



**Buxton and the Goyt Valley**

**A fairly strenuous walk over moorland paths, picturesque valleys and the attractive Buxton Country Park. Take the optional extension to a famous walkers' pub – The Cat & Fiddle**

**Essential Facts**

- Route distance: 16.0 km (10.0 miles)
- Approximate time: 5 hours
- Optional extension: 6.0 km (3.8 miles)
- Approx. total ascent: 440 metres
- Start point Grid Ref: SK 048 719
- GPS Ref: SK 04882 71976
- Recommended O.S. Map: Explorer OL24
- Toughness Rating: Peaks 3

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

**Up For A  
CHALLENGE ?**

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An Individual Walk  
A Team Effort**

**Full Info from the Great Walks web site**

## THE ROUTE

Like the Axe Edge Moor walk, this one starts from the Grin Low car park, **S**, on the edge of Buxton Country Park. There is plenty of parking, toilets and picnic tables. Leave the car park via the road you came in on, and at the end turn right. A yellow sign on the gate indicates this is the Dane Valley Way (DVW). On reaching the main road, cross over and turn left briefly. Just past the sign for the Alleyen 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. Cross over and continue uphill the path being on the right of the road and gradually moving away from it. There are three paths off to the right that all need ignoring until you almost reach a lane that leads down into the valley. Just before reaching this take the footpath off right at **B**. This leads to a car park and toilets at the start of the valley.

Those wishing to extend the walk by visiting the iconic walkers' pub can go left uphill on the lane to the Cat and Fiddle, which can be seen at the top of the hill. Return to the main route just beyond **B** by the same lane but taking the left-hand fork shown on the map.

The main route continues forward signed Goyt Valley. It follows the river and the scenery is very different now with waterfalls and flowers. At **C**, a clear sign to "Buxton via Plantation and the Old Road" leads down to a bridge. Over the bridge turn left signed Goyt's Clough Quarry and Goyt's Bridge. This low level path traverses round the side of the hill. You will see the old bridge and car park below. The Cat and Fiddle route can rejoin the path here. Eventually Errwood Reservoir will come into view.

After crossing a wooden bridge over a stream, a bridleway is reached. Turn left signed Errwood. This will bring you to a larger bridge and the joining of many paths, **D**. Take the path signed Wildmoorstone, Goyts Lane and Buxton. After a short way the path divides with Buxton off left. Continue forward following Wildmoorstone Brook. This leads round and uphill until you reach the old railway line by the bricked up tunnel at **E**. Take the path straight opposite signed Bishop's Lane. At a stile before dropping downhill there is a good view of Solomon's Temple on the hill ahead.

When the lane is reached turn right as far as Plex Lodge and then take the lane right. This brings you back onto the old railway line. Turn left and follow the track to the road. At the road, **F**, turn left into Buxton. At the traffic lights cross over the main road into Green Lane and then right into Holmfield. After a couple of houses there is a footpath sign left at **G**, into the Country Park.

Once in the Country Park there are so many paths it can be difficult to spot the correct one. We are heading through the park to the left and uphill as we seek Solomon's Temple. Once out of the wooded area the route is easy to see. After visiting the viewpoint, **H**, instead of heading back into the wood follow the signs of the Dane Valley Way that lead you back to the car park at **S**.



The Path Back



Buxton Country Park



Soloman's Temple

## Refreshment

Scriveners Café & Bookshop Bookshop with drinks 42, High Street, Buxton Tel: 01298 73100 Second hand books in a warren of rooms on many levels with drinks available.	Kings Head Public House Market Place, Buxton Tel: 01298 27719 Drinks and bar meals available.
Café Nathaniel Cafe 9-11 Market Street Buxton Tel: 01289 23969 Coffee, snacks, meals or just browse the antiques in a relaxed atmosphere.	The Cat and Fiddle Public House A537 Buxton - Macclesfield Road Tel: 01298 23364 Iconic walkers' pub, serving sandwiches, meals, drinks. Muddy boots welcome!



