



THE CHURCHILL TREE

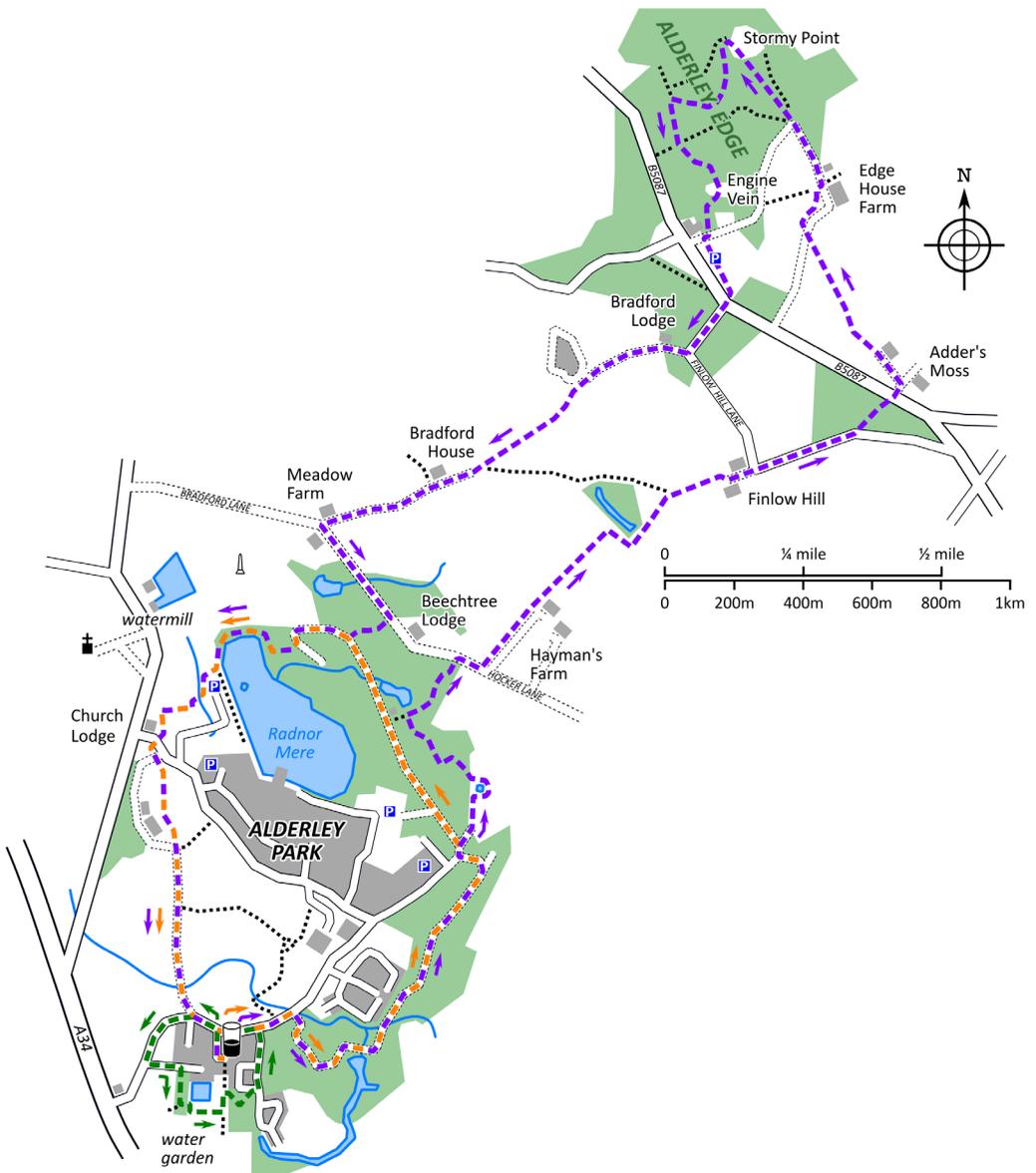
LOCAL WALKS

Around Alderley Edge



THE WATER GARDEN

¾ mile: Easy



THE WATER GARDEN

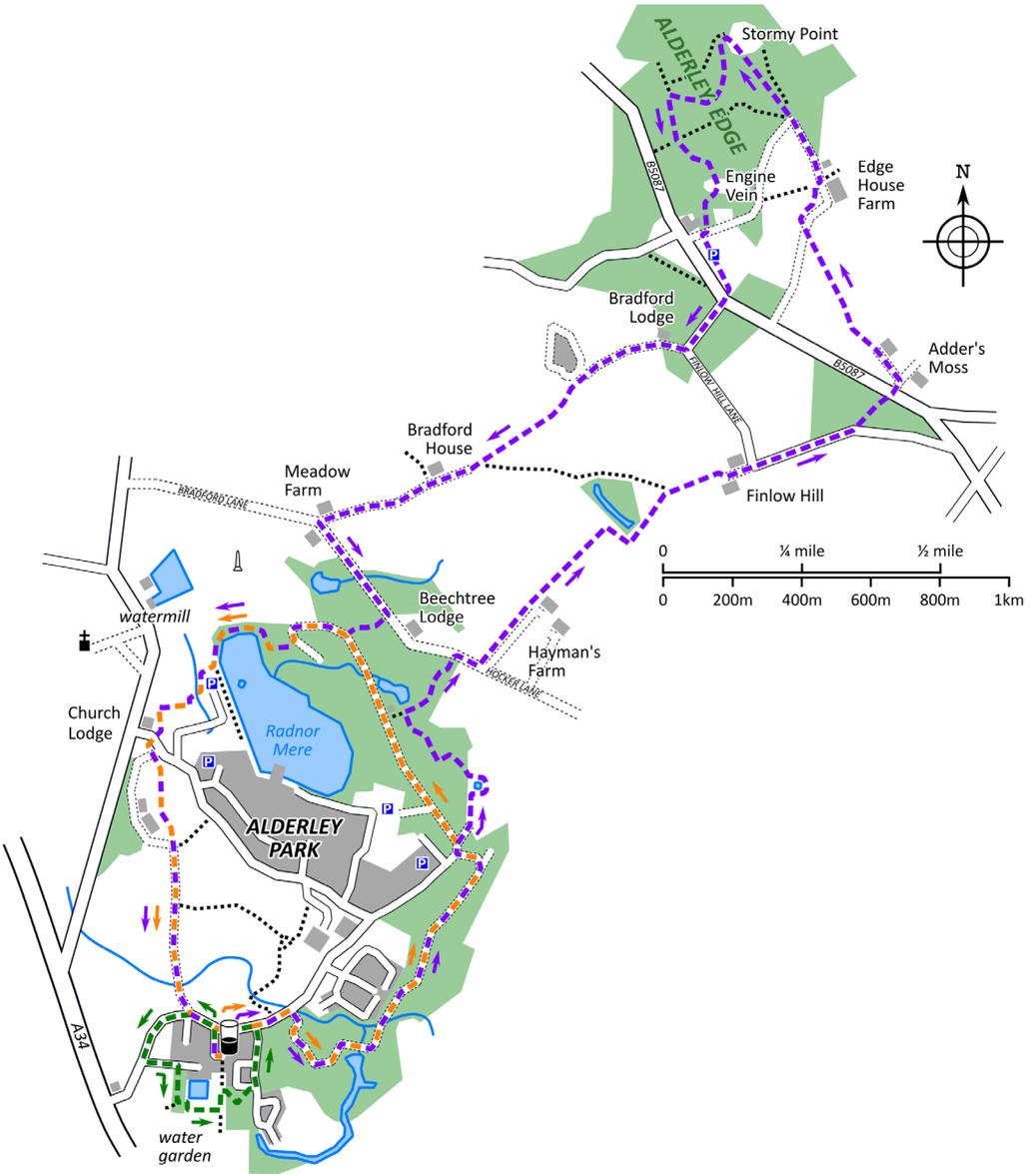
¾ mile: Easy

A short stroll from the pub to the formal gardens of Alderley House. Allow 30 minutes. Surfaced throughout, with one short flight of steps.

- 1** From the front of the pub, turn left along the main service road, passing the former stables on your left.
- 2** Cross the parking access road for the stables, then the end of a bollarded path.
- 3** Take the next left.
- 4** Level with the first of the houses, turn right between bollards onto a path through the trees.
- 5** Turn left by the old icehouse and go through a gap in the wall into the water garden.
- 6** Turn right and follow the inside of the perimeter wall round to the left; towards the next corner, turn right and left up a flight of stone steps, still within the walled garden.
- 7** Turn left above the retaining wall. At the end of this terrace is an archway back to the Churchill Tree car park, but before you reach it, turn right through a fine set of gates topped with the spread-eagle emblem of the Stanley family, the former owners of Alderley Park.
- 8** Once through the gates, follow the path into a grove of Lawson cypresses; turn left at a crossroads of paths within the trees.
- 9** When you reach the houses of Cedar Square, turn right then left.
- 10** Walk out to the main service road, where you turn left to return to the Churchill Tree.

