



Grandstand Views from Crich

Moderate walking around Crich, on the edge of the Peak District.
Some sustained ascent - with superb views

Essential Facts

- Route distance: 14.4 km (9.0 miles)
- Approximate time: 4 hours
- Approx. total ascent: 130 metres
- Start point Grid Ref: SK 349 542
- GPS Ref: SK 34983 54212
- 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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A Donation

An Individual Walk

A Team Effort

Full Info from the Great Walks web site

THE ROUTE

Today's route starts from the centre of Crich, where ample parking is usually available.

From the centre, **S**, walk past the Post Office up hill to a junction at the site of the Crich Cross. Continue up the road signposted for the Tramway Museum. On reaching the road junction turn right signposted Memorial Tower. Go round a left hand bend and leave the main road, going up to the Crich Stand memorial.

Departing the tower, follow the path from a signpost at **A** (Wakebridge, Plaistow 1ml.). At a footpath junction fork left and continue to reach a tram track. Cross the track and follow the path downhill. Turn sharp left and continue along and downwards to meet a tarmac road. Follow this road down with a stream on the right. At the main road turn right and after about 70 metres fork right at the public footpath (signed to Dethick) across a field.

At the top of the field cross a farm road and fork right uphill. Turn left at the footpath sign at **B**. Head across several fields to eventually join a path down through the woods. Turn right off the footpath to meet the road at Upper Holloway.

Turn right up the road then left along Long Lane. Turn right at a footpath sign, **C**, and cross a field to a stile in the top corner. Follow a farm track and continue in this direction for 800 metres, crossing three stiles until you reach another stile on your left. Fork left here across a couple of fields toward Lea to reach an unmade road down to the main road.

Turn right up the road for 70 metres to reach a footpath to Tansley on the left. Descend through the woods then up to a stile at the top of the woods. Cross the field toward Dethick church. Enter the church grounds and follow the footpath to the right. Leave the churchyard and turn left down a tarmac road meeting the minor road.

Cross the road, over the stile and follow a path uphill. Continue through several fields. In the fifth field the path swings away from the wall to a gated stile. Turn right to meet a minor road and right again to follow a path through the wood, heading uphill keeping the wall on your right, to reach a stile at **D**.

Cross the stile and continue for about 800 metres to eventually reach a gate to a road. Cross the road and follow another road in the same direction. Turn left at the T junction and after 430 metres cross the stile on your right, **E**. Follow the path across the field and continue in this direction for 900 metres, crossing a minor road and several fields to eventually meet another road.

Now fork right to follow the road for around 200 metres to a footpath sign on your right **F**. Follow this path to a stile to the right of a gate opening. Cross the field diagonally to an opening in the far corner. Pass a cottage on your right and fork left along an unmade road. On meeting a minor road, turn right. Where the road bends left continue ahead on a footpath. After another 200 metres turn left at footpath sign at **G** (Crich 1ml.).

Follow this path through eight fields. In the last field head across to the right of the church spire to a stile. Cross the road passing through another stile and follow the path straight on to reach the top corner of the field.

Go through the stile and turn immediate left and follow the path down toward the church.



St Mary's Church



A Grandstand View



Crich Stand

Pass through the cemetery (signposted Roes Lane). Turn right on leaving the cemetery and turn left at the main road retracing your steps back to Crich village centre, **S**.

Refreshment

The Black Swan
Public House
Bowns Hill, Crich
Tel: 01773 852026
Meals and bar snacks
available

The Cliff Inn
Public House
Cromford Road, Crich
Tel: 01773 852444
Food and local ales

The Jovial Dutchman
Public House
Cromford Road, Crich
Tel: 01773 852421
Meals and bar snacks
available



