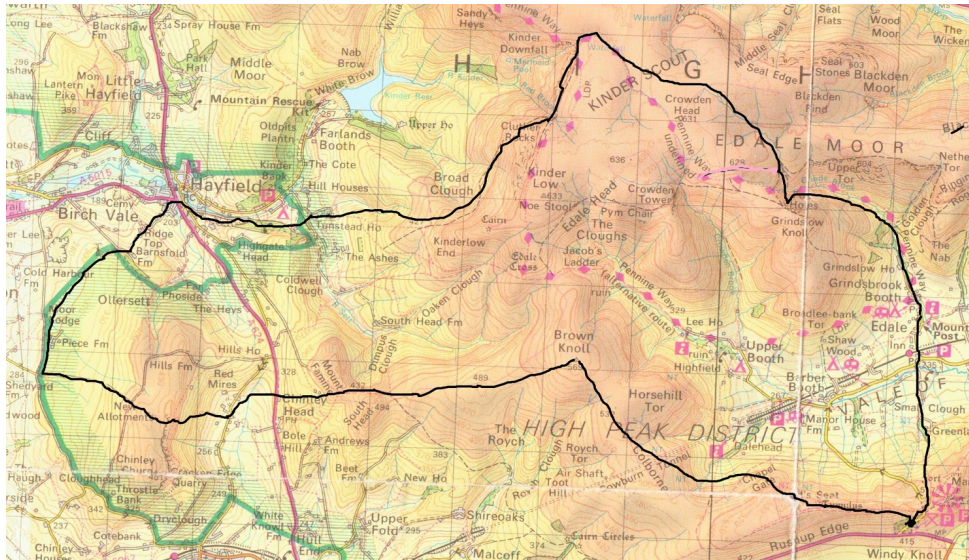


WALK 87.
KINDER. 87
23.7 miles. 6 hours 46 minutes.
Map Dark Peak.



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Start at the car park near to Mam Tor (124832). Walk N up steps at the back of the car park; cross the road, go over a stile, then walk W along Ruship Edge through two stiles, admire the views either side. At the stile at 099829, go R off the ridge path and walk N close to fence on the R for a short distance, then bear L on a good worn path that leads to Chapel Gate and sign P.D. and N.C. footpath Society No. 98 erected in 1939.

Turn to walk NNW to the trig. Point at 084851 on Brown Knoll. From this point, go NW over rough moorland until a fence is reached. N.T. stile over this then walk W on a worn path close to fence on the L with a view of Mount Famine in front. A wall takes over from the fence to continue downhill gradually. The path levels out and comes to a gate with a stile on its L. just before the climb up to South Head, a sign stands; erected by the P.D.N.C. Footpath Society this time not a metal one in the old tradition. Now climb up steeply to the cairn on South Head.

Drop straight down N on the main track; turn L and walk past two grit uprights, neatly carved. Walk past three fields on the L to a gate and open country sign, then just on the other side of the gate, go L over stone steps in the wall and go steeply downhill SW. the wall on the L is followed to come to a lane to an barrier then into a field, wall on L, the land on the R falling into a small stream that flows around spurs out of sight. Level going at the moment, wall on the L to a corner where there is a gap, then bear R from the corner and walk N, wall on L, after walking around two sides of the field to another corner there is another gap. Go through this and walk around the hillside, going W now with the stream below on the R. Mount Famine is well above to the R.

Soon come to a wooden stile in a wall, the path winds its way around the hillside, descending gently, come to a corner, go through another gap and walk downhill steeply, wall on L, to a stile in a wall and so out onto a road at 049841: the Lamb Inn is nearby on the R.

Cross the road and go down a lane at a sign, wall on R to Monks Meadows Farm. Before the farm at a gate, go R, according to the map, but go L into a field and make for a gate in the corner. But the best way may be to walk along a short lane to a gate, then L and walk through a field

with wall on the L. go through a gap in this wall on the L and come to a gate, now enter a small grassed area and come to a stile in 10 metres. Cross the stream and walk with wall on R along a narrow jitty, some houses on the L among trees and soon come to a slot stile and out onto a minor road at 043843.

Bear L and walk S for a hundred metres to a stile on the R in a wall. Walk uphill through a field, wall on R, (on L on the map), up to a large barn. In a corner there are steps in the wall to go over into a field, and continue the upward slog, wall on R, climbing steeply to a corner and more steps in a wall. Keep going up through the next field, wall on R for 40 metres, then turn to walk L on an obvious track that makes for the workings ahead. Go through a gap in a wall and continue to the level ground at the top. The views are striking.

