



**Axe Edge Moor, Shining Tor
and The Cat & Fiddle**

A very strenuous walk over wilderness moorlands, through woods and valleys out to the iconic walkers' pub

Essential Facts

- Route distance: 20.0 km (12.5 miles)
- Approximate time: 6 hours
- Approx. total ascent: 753 metres
- Start point Grid Ref: SK 048 719
- GPS Ref: SK 04882 71976
- Recommended O.S. Map: Explorer OL24
- Toughness Rating: Peaks 4

Please see the notes on Toughness Ratings at the end of this report

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CHALLENGE ?**

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A Team Effort**

Full Info from the Great Walks web site

THE ROUTE

As with our Goyt Valley route, this walk starts from the public car park at Grin Low on the edge of Buxton. Leave the car park, **S**, via the access road, and at the entrance turn right. Look for the gate in front of Grin Low Cottage. This is part of the Dane Valley Way (DVW). On reaching a main road, cross over and turn left. After passing Alleyn School Field Centre take the footpath off right.

The path runs parallel to the road and goes to the left of the trees on the hill ahead. At **A**, the path joins a wider track and continues uphill until reaching a road. Follow the road left around the bend until you come to a footpath on the left onto Axe Edge Moor, signed DVW.

A broad, clear path brings you across the moor to a minor road. Go left and look out for where the path continues off right at **B**. Part way across the paths diverge at **C**. This is by a small pool and the start of a small valley with a stream. Our route is the one to the left and actually looks as though it is the main path. Further on you cross a stile. The path descends to a house and continues right, in front of the house, passing two further houses along the track known as Drystone Edge.

At the road go right until it bends left under Orchard Farm. (If you missed the turning to Drystone Edge and continued along the DVW this is where you will come out). Continue on the road to the left until it crosses the beck just below the farm. Here take the footpath right up the hillside. When you reach the level of Orchard Farm it then contours left, around the hillside.

This path leads through old quarry workings and descends to the brook. After crossing this take the path towards the road, not down the valley. At the road go right to the bend at the top of the rise and take the clear bridleway off left at **D**. This takes you over Danebower Hollow all the way to The Cat and Fiddle Inn. From a distance the Inn looks as though it is in the middle of the moor but actually a busy road runs past.

At the road go left (unless calling at the Inn), to the corner and there take the path right over the moor. On the right is an interesting mile post with Macclesfield and London on. You will reach a sign at **E**, with a path right to Goytclough Quarry. Continue forward signed Errwood and shortly after you will see the path off left to the top of Shining Tor. This little extension could be omitted, but is a straightforward path usually rewarded by great views.

Return to **E**, turn left and then descend quite steeply. After crossing Deep Clough via a wooden footbridge, take the path right to Goytclough Quarry, not the one following the stream. When you come out of the wood turn left. At the road there are lots of seats for a rest and enjoyment of the changed views and the packhorse bridge. Follow the road right, until you come to a bridge on the left at **F**.

The path you take is signed Buxton via Plantation and The Old Road. The path crosses the bridge and rises up the hillside. After crossing another brook and opening up on the top of the hill the path divides. Take the right fork, (not the Buxton direction). At a wide track go left and then right on a path signed for Axe Edge Moor. This joins the path you took from the road over the moor. Turn left at the road and retrace your route back to the car park, **S**.



The Cat & Fiddle Inn



A Moorland Pool



Quarrying Remains

Refreshment

The Cat and Fiddle Inn
Public House
A537 Buxton -
Macclesfield Road
Tel: 01298 23364
Iconic walkers' pub,
serving sandwiches,
meals, drinks. Muddy
boots welcome!



The Cat & Fiddle Inn

LOCAL INFO

Buxton has many cafes, restaurants and public houses for refreshments, also hotels and guest houses for those wishing to stay longer. Buxton dates from the Middle Stone Age. Farmers made the area their home and left lots of monuments such as barrows and the famous henges at Arbor Low and Bull Ring. The Romans called the town "Aqua Arnemetiae" which means "The Waters of the Goddess of the Spring". Buxton was an important Roman site with three bath houses. The reputation of the spa was heightened when Mary, Queen of Scotland took the waters for her numerous ailments. The Hall, now the Old Hall Hotel was specially built to house her visits. Food and drink available here in this interesting old building which is also well positioned for the opera house. The medicinal properties of the waters were recognised as one of the 'Seven Wonders of the Peak'.

