

ENJOY THE WALK

Allow about 2 - 2½ hours for each walk. Most paths are well-surfaced, but be prepared for some muddy and slippery sections.

Walk 1 (2 miles) is a gentle walk following roads, the Biddulph Valley Way and field paths.

Walk 2 (2½ - 3 miles) takes in a variety of surfaces from tarmac road to rough heathland.

Walk 3 (3 miles) follows a variety of roads, well surfaced tracks and field paths.

The Ordnance Survey Explorer Map No. 258 'Stoke-on-Trent & Newcastle-under-Lyme' and No. 268 'Macclesfield & Congleton' covers the area and are available from the Country Park Visitor Centre during opening hours.

If you have any comments on this walk or would like further information on other walks in the Staffordshire Moorlands, please contact the Countryside Service on 0845 6053010.

BACKGROUND

Each walk starts at Biddulph Grange Country Park's Visitor Centre. The Country Park was originally part of the Biddulph Grange Estate. The gardens of the estate were created in the 1840s by James and Maria Bateman, its owners, and their friend, the marine painter Edward Cooke. They were developed by James Bateman as a Victorian theme garden where a wide variety of plants from all over the world were established.

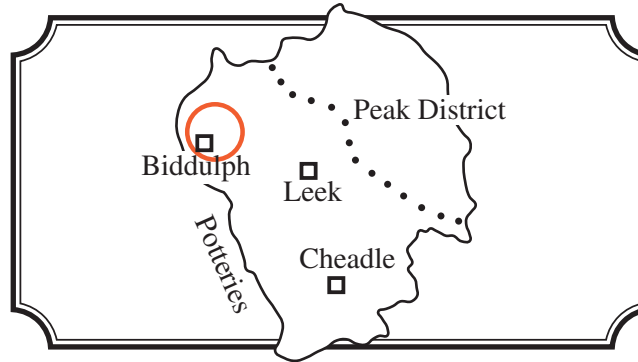
The house was also the home of Robert Heath, the iron master, and his family in the late 19th and early 20th centuries. Robert Heath's iron works business was very important in the Biddulph area.

The house was converted to a hospital in 1923. The estate remained in Health Authority ownership until 1988 when it was bought by the District Council. The estate is now split into the famous Biddulph Grange Gardens, owned by the National Trust, and the Country Park.

HOW TO GET THERE

These three circular walks start from Biddulph Grange Country Park, off Grange Road, Biddulph, just 1km north of Biddulph Town Centre. The Country Park is sign posted from the main A527 Stoke-on-Trent to Congleton Road.

Location of walks



COUNTRY CODE

Please follow the Countryside Code:

- Be safe, plan ahead and follow any signs
- Leave gates and property as you find them
- Protect plants and animals and take your litter home
- Keep dogs under close control
- Consider other people

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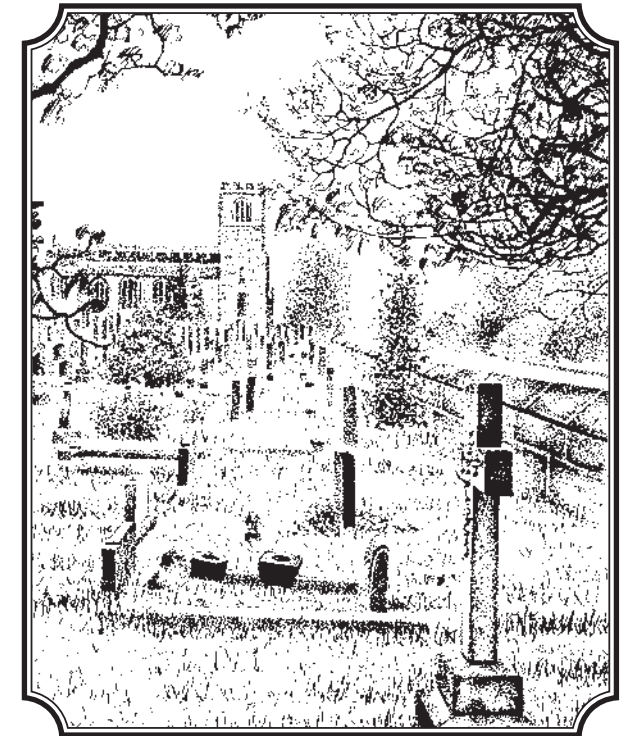
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COUNTRY PARK TRAILS

THREE WALKS FROM BIDDULPH GRANGE — COUNTRY PARK —

*Bailey's Wood, Biddulph Park
and Biddulph Moor*



Walk 1 - AROUND BAILEY'S BANK

Grange Road has not always been the access road to Biddulph Grange. The original access ran much closer to Grange House and can be seen alongside St. Lawrence's church.