The Cliff Inn

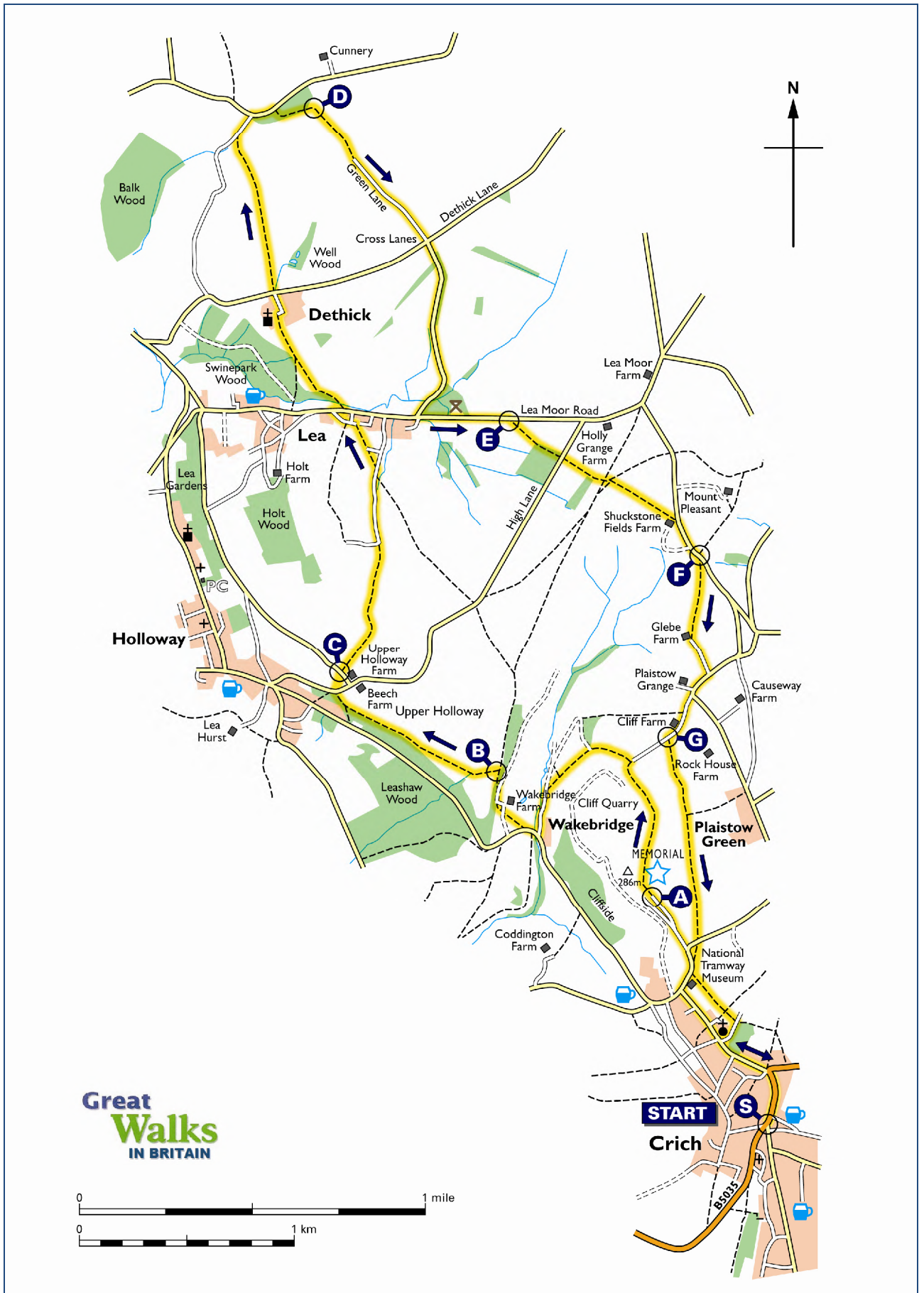
LOCAL INFO

St Mary's church is situated on high ground to the north side of the village of Crich. (Crich meaning 'hilltop'). It dates back to 1135 and is now a grade 1 listed building. The church has been described as 'quite an important Church' and there are many historical facts to discover.

Crich Stand is a sombre memorial tower, built in 1923 in memory of 11,409 Sherwood Foresters who died in the 1st World War. The location of the tower has been a signalling point for centuries, so understandably from the top, (340 metres above sea level), there are outstanding views of the Derbyshire countryside.

GRANDSTAND VIEWS FROM CRICH G.P.S. WAYPOINTS

WAYPOINT NAME	MAP REF		CO-ORDINATES		ELEVATION: Metres
GRA S	S	SK	34983	54212	194
GRA A	A	SK	34407	55358	280
GRA B	B	SK	33748	55817	224
GRA C	C	SK	33014	56339	231
GRA D	D	SK	32854	58961	232
GRA E	E	SK	33811	57499	218
GRA F	F	SK	34685	56874	258
GRA G	G	SK	34546	56024	239



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.