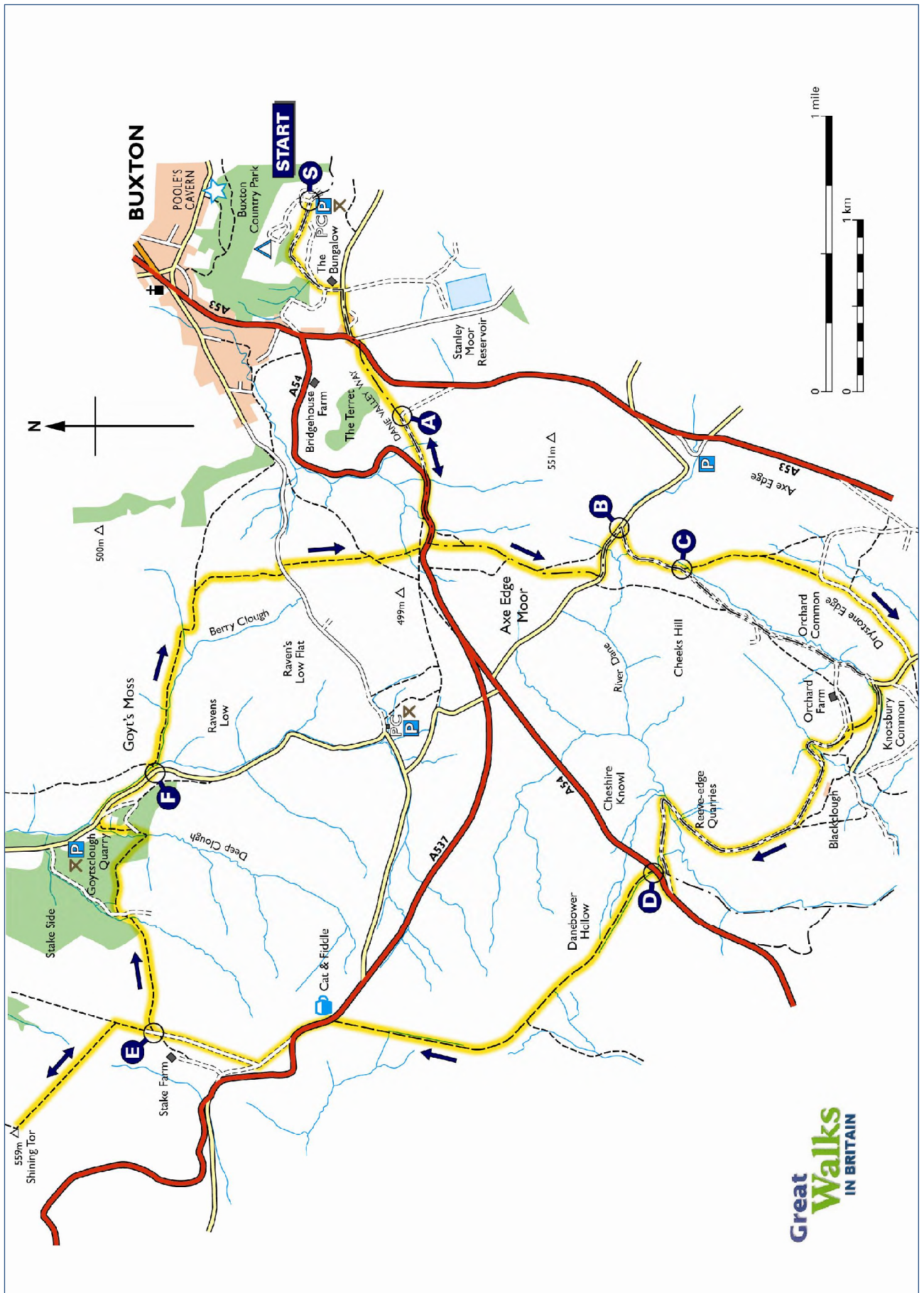
Shining Tor is the highest summit in Cheshire. There are many routes up to it but this walk approaches along the ridge from the Cat and Fiddle Inn. In clear conditions the radio telescopes at Jodrell Bank can be seen.

Axe edge Moor is a gritstone moorland rising to 551 metres, slightly lower than Shining Tor. The moor is shared by Derbyshire, Staffordshire and Cheshire, which meet at Three Shire's Head.

The Cat & Fiddle is an iconic pub, sought out by Peak District walkers. It is thoroughly welcoming, and has no objection to mucky boots within reason!

AXE EDGE MOOR, SHINING TOR & THE CAT & FIDDLE G.P.S. WAYPOINTS

WAYPOINT NAME	MAP REF	CO-ORDINATES	ELEVATION: Metres
AXE S	S	SK 04882 71976	394
AXE A	A	SK 03625 71492	449
AXE B	B	SK 02978 70205	524
AXE C	C	SK 02740 69840	519
AXE D	D	SK 00972 70011	461
AXE E	E	SK 00059 72903	525
AXE F	F	SK 01529 72965	360



MAP LEGEND					
	Great Walks route		Church with tower		Spot height - metres
	M6 Motorway		Church with spire		Information centre
	A23 Main road		Other place of worship		Parking
	B2116 Secondary road		Cathedral / Abbey		Public convenience
	Minor road		Building		Public house
	Other road		Built up area		Picnic site
	Track		Woodland		Camp site
	Footpath		Sand, shingle or mud		Major tourist feature
	Bridleway		Water feature		Other tourist feature
	National trail				
	Railway				

Safety First

Safety should always be your first priority in planning and undertaking a walk, whether on your own or leading a group. Please read these Safety First and Walking Our Routes notes.