This walk follows part of the Biddulph Valley Way, a bridleway open to walkers, cyclists and horse riders managed by the District Council. It follows the route of the old North Staffordshire Railway from the Potteries to Congleton.

Development of the railway was started in 1838 by four local colliery owners, including John Bateman. It opened to mineral traffic in 1860 principally to transport coal from Knypersley to Congleton, terminating at the Macclesfield Canal. The line was closed to mineral traffic in 1927, although it was still used by local schools trains and occasional 'holiday specials' until the 1960s. The last train to run on the line was the 'Knotty Rambler' in 1972.

The Biddulph Valley Way leads to Bailey's Wood. This is an accessible piece of woodland owned and managed by the Woodland Trust. The wood gets its name from the remains of a Medieval Motte and Bailey which is contained within it.

Walk 2 - AROUND BIDDULPH PARK

The area surrounding the country park has many interesting natural and man-made features such as Troughstone Hill. This large Millstone grit tor makes an impressive natural viewpoint which is now partly cut away by quarrying.

Near Troughstone Hill is Hurst Quarry. The quarry supplied stone for Biddulph Grange and sand for steelworks in Stoke. It was also the site of Hurst Mill, a small water-powered silk mill where, in the 1830s, silk was prepared and 'thrown' or 'twisted' in to thread by 'throwsters', ready for spinning, weaving and button making. You can still see the mill pool next to the Talbot Pub.

Walk 3 - AROUND BIDDULPH MOOR

The word 'Hurst' in 'Hurst Road' comes from the Saxon word meaning clearing in the wood. Hurst Road leads past Job Wills Rocks - a prominent rock feature with sawn grit steps up one face.

There are fabulous views along this walk from Job Wills Rock and Under The Hill. On a clear day, you will be able to see over the Cheshire Plain, with landmarks such as Mow Cop, Jodrell Bank and The Cloud clearly visible in the foreground, and Manchester and the Welsh Mountains in the distance.

A peculiar feature of this walk is the underground tunnel, known as 'Sprink Tunnel', which you will pass by towards the end of the walk.

BIDDULPH GRANGE COUNTRY PARK

Further information on both the Country Park and the surrounding area is available during opening hours - please telephone the centre on (01782) 522447 for further details.

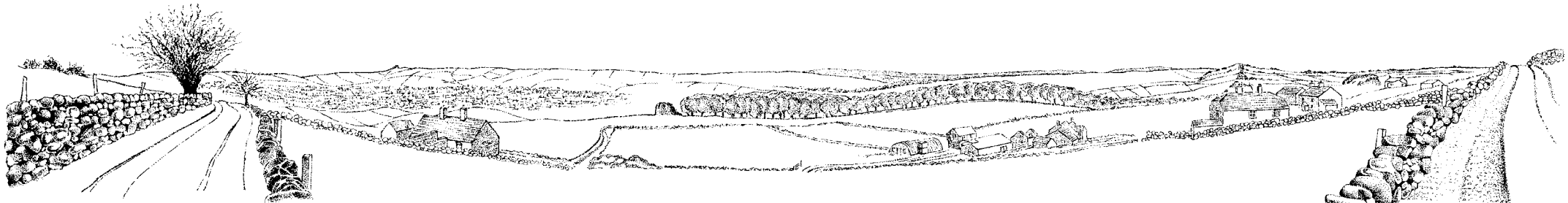
Facilities at the Visitor Centre include parking for orange badge holders and toilets which are open during daylight hours. Day ticket fishing is available at the park. Please contact the Visitor Centre for further details.

The Country Park contains a variety of wildlife habitats, making any walk an enjoyable one. Wildlife you might see includes Stoats, Badgers and Foxes. Birdlife includes Kingfisher, Heron, Nuthatch, Tawny Owl, and Green and Greater Spotted Woodpecker. The woodlands, which contain important bat populations, are a mix of Beech, Oak Ash, Sycamore, Holly, Birch and Elder, with conifers and Rhododendron indicating its recent history as part of the Biddulph Grange Estate.

ADVICE FOR ROAD WALKING

Always walk on the pavement but where there is no footpath walk in single file, face the traffic and walk on the right hand side of the road. In poor light or at night always wear something bright or reflective.

When walking with children, walk between them and the traffic. Always keep your dog on a lead.

