R and walk W along it to a cattle grid and keep to it to get to Old Mixon Hay and the road at 025581.

Cross the road and go NW for about 1200 metres to a broad junction in the hamlet of Thorncliffe. Go round the corner, then L so as to walk NW on a road to meet the A.53 at 008597 in

1400 metres. Bear R then L in 150 metres and walk WNW. Tittesworth Reservoir is away to the L. In 100 metres; go uphill to Middle Hulme Farm which is on the L at 999605. Note the pink Stone in the farm buildings, large stones neatly cut and laid in courses.

Opposite the farm drive, goes off NE. On the L of the drive is a gate, to take and go into a field and walk to a hedge where there is a slot between uprights; then go N through the next field for 50 metres to a wooden stile in the remains of a hedge and fence. With a ditch on the R go through a gap in a fence in front and enter a large field; make for a gate and enter a field then keep to the hedge on the R. hen cloud broods high up in front. In 60 metres, come to a fence, no stile, and enter a large level field. Benthead Farm is away to the R. go diagonally across this field to the far corner where, just to the L, is a slot. in the next field, a farm drive is on the L, the farm away to the R. do not go L but keep in the same direction as before with a fence and ditch on the L to the far end of this field where the farm track through the hedge has been closed with wire. Enter the next field and go over stones over a stream, then walk on level ground, hedge on R, pleasant walking. Make for the wall on the R where, in the far corner, there is a gateway with bars across it. The next field rises a little; there is a gritstone wall on the R, climb and pass a black metal-sided barn on the R before coming to a gate with a slot on its R. the next field has a worn drive in it which leads up to the farm ahead on the R which is entered and walk through the farmyard. This is Windygates. The Hall was erected in 1634 by Thomas Brough and Elizabeth Cotton. It is a striking building built in a U-shape, the porch is not central; the windows have mullions and transoms. In the first storey a group of windows is shaped with five lights at the base, there are three above and one above them. There are ball finials on the gables. The hood moulds are simple and straight. The roof is stone tiled. A house of strong character. Go up the road at 0066616.

Bear R and walk down to Upper Hulme. Follow the road down to the works then down to a sharp bend to the R. this goes uphill to a road. Go L here, climbing uphill past the upper Hulme Methodist Church dated 1838. just past the church, round the corner, go R to a farm drive but do not enter it; go L up stone steps in a wall up to a field full of farm machinery. Drop down to the A.53 at 014609. There is a tunnel under the road here; or cross the road to a fence, no stile, and drop down through a field, going E to the far hedge where there is a gate continue downhill through a field to some trees which grow on a very steep bank Climb up E through a field to extensive buildings of Hurdlow Farm and leave on the farm drive which goes in a straight 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 this drive reaches a gate in the next wall, go R uphill, crossing a stream and proceeding up to a wall. Cross in the corner then begin a long slog up to the Mermaid (036604).

Go L for a few metres, then bear R and walk NE along the road, passing on the R, the Staffordshire Gliding Club. In half a mile, 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 sad remains of a former home and proceed 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 a stile which is a jumble of pieces and enter a field making for a 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 slot stile then enter a field which resemble a moor and go over the wall in front and proceed over land that has been worked and left in a rough condition, then on to a road at 060613.

Cross the road to a slot between old gritstones then walk NNE over rough ground of reed and rough grass to broken wall on L, a farm drive on the R. cross over a broken wall and continue to plod through rough grass down to the road, no stile (061614). Cross the road and walk E down a minor road for 100 metres, then go L to a farm Shawfield. Keep the farm on the R, go through a gate into a field, bear R and walk downhill, to a 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 wall and fence on the L to a fence in front where, again no stile. Go into a field where there is a fence on the L and a farm ahead, walking NE to a fence, and so out on to a farm drive, a disappointing section without stiles.

Turn L and walk N on this long farm drive to Smedley Sutch Farm. Bear R before the house, and in 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 where go through a gate to some bars which may

constitute a bar stile. Proceed N into a field where the going is better, hedge on L, farm ahead; a stile in a wall leading to a field to then walk past Boosley Grange Farm to a gate to enter a field to drop down to a footbridge then go forward through a level field to a gap, through this and proceed through a field to a stile that hardly warrants the name. climb a little, wall on R to a stile that admits to the grounds in front of Hallhill Farm, an imposing building bearing the date 1838, then go close to the house into a field at the end of which are steps to a wooden step and bar 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 a fence then continue in the same direction to a sound wall ahead containing a slot near a high tree, then, immediately, go L to a stile and continue NE towards Sycamore Farm. Go through a gate and enter the yard, then emerge out onto a road at 075636.

Bear R and walk E for 200 metres, then turn L at a road junction and walk N for 200 metres, then go R through a slot stile on the R of a gate. Walk NE through short grass to distant wall and massive stone steps. Continue to walk downhill through larger field with a minute valley on the L, and go to a gate, no stile, in a wall ahead, then uphill to Heath House Farm ahead to enter a small rectangular field, to come out on to road up a farm drive at 080645. Bear R and walk to Longnor and start.

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