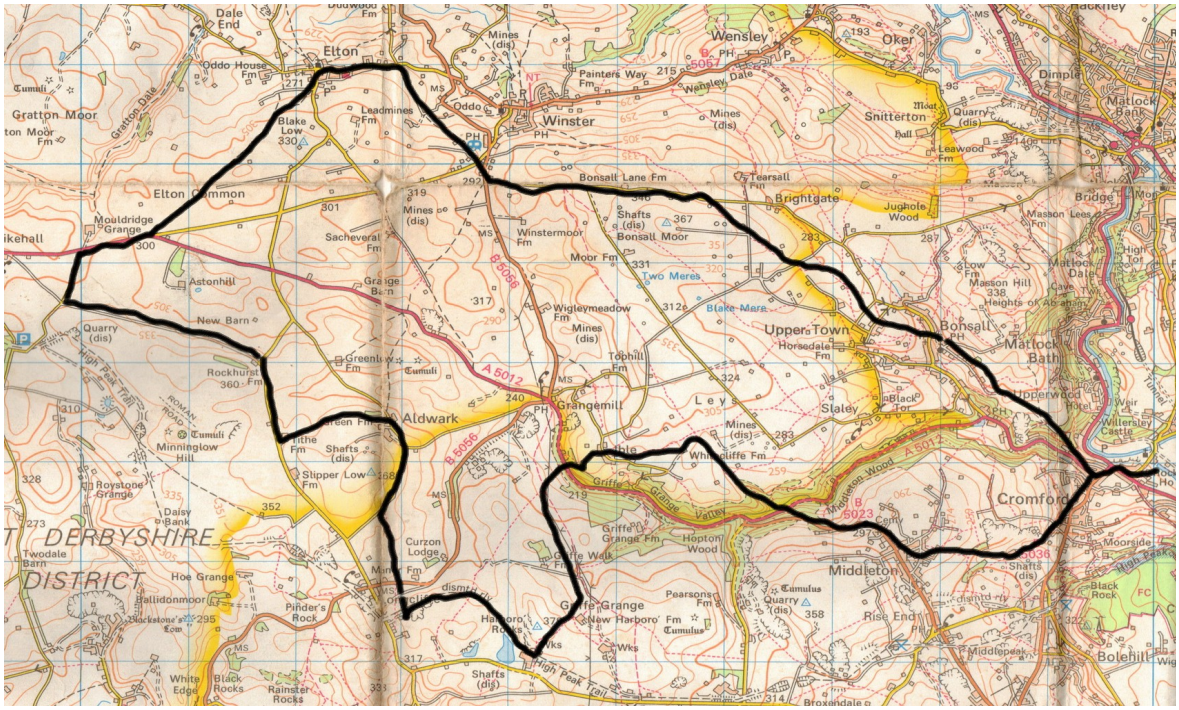
# WALK. 54.
# Cromford 54.
# 20-7 miles 5 hours 45 minutes.
# Map White Peak.




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Start at Cromford (299571). Walk past Arkwright's original mill of 1771 to the Market Place dominated by Arkwright's Greyhound Inn of 1778 and walk S uphill towards Wirksworth, passing North Street built by Arkwright in 1771-6 for his workers. A little further up the hill, go R between the houses (not the first sign) at 292564 and ascend by a lane, walking W. this comes to a tarmac road. Turn R and walk uphill on it very steeply. Pass an old farm building on the R. A little further where the road levels a little, go straight on at a junction of tracks. The path soon goes (SSE) along the edge of a massive quarry. In 200 metres go R over a two stepped wooden stile. Walk W along a path between fields and pass an old farm building in good condition: good gritstone dressings. Go 80 metres to a slot in a wall, turn R and cut the R corner, go 15 metres to a gap in a wall then along a path between fields to another slot into a field. There is another old farm building with the same dressings. Go to a slot, gate on L; now walking past one side of council houses; bear R to walk along the other side, then L across the top of a small recreation field, then go through a path between walls to a slot and emerge at a church with graveyard. Go down Queen Street to main road at 277559.

Turn R and walk uphill noting interesting stone cottages, past Mount Zion Methodist Chapel with its embattled porch. Walk NW along this road, passing the marble works on the L. the road goes the downhill to a gate on the R, after this in a few metres there is a prominent slot in a wall on the R. through this, enter a field and walk downhill through trees to the Via Gellia road at 265565 (built by Philip Gell of Hopton Hall).

Cross the road, then ford a little stream and walk NE up through a wooded valley; muddy in bad weather, until the path levels out to then walk with wall on L to a slot in wall in front. Proceed through fields, easy walking through several stiles (six in all) then bear L. Leyes Farm is to the east. Walk SW with wall on L, passing a rusty old hay rake, to a slot and enter a field, wall on R again, but in 50

metres, go R through a slot between upright and enter a field; turn L and continue SW through this field to a wall and slot filled with stones. Keep in the same direction through narrow fields and slot (seven in all) to then walk downhill through a filed. Bear slightly R and go through gateway into a field. Bear L and make for a slot in a low wall and so out on to a minor road at Ible (251570).

Bear L and walk along a minor road, following it when it curves sharply to the R until it comes down to Via Gellia at 253566. Bear L and walk downhill for 300 metres, then go R up Griffe Grange, walking SW through trees with some limestone outcrop, an interesting path in fine weather. Go through a gate into a field containing mounds and depressions from former lead workings then though another gate on to a farm drive. Grange Mill lies on the R; go L past a collection of farm vehicles; do not go R here with the drive but go straight on; over head cables cross the path. At 248555, go R over a cattle grid and make for New Harboro Farm, going under the overhead cables again. Take a wooden stile on the R, then walk close to the farm on the L and climb uphill to the top of Harboro Rocks, going through a gap in a broken wall then through a slot in wall. A trig point is nearby. Here primitive man buried his dead: a chambered tomb containing at least 16 individual inhumations was found here. It is now destroyed. Descend through three slots and on to the trail at 229550.

