



15 CHESHIRE ALDERLEY EDGE

▶ Distance: 5 miles/8km ▶ Time: 3 hours ▶ Grade: Moderate

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Evidence of old mining works on Alderley Edge

PHOTO: STEVE GOODIER



CHOSEN BY...

STEVE GOODIER

The raised wooded ridge of Alderley

Edge rises above the Cheshire town of the same name and is one of the National Trust's most popular countryside destinations in the county. The main 'Edge' area has 'must see' destinations such as 'Stormy Point' and 'The Armada Beacon' and we take them in on this walk which also descends from 'The Edge' to undertake a circuit of farmland and traverse pretty Hare Hill.

1 Start

Exit the car park past the information area following the track past picnic tables.

Go R at the track junction (signposted 'Hare Hill'). Follow the track through a gate to continue curving L to reach gates L where the track bends R.

2 1 mile/1.65km

Go L through the gate going R taking the rougher track downhill past the bench. Descend to the fork R at junction/post continuing down through the trees. Continue ahead as the track joins L descending to curve L past the marker passing gully R. Curve R at fence at bottom. Follow stream curving R to cross it on stones. Climb the steps past outcrops curving L above to curve R and descend to near gate/farm L.

PLAN YOUR WALK



ROUTE

Start/parking National Trust car park by Wizard Pub, grid ref SJ859772

Is it for me Good tracks/paths - steep/rough in places. Steepish parts. Some muddy sections

Stiles Several

PLANNING

Nearest town

Alderley Edge

Refreshments At start

Public toilets At start

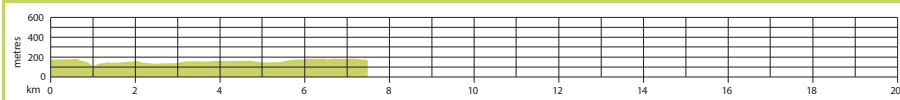
Public transport Buses serve Alderley Edge

Maps OS Explorer 268; Landranger 118

3 2 miles/3.2km

Take elevated path ahead around wet area. Rise to go L at fork by fence. Descend steps continuing up/down in woodland. Descend more steps to junction going ahead to rise and go L of stile. Cross dip rising up steps to continue

GRADIENT PROFILE



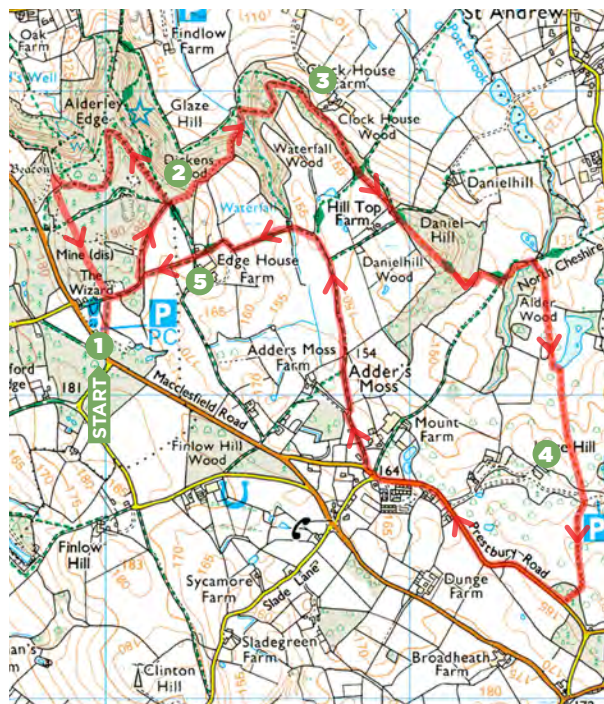
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► OS Explorer map 268 ► Buy maps at: ordnancesurvey.co.uk/mapshop

beyond. Continue to descend curving L at marker. Drop to valley cutting R across it. Rise on steps passing through fence gap. Go L over low stile. Follow L side field curving with fence to descend through gap by stile/gate. Descend steps going R over bridge before gate. Rise up wood edge passing through kissing gate. Go half L over farmland following markers/path. Pass through gate, cross bridge - continue ahead up bank. Follow posts exiting through gate. Descend steps to the car park.

4 3¼ miles/5.2km

Pass half L through car park exiting via gate (cattle grid). Follow drive passing through gate (cattle grid). Just before road ahead go R taking footpath in woods. Follow path through three gaps by fence corners continuing to curve R/L passing through gate to road. Go R following road to pass Mount Farm. Shortly after leave road going R past stone yard. Follow arrow taking track signposted 'Hill Top Farm'. Follow track to take rougher track through gate L of electronic gate. Continue ahead through kissing gate when track bends R. Follow L edge field bending R/L to cross stile. Descend enclosed path over stile. Go ahead crossing stile/gate going half R to pass by stile/gate. Go L rising through gate. Continue through farm buildings to path junction.



5 4½ miles/7.15km

Go ahead through gap to dip/rise through gap. Rise to track/outbound route. Go R following outbound route again re-passing through gate L as track bends R. Go L on surfaced track. Follow this continuing ahead on surfaced track at junction. Continue to Stormy Point. Cut back L on surfaced track into trees. Continue to path junction/makers. Go ahead climbing steps to Beacon. Return down steps to track/marker by old wall/building. Take L of two tracks between two trees. At

staggered junction go ahead (L/R) continuing R of old mines. Stay ahead descending to curve L behind pub passing through gate. Cross track going ahead to car park. **CW**

TRAILZILLA ID: TZID31016

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memory map



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