



The Cromford Heritage Walk

A walk around historic Cromford, including part of the High Peak Trail, the Cromford Canal and the Derwent Valley. A strenuous start but then with excellent views

Essential Facts

- Route distance: 10.0 km (6.3miles)
- Approximate time: 3 hours 20 mins
- Approx. total ascent: 143 metres
- Start point Grid Ref: SK 300 570
- GPS Ref: SK 30053 57042
- Recommended O.S. Map: Explorer OL24
- Toughness Rating: Peaks 1

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

The walk starts from the car park at Cromford Wharf, **S**, which has toilet facilities and a café. From the Wharf go back out onto the lane and turn left, walking past the mill. On reaching the A6 cross straight over and you will find yourself in the Market Place with The Greyhound public house on your right. To the right of The Greyhound is a narrow lane called simply Scarthin. Take this lane past the Boat Inn.

When you reach the main road you will see on the opposite side an entry way by an old yew tree. Follow the path up towards a stone squeezer stile. Just after the squeezer take the signed footpath off to the right, leading into Slinter Wood. (If you get to the wooden stile you have gone too far). The path follows the line of the road and the beck. In particularly wet places the path becomes a boardwalk.

Within a kilometre you will notice to the right a footbridge and a sluice. Shortly after this the path starts to rise gently uphill, **A**. At a stone squeezer leading into a field, there are two paths, one straight ahead and one that leads downhill to the right. Continue straight on keeping the fence on your left side. After only 100 metres you will come to two gates. Take the gate left leading to a small stile. Once over the stile the path goes left and you appear to be going back on yourself, except now you are going steeply uphill.

The top of the hill is reached via yet another stone squeezer in a wall at **B**. Once here, turn left and keeping the wall on your left, continue until you reach a wooden stile. Bear right across the field towards the tree and pass between two stone posts. The path here becomes enclosed and soon joins another well defined path going from left to right. Turn right here. The path heads back towards the quarry and is enclosed between two old walls. It goes gently uphill and ends over open fields, where it joins one of the quarry roads. (Do not turn off left by the stone trough).

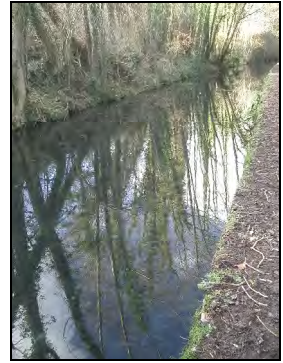
Cross the quarry road and take the signed footpath opposite. This path is enclosed on both sides and winds its way across the moor and around the quarry. Ignore a footpath off to your right near the top of the moor after some old mine workings. After passing through a wooded area you will see a footpath off to the right, ignore this. Continue around the edge of the quarry.

You will eventually arrive at a stile on your left. Cross this and continue around the quarry. You will come to a point where you are so close to the quarry edge you can see all that is going on. Shortly after this take the path on your right heading off south east over a field, **C**. There are several paths, so keep the fence to your left in view.

At the end of the field cross the bridleway, (actually left then right) continuing your line towards the cemetery ahead. At the road, cross straight over and keep the cemetery on your right. You will now see to your right the entrance to the car park at Black Rocks, **D**. There are toilet facilities here.

From here there are lots of access points onto the High Peak trail. Once on it turn left along the trail. There are several information boards along here telling of the importance of the industrial past. At the end of the trail you will go down a steep incline to High Peak Junction, **E**, where the train line, canal, road and river all meet. There are toilets and a little shop.

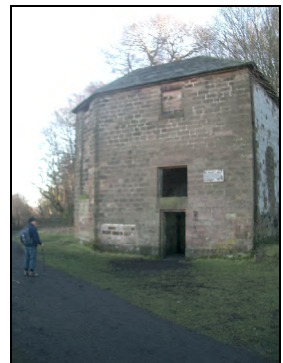
When refreshed and ready, cross the canal and turn left. Follow the canal path back to the Wharf car park, **S**.



The Mill Pond



An Old Mine Entrance



Sheep Pasture Engine House

Refreshment

The Boat Inn
Public House
Scarthin, Matlock
Tel: 01629 823282
Food available.
Walkers and families
welcome.

Scarthin Bookshop
Bookshop with organic
cafe
The Promenade,
Scarthin
Tel: 01629 823272
Café serving hot & cold
snacks

The Greyhound
Public House
Market Place, Cromford
Tel: 01629 822551
This historic hotel built
by Sir Richard
Arkwright was restored
in 1999. Open for
meals.

Wheatcroft Wharf Cafe
Café and shop.
Cromford Canal Wharf
Mill Lane
Cromford
Tel: 01629 823256
A café with room to sit
inside or to take away.



The Greyhound Pub
Cromford

LOCAL INFO

Richard Arkwright was born in 1732 in Preston. He came from a poor family of 13 children, but grew up to be one of the most important initiators of the Industrial Revolution.

Arkwright and his partners established **Cromford Mill** in 1771 and without delay set about perfecting the machinery and production methods for water-powered cotton spinning. The first mill was fairly small, but in 1776 a second and very much larger mill was established using the same water supply. Soon, the mill site expanded again and massive engineering work was undertaken, to create the system of ponds and underground culverts which maintained Arkwright's increasing need for water to drive his machinery.