Turn R and walk to Longcliffe, leaving the trail on the R at 229555 down some stone steps into a field. Walk N down through this field to a low wall where a poor slot has three bars. Go R on a lane for a few metres then go L off it through a stile into a field and walk N to a sign and out on to a road at 229558. Cross the road to a slot, then walk N through a field through a stile into the next field, keep to the wall on the L and in 30 metres go through a slot in the corner then make for a slot ahead. Continue in the same direction to a wall with a slot. Keep to the wall on the R and follow it up to the road at 228565.

Walk N on the road to Aldwark, an ancient settlement. Leave the road here and go L up to some houses. Go round the back of an old building into a field and walk NW to a slot in wall at 227574. Turn R and walk through trees, the land falling away to the R. keep well up to the L to come to a slot in a wall in front and enter a field. Walk N for 40 metres to a good slot in a wall; on the R, a stone outcrop is out of sight and the land falls away to the N of that. In 150 metres, a wall has a gap in it. Go through and drop down to a slot in a wall then cross through a field where a spring flows. At the far end, go through a gateway, no gate, and walk with wall on R down to an excellent slot in a wall with “Aldwalk” inscribed in the cement. Go up the farm drive (Tithe Farm) it stands to the R, rendered and painted white, three bays. Then attain the road at 218572.

Turn R and walk N for half a mile where the road curves to the R. Leave the road here at Rockhurst Farm and walking WNW along an old, wide road, grassy for one mile to where it meets a minor road at 198586. Turn R and walk NNE to the A.5012. Pikehall is away to the L. turn R and walking E along the road to a fork at 207592. Here, a sign on the L indicates the way to Elton. Go L at a stile a few metres along the L road to enter a field, walking NE to cut the R corner, going 20 metres to a slot, then go 50 metres NE through the next field to another similar slot. Immediately, notice standing in glorious isolation in the middle of the next field a pair of gritstones, neatly carved, making a slot no one uses. Long may they stay there? Go on to another slot in a wall and continue through a level field to a fence ahead where a inferior stile is provided near two circular water tanks. The next stile is similar. At the end of the field, cross a farm drive and go through a slot, then go through a broken wall, cutting the L corner and going 40 metres to a slot that leads to a farm drive.

Turn R then go L with the track to a stile crossing an electric fence on R. cables pass overhead. It is a long slog to the far stile then over the electric fence again. Go downhill through the next field; there are striking views including a sighting of Robin Hood’s Stride. Keep to the R and come to a sign and a poor slot to then enter a lane. In 100 metres, go R through a slot into a field and make for another slot. The next field has mounds and depressions from former lead workings; Elton appears down to the L. the next slot has a massive limestone upright on the L and a small one on the R, but, even so only the very slim can get through it. Go forward 100 metres to a slot on the L then go downhill towards the village, first taking another narrow stile to then cut through the L corner and go 40 metres to a wall with a sign and slot that, leads on to a lane. Turn L down a road into Elton (222609).

Walk E on the road to Winster for half a mile, then turn R up a lane that leads to a road at 237600. Cross it and go 100 metres down to another road (B.5056) and walk S for 100 metres. Turn L up a road signed Bonsal Moor and walk E for a mile to a point at 259596 to then walk uphill to a gateway, no gate or stile, then bear L to a slot and a wooden post. Go across a field to a gap in a wall where a good slot stands. Cut the R corner and make for a tree to reach it through a gap in a wall on the R. From this point,

go for the far diagonal corner on the R of which is a sign and slot leading on to a lane; turn L and then R in 10 metres (262593).

In 15 metres, go L through a slot, then cut the R corner to the wall where several black stones provide relief from the white limestone. Here another slot. Then continue SE until a wall comes up alongside on the R to then come to a wide gap through to bear slightly L to a good slot in the far wall of a narrow field; farm building away to the L. Bear slightly L to a slot at the other side of another narrow field. Do this yet again and then walk through a field, wall close on the L, down to a slot between more well carved gritstones, and enter a lane. Go L and walk NE for 200 metres to a slot on the R. in 100 metres, there is a slot between line stone uprights; but in 40 metres there is a slot between gritstone uprights. Go 100 metres to the next slot, then proceed downhill, wall on the R passing a fine slot, now disused, to come to another narrow stile. Just beyond a farm building on the R, there is a slot in a wall to then enter a field, go L to the far corner to a pair of wooden bars in front of a poor slot. With wall on the L, go 80 metres to a corner with a slot on the L to then walk with wall on the R down to a few trees which cover a slot, then walk down to a road at 274586.

Bear R and walk S down to the Sycamore Inn, then continue to the famous Market Cross of thirteen steps at Bonsal. This is an interesting corner, the C.17 Inn nearby, and the old houses, some of them used by textile workers, leading then to the old C.13 Church. Pass the church on the R and continue SE along the road which peters out at a gate with a slot on its R. Follow a good wide track through four gates with slots at their sides, and , on the R a high fence guarding the perimeter of a Quarry. Eventually, go R steeply downhill with the fence still on the R then cross the industrial road to go on a path through woods. Walk down this path down to Cromford out on to a road by the back of a house. Turn L and walk down the road angling L to walk past a large mill pond on the R to get to the Market place then back to the start.