**The Cat & Fiddle Inn**

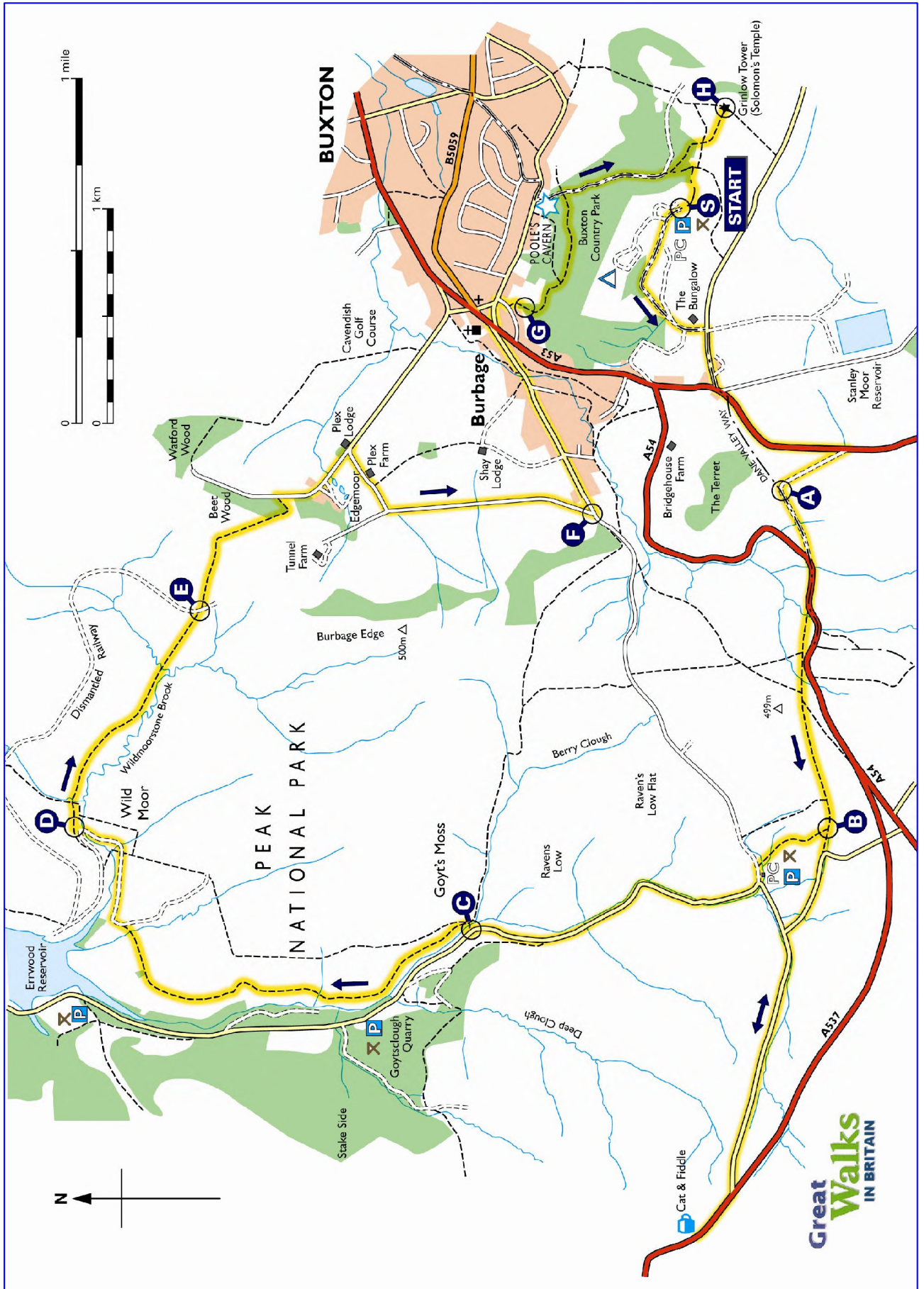
## LOCAL INFO

**Buxton** has been known for its health-giving spa waters since Roman times, perhaps even longer. Like Bath, it really peaked in the eighteenth century. The 5th Duke of Devonshire was inspired to build the Crescent and Great Stables for the benefit of the wealthy visitors. It has been called Britain's first leisure resort.

**The 5<sup>th</sup> Duke of Devonshire** also developed The Square, Hall Bank and St John's church. When visitor numbers increased to holiday and take the waters, new baths, a Pump Room, churches, and lodging houses were built to accommodate them. The Pavilion and Gardens were also laid out.

### BUXTON AND THE GOYT VALLEY G.P.S. WAYPOINTS

WAYPOINT NAME	MAP REF	CO-ORDINATES	ELEVATION: Metres
BUX S	S	SK 04882 71976	394
BUX A	A	SK 03625 71492	449
BUX B	B	SK 02022 71268	454
BUX C	C	SK 01529 72965	360
BUX D	D	SK 02142 74794	318
BUX E	E	SK 03045 74157	382
BUX F	F	SK 03504 72354	389
BUX G	G	SK 04477 72758	344
BUX H	H	SK 05407 71743	433



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..