Lead a group of other walkers only if you have leadership and navigational experience adequate for the 'worst case' conditions which may be encountered on the particular walk, bearing in mind the terrain, possible weather and navigational demands.

Weigh up the capabilities of your party, in terms of fitness and walking speed. Adjust your time expectations accordingly.

Ensure all your party are adequately clothed for the weather and conditions. Footwear is particularly important. Clothing must protect against cold, wet or strong sun according to the time of year.

Emergencies are quite rare, but it is essential to think ahead about what to do if someone in your party sustains an injury. Will you have a First Aid kit? Is there a qualified First Aider in the party? How could help be summoned in a serious eventuality?

Refreshment, particularly water, can be vital. Dehydration in hot summer conditions can be rapid, and frequent intake of fluids is essential.

On tougher walks it is a good idea to tell someone where you are planning to go – and when you expect to be back. Remember - mobile phones often lose reception in mountainous or isolated areas.

All our walks use legitimate routes: Public Rights of Way, Public Footpaths, Bridleways, Permissive Paths, Access Land, Byways and Roads.

Road walking calls for particular care. When there is no defined footpath or verge wide enough for safe walking it is usually best to walk on the right – facing oncoming traffic. An exception may be a tight bend, where walkers would be more visible on the left.

Occasionally you may find a public footpath blocked or unuseable. It is perfectly in order to take the shortest available diversion without damaging crops, perhaps around a field margin.

It is courteous to close gates after passing through, sometimes even if the gate was open when you arrived – particularly if it is obvious livestock may escape.

Mutual respect for farm animals is to be encouraged! Don't frighten or annoy them, but equally don't put your party members in danger or discomfort. You certainly wouldn't be the first walkers to go round the outside of a field of frisky bullocks.

Dogs should always be kept on a lead anywhere near farm animals, and under close supervision elsewhere in the countryside.

Walking Our Routes

Our walks are designed to be negotiated using the route directions in conjunction with the map section provided. We suggest walkers also take the Ordnance Survey Explorer or Outdoor Leisure map recommended for each walk.

On mountain, moorland and open heathland walks it is **ESSENTIAL** to have navigational expertise and tools, including the recommended Ordnance Survey map(s).

Take care to observe any cautions in the route description; exposed paths, areas liable to flooding etc.

Consider conditions before setting off. Will heavy rain have made a water meadow impassable? Will frost or snow make a path slippery?

When navigating the route look for clues to confirm you are in the right place. Are map features where you would expect on the ground? Are features mentioned in the text where expected? If you suspect you may have taken a wrong turn, take action sooner rather than later. It is better to re-trace to a known point rather than carry on regardless with the possibility of becoming increasingly confused.

All our routes are carefully checked before publication, but features can change on the ground – sometimes surprisingly quickly. Footpaths may be re-routed, buildings can appear or change significantly and these days pub names seem to change frequently.

The approximate time given for each walk is based on an average walking speed of 2.5 miles per hour (4 km/hour), plus an allowance for ascent, descent and any difficult terrain.

Total ascent is the approximate total ascent over the whole walk.

GPS users can enter in the waypoints provided in each of our walk reports. It is important to read our guide **Introducing GPS for Walkers**, available as a PDF file from the Great Walks in Britain web site.

Remember that GPS is a great navigational tool, but only one of those available to the navigator. Never dispense with conventional map and compass – and the training and skills to use them, especially on mountain, moorland or open heathland walks.

TOUGHNESS RATINGS

Most of our **Peak District** routes can be undertaken by reasonably fit walkers able to utilise the map segments and our recommended Ordnance Survey maps, together with the route guidance notes.

The toughest walks should be undertaken or led only by experienced mountain walkers with navigational expertise. Always consider recent and forecast weather.

Each walk has been allocated a **Toughness Rating**:

1. Easier walks with modest ascent and generally on well defined paths. There may be stiles or narrow gateways to negotiate.
2. Routes which are more demanding. They may include more ascent and possibly paths which are looser or more difficult underfoot.
3. More strenuous walks. There may be prolonged steep ascents, and perhaps several ascents over the whole walk. Conditions may be challenging underfoot.
4. The toughest walks, requiring considerable fitness and navigational experience. There may be prolonged steep ascents. The ability to navigate by compass may be essential.

Toughness Ratings are allocated in the context of the terrain in the edition area. For example a walk rated as demanding in Cambridgeshire may be equivalent to an easier or moderate route in the Peak District.