Walk W over moorland, first negotiating a wall, then, go R (NW) in a rough field towards a wall where there is no stile. Having negotiated the wall go on a worn path. Do not take this path, but cut across the field NW to a wall at 034843. Walk roughly NW over moorland; see a TV mast to the N; the view over New Mills reveals this industrial town sprawling over the countryside.

Come to a wall and sign. Go NW down a lane through an area marked on the map as New Allotments. Go through a metal gate then walk on a grass track, wall on the R, down to a gate with a stile on the R. Continue along a lane, wall on either side, to a gate with a good stile on the L. continue down to a junction at 021847 where Laneside Road comes up. At a sign here, go R, walking N for less than half a mile on a wide road to Moor Lodge. The footpath goes R through the farm; but do not take it: go on a few metres beyond to a sign and slot on the R which leads to a wooden step stile over a wall.

Walk NE now over moorland to a TV mast at 028861 then go forward on a hard track to a gate and another junction of ways, and a sign erected by the P.D. and N.C. Footpath Society. Go forward through a gate then along a lane feasting eyes to the views to the NE of Kinder. Soon come to Barnsfold Farm; where the lane ends, and a field opens out: do not go to the farm but cut L downhill through a field, wall on L.

Approach Ridge Top Farm and see mullioned windows. Go over the wall at a corner, pass close to a farm building on the L and go to a gate; the farm is close on the L. go forward a short distance, then go R down a steep lane that comes to Chapel Street in Hayfield. Go R to the main Glossop Road, then turn R and walk uphill S for a short distance to a sign to Hayfield Village. Go L into Church Street then bear R. Walk then E up the Valley of Kinder, passing a very high stone wall made of massive stones on the R and dropping down to the level of the river. Come to a wide-section of the valley where there is a blocked gateway, go L and walk close to the river, passing a Peak Park information Centre at 049869.

Leave the area through a gateway, stile on the R and go forward. Do not cross the bridge; but keep to the river on the L and walk on a road that soon curves to the R. walk through trees, level going SE to a junction of ways. Go straight on up a lane signed Tunstead House and open country, walking E uphill, curving to the R then L close to the residence. Proceed uphill along the lane, wall on either side, to a gate where a N.T. sign indicates Kinder Estate.

Squeeze through a stile and continue to climb, wall on L and arrive at a gate with stile on the R and walk uphill to the E through the middle of a field to another gate ahead and stile. Here stands a sign to Edale Cross to the SE; do not take it but continue uphill to the high ridge in front. The next gate has no stile, cross the next field to a gate with stile, enter a moorland area. Proceed on a track, the land drops into Broad Clough; Kinderlow End rises up ahead; Kinder Downfall can be seen. Go through a gateway, then go 30 metres to a gate on the R with a stile and bear L on a worn track to a gate with a step on its R.

At this point 066866, leave the track that goes N alongside the wall and go E on a narrow path that gradually ascends the side of the high ridge. It has a fine path that provides a gentle ascent to the downfall, staying below the top ridge path, always remaining interesting. The path comes up to Red Brook, then the Downfall; a waterfall that can be seen at Stockport when in flood. The aim now is to get to Grinsbrook. So follow the Kinder River that feeds the downfall for a few hundred

metres, then follow a grough to the left for as far as possible then head for the feeders of Grinsbrook.

Keeping to the high ground, walk SE to Grinsbrook Knoll (1971 ft.), then cut S, making for a clough that drops down to Crowden Brook. However, before getting to the bottom, take a prominent path that comes up from a sign in Crowden Clough and walk E around the hillside on a good path that soon accompanies a wall. Drop down into and climb out of a little Clough and go near to trees on the R and soon reach a sign to open country at 109856. Drop steeply down here to a stile and bear L into an area of a great landslip to join a path that comes up from Upper Booth and walk E to Edale.

Go through stile in wall then under the face of the landslip. Take steps in a wall then through a muddy area that adheres to the boots to concrete steps in the next wall; the spire of the church peeps out of the trees. Follow the path through three fields and enter a lane. Bear R down this lane where a stream runs. Then come down into Edale.

Proceed down the road under the railway bridge, the R at a road junction to turn R where in 80 metres turn L and walk up Harden Clough. Where the road curves to the L, leave the road and continue in the same direction on a path close to a hedge to a gate and stile; this is where the hard work begins. Continue in the same direction, climbing a bank, and then ascend up a slope. Eventually reach a stile on the roadside, go forward a little then go R at a stile. In a short burst, however, get back on the road at Mam Nick and soon reach the start.