RADNOR MERE AND WOODS

2½ miles: Fairly easy



RADNOR MERE AND WOODS

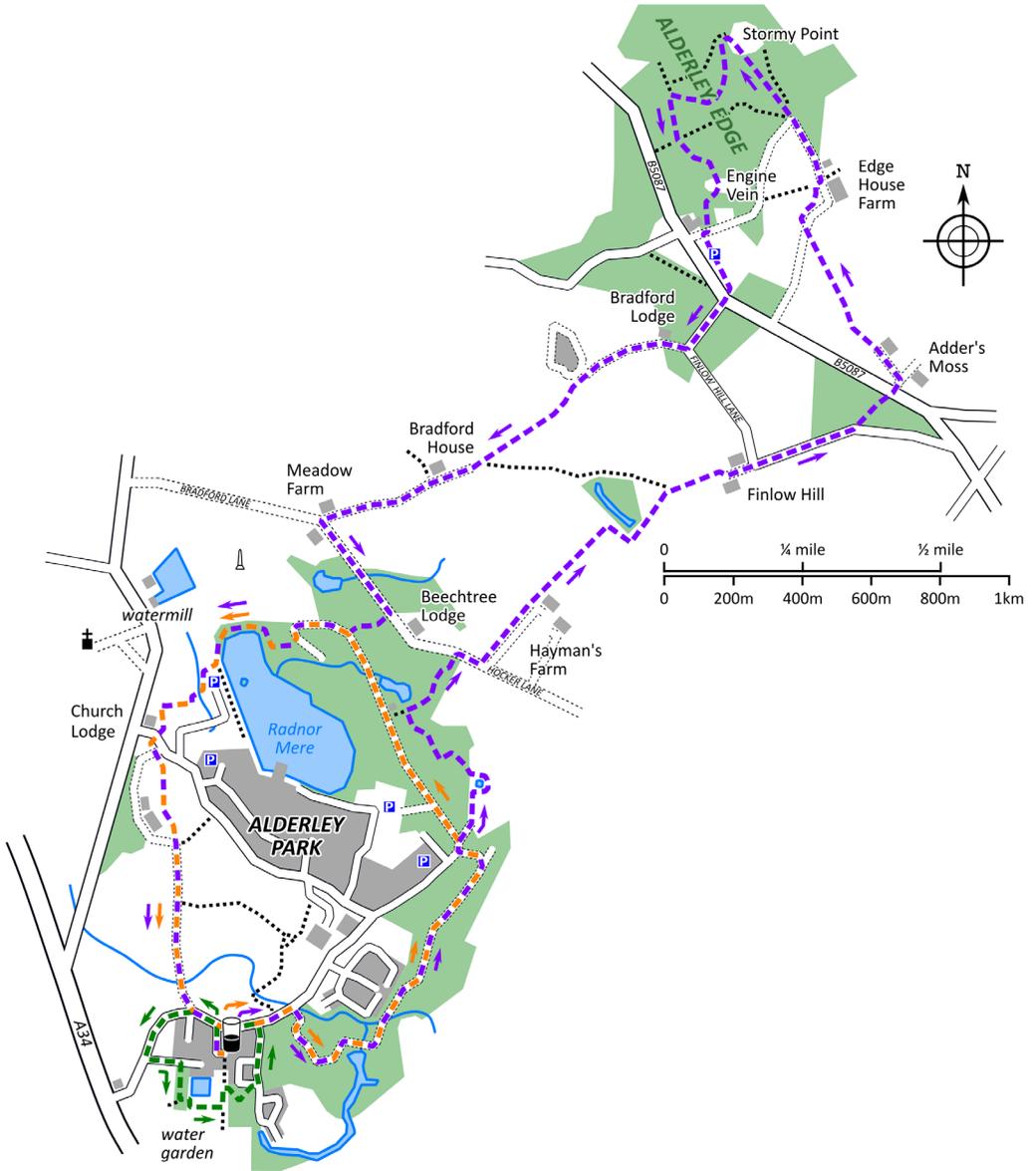
2½ miles: Fairly easy

A woodland and parkland stroll around the main lake of Alderley Park. Allow 1½ hours. Firm paths throughout, but perhaps with occasional mud and a little too rough for buggies. One gentle ascent.