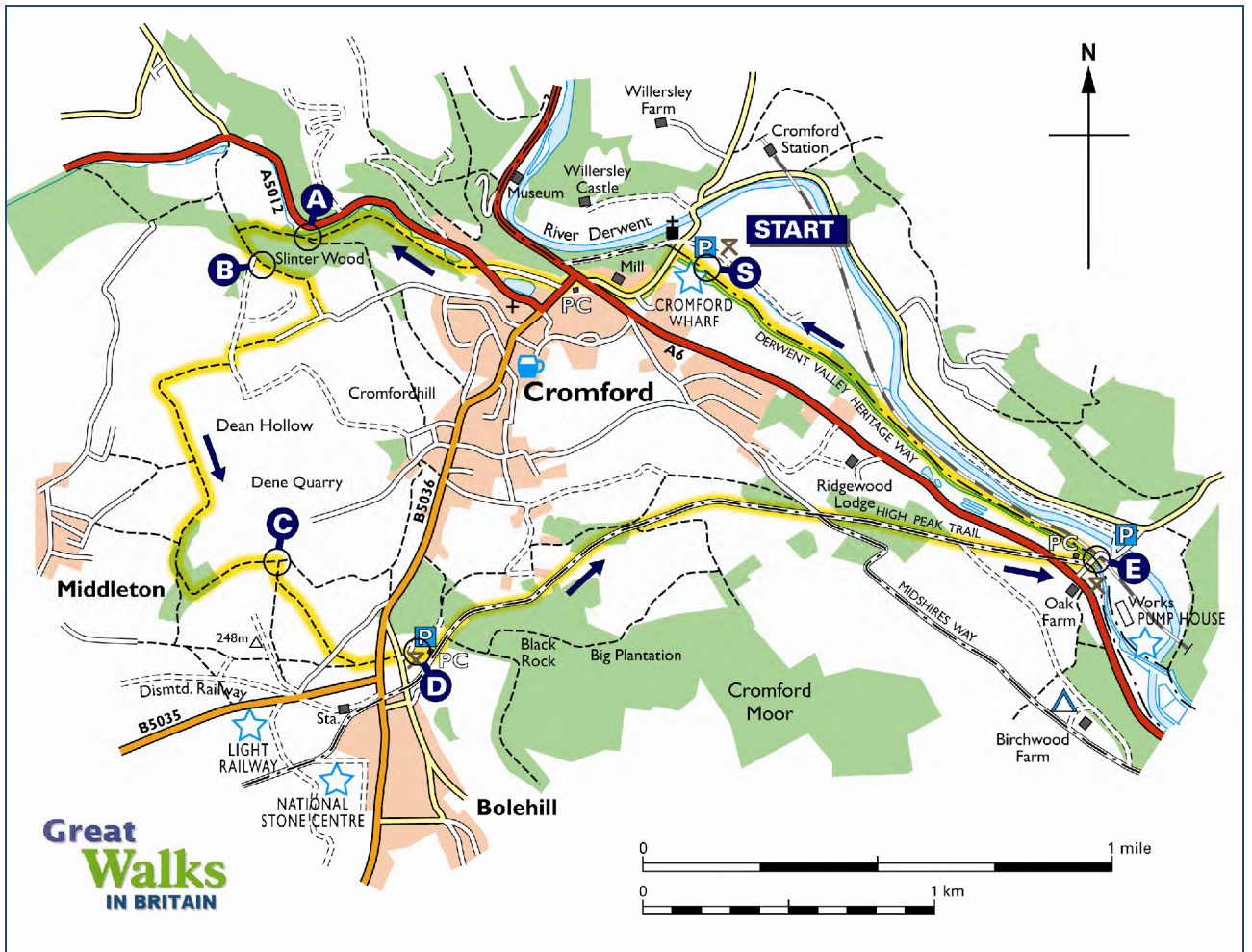
The mills at Cromford became models which were much copied. Cromford Mill is now a world heritage site. Restoration of the old mill has been carried out by the Arkwright society which purchased the site in 1979. Most of the smaller modern day buildings have been demolished. The whole restoration project is supported by the Derbyshire county council and the Derbyshire Dales District Council. The mill is open every day and attracts visitors from all over the world. It has a visitors centre, shops and a cafe.

Riber Castle dominates the countryside around Matlock, perched on a hill 260 metres above sea level. It was designed and built by John Smedley in 1862 as his residence. The Gritstone for the building came from a local quarry and was carted up hill by a series of pullies. It has been the former site of a boys' school, a food store during World War Two, and later a nature reserve.

The castle remained derelict for many years until, in the 1960s, a group of zoologists set up a Nature Reserve for British and European Fauna. This Nature Reserve is no longer open to the public as it closed in September 2000. Riber Castle and its grounds are currently being converted into apartments.

**CROMFORD CIRCULAR WALK
G.P.S. WAYPOINTS**

WAYPOINT NAME	MAP REF		CO-ORDINATES		ELEVATION: Metres
CRO S	S	SK	30053	57042	83
CRO A	A	SK	28678	57134	119
CRO B	B	SK	28510	57043	205
CRO C	C	SK	28600	55995	225
CRO D	D	SK	29111	55681	226
CRO E	E	SK	31329	56007	88



Great Walks
IN BRITAIN

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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.