- 1** From the front of the pub, turn right.
- 2** Pass the end of Churchill Avenue and continue for 100 metres.
- 3** Turn right through a gate onto a woodland path. Follow the winding path uphill, ignoring any lesser paths off to the right. Eventually you pass some picnic tables and then a wider area where the track drops off left.
- 4** At a junction not far from the rear of the Glasshouses car park, turn right, then keep left, passing a small building in a fenced compound.
- 5** Ignoring turnings to right and left, continue along this track, passing a picnic shelter and picnic tables after ¼ mile, and shortly afterwards a pond with a footbridge.
- 6** At a junction of tracks after 150 m, turn left.
- 7** Ignoring a path on the right, this track runs along the side of the woodland with distant views of the Stanley Obelisk in the fields to your right.
- 8** Follow the track as it curves left, back into the trees, then turn right at a fork and descend towards Radnor Mere.
- 9** Follow the track round the right-hand end of the lake, again with views over the fields towards Alderley Old Hall.
- 10** Bear left to the end of the Radnor Woods car park, where you take the path through the first gate on the right, outside the car park fence.
- 11** Turn left around the corner of the car park then bear right over a bridge. After a couple of gates, a fenced-off path runs around the edge of a field. Go through two gates to emerge by Church Lodge at the northern entrance of Alderley Park.

RADNOR MERE AND WOODS

2½ miles: Fairly easy



12 Cross straight over at the traffic island and take the path opposite, parallel to the road. Cross a farm track and continue along the path ahead as it curves right, away from the road. Beyond a gate, pass some farm buildings on your right.

13 At the next gate, continue along the tree-lined track straight ahead.

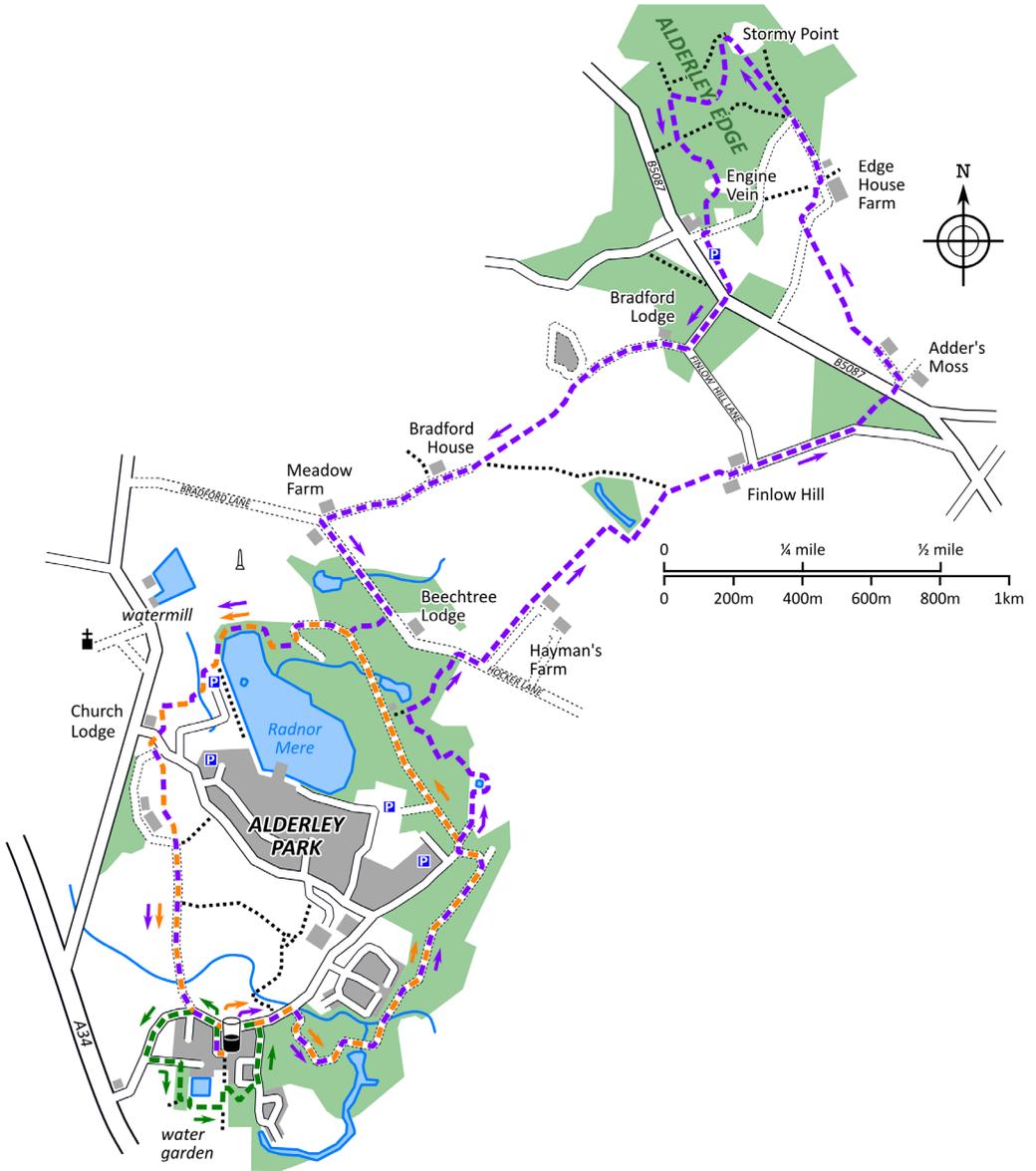
14 After 500 m you meet the southern entrance road – turn left back to the Churchill Tree.



An extensive network of woodland walks runs through the mixed woodland above Radnor Mere

ALDERLEY EDGE

6 miles: Moderate



ALDERLEY EDGE

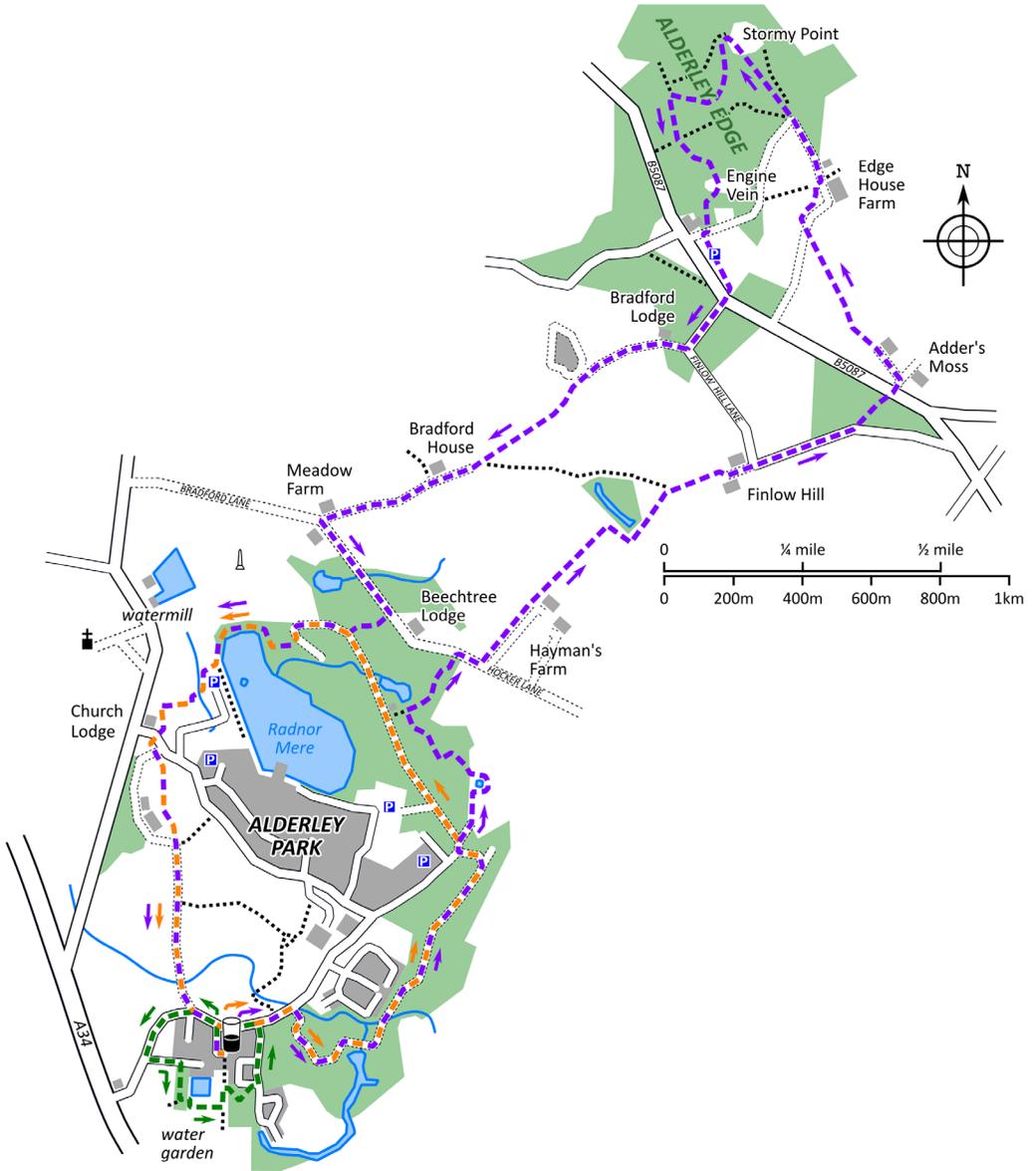
6 miles: Moderate

Walk beyond the perimeter of Alderley Park to the ancient landscape of Alderley Edge.

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- 2** Pass the end of Churchill Avenue and continue for 100 metres.
- 3** Turn right through a gate onto a woodland path. Follow the winding path uphill, ignoring any lesser paths off to the right. Eventually you pass some picnic tables and then a wider area where the track drops off left.
- 4** At a junction not far from the rear of the Glasshouses car park, turn right, then right again.
- 5** This track leads shortly to a gate at the edge of the wood. Follow the path left along the edge of the wood, then around a pond with benches.
- 6** Go back into the wood through a gap in the wall then, when you meet a gravelled path, turn right.
- 7** This path winds left; at the next junction, turn right.
- 8** When you meet another path by a picnic shelter, turn right.
- 9** Pass above the top of Couch Pasture Pond and then through a gap in the wall. The unsurfaced path beyond leads to a stile onto Hocker Lane at the boundary of Alderley Park.
- 10** Turn right along Hocker Lane, then after 75 m go left through a kissing gate onto a footpath alongside a driveway.
- 11** Beyond two kissing gates near the houses, continue up the hill between fences to a gate into private woodland.
- 12** Follow the path to the right, around the end of the wood (which contains a flooded quarry).

ALDERLEY EDGE

6 miles: Moderate



13 Continue up to a kissing gate and follow the field beyond until you reach a gate on the right into a driveway. Walk out past Finlow Hill Cottage to the road.

14 Pass a bench on the right and follow the lane ahead (right). In a field to your left, an insignificant low boulder is the Great Merestone, a historic boundary marker shown on a map of 1598.

15 Continue along the lane past the entrance to a livery stables on the right, then at a slight bend turn left onto a footpath into the wood. This cuts down through the trees to the B5087.

16 Cross the busy road carefully into the drive opposite, and take the first left before the entrance to Adder's Moss.

17 Beyond another house, follow the footpath ahead, which leads between fields to a driveway.

18 Turn right towards the house then, just before the gates, take a path on the left that skirts round the property before joining a track at a junction of paths.

19 Continue ahead past a house on the right and continue to a junction of tracks by the Golden Stone, another historic boundary stone.

20 Go through the gate ahead of you into the wood, and follow the main path ahead until which climbs slightly to the dramatic viewpoint of Stormy Point.

21 Towards the end of the rocky outcrop, take the most obvious path on the left; this leads shortly past the Druid's Circle (an 18th- or 19th-century folly rather than a genuinely prehistoric stone circle) before reaching the conspicuous mound of the Armada Beacon.

22 Turn sharp left here, and again follow the most obvious path, which leads through the trees and passes above the exposed gully containing the Engine Vein mine.

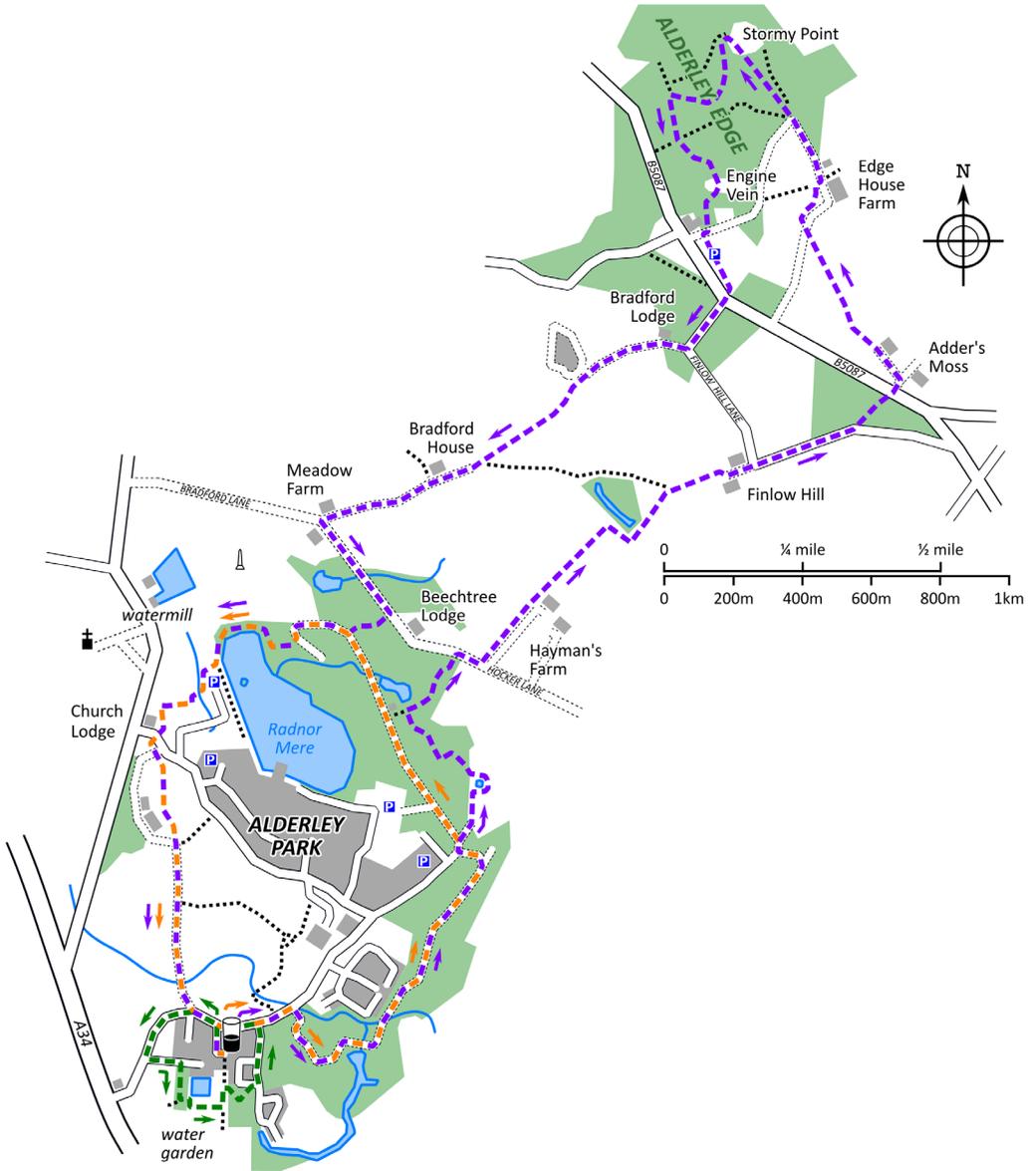
23 When you reach the track by the Wizard tea-room, turn right then immediately left past the picnic area into the car park.

24 Just beyond the toilet block, turn right onto a path that leads out to the road.

25 Cross carefully and follow Bradford Road opposite.

ALDERLEY EDGE

6 miles: Moderate



26 At a junction with a post box, turn right, past Bradford Lodge. The lane leads to a mobile home site, beyond which continue along the unsurfaced bridleway ahead.

27 Continue along the cobbled lane beyond Bradford House.

28 At the junction by Meadow Farm, turn left into Hocker Lane.

29 After ¼ mile, turn right through a gate back into the Alderley Park estate.

30 Follow the broad track ahead to a junction, where you turn right.
Now follow steps 7–14 of the Radnor Mere and Woods walk to return to the Churchill Tree via Radnor Mere and Church Lodge.



Stormy Point has wide views towards the Peak District

🚶 SOME POINTS OF INTEREST



The Churchill Tree: formerly the Tenant's Hall, the building is Grade II listed



This former dovecote behind the Churchill Tree is a Grade II listed building



This icehouse was used to store ice for keeping food fresh in the days before refrigerators



The water garden is a remnant of Park House, Alderley



This 19th-century entrance with its Doric columns was commissioned by the Stanley family after their move from Alderley Old Hall



The water garden, now overlooked by modern apartments, is a remnant of Park House, Alderley

🚲 SOME POINTS OF INTEREST



Couch Pasture Pond, one of several ponds and lakes within the Alderley Park estate



This pretty footpath is on the approach to Alderley Edge



This picnic shelter might be useful on wetter days!



The Golden Stone is a merestone, or former boundary marker, that is mentioned in a document of 1598. It marked the boundary of the estates of the Stanley and De Trafford families.



Church Lodge, at the northern entrance to Alderley Park, is a Grade II listed building



Alderley Park was purchased by ICI's pharmaceuticals division in 1950. Pioneering research into cancer treatments, anaesthetics and beta-blockers took place here.



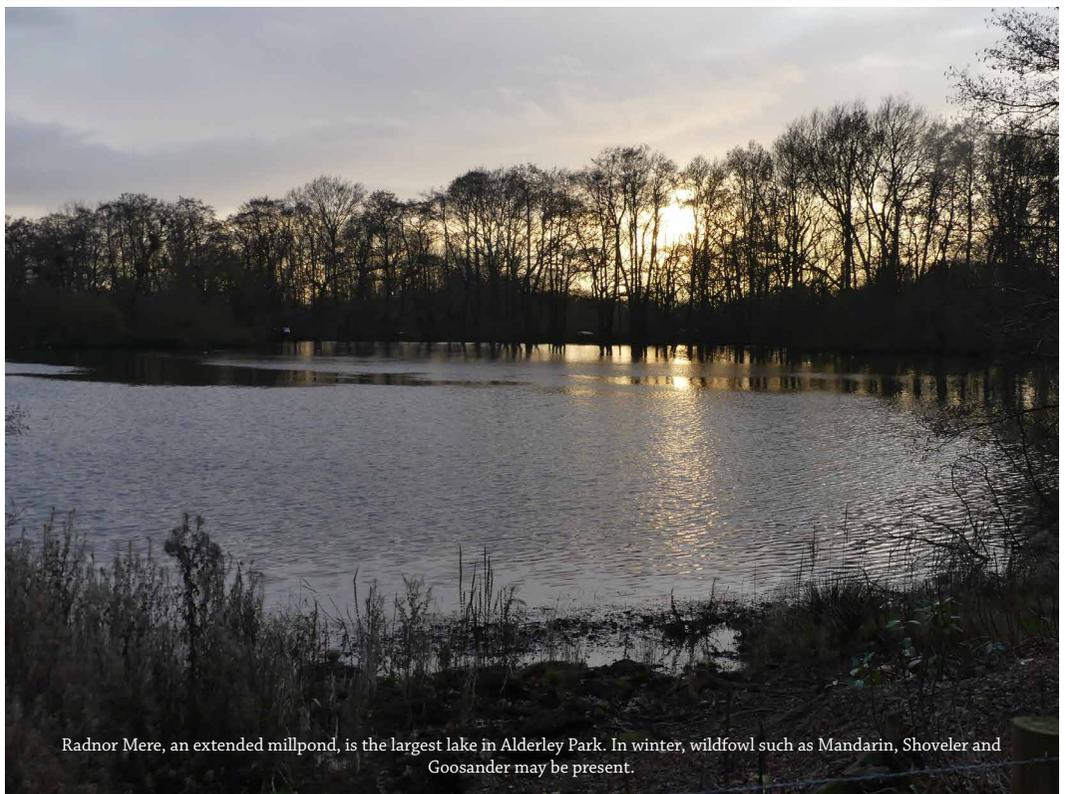
The so-called Druid's Circle is an 18th- or 19th-century folly



The Engine Vein is perhaps the most impressive of the mining remains on Alderley Edge. Within the underground workings is evidence of mining activity during the Bronze Age and Roman periods.



Stormy Point has wide views towards the Peak District and the remains of old lead mines



Radnor Mere, an extended millpond, is the largest lake in Alderley Park. In winter, wildfowl such as Mandarin, Shoveler and Goosander may be present.



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