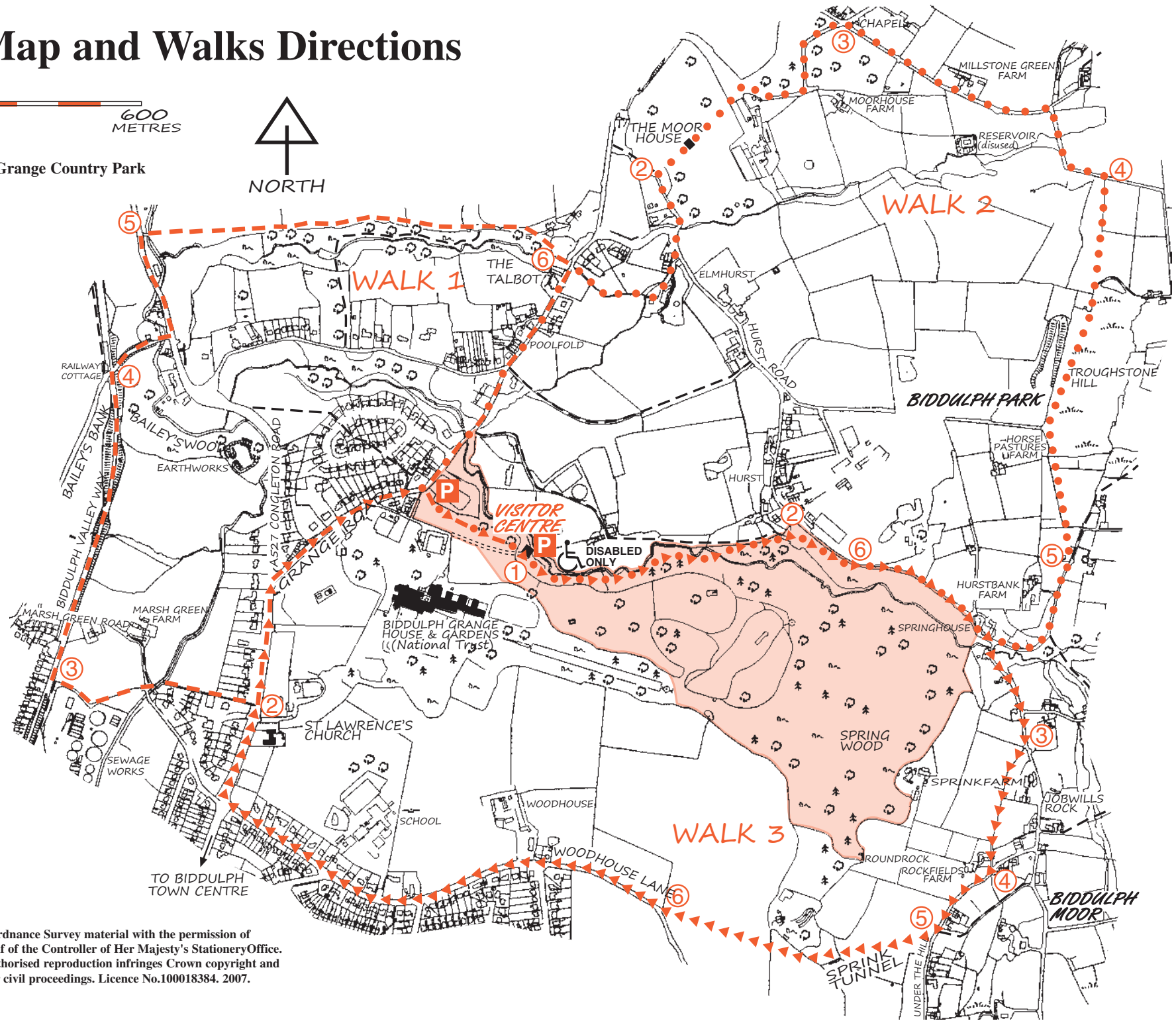


Landscape view - Mow Cop to Biddulph Park

Route Map and Walks Directions



 Biddulph Grange Country Park



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WALK 1 - - -

Around Bailey's Bank

1. Leave the Visitor Centre and head for the main entrance at Grange Road. Turn left towards Congleton Road. Turn left again and walk to St. Lawrence's church.
2. Opposite the church, cross the main road with care and follow the footpath on the opposite side of the road, crossing a footbridge at Biddulph Brook. Carry on over Marsh Green Road as far as the gates of the treatment works. Turn right here and follow the path until it reaches a broad track known as the Biddulph Valley Way.
3. Turn right along the Way, over Marsh Green Road and continue for about 1km to a lane known as Bailey's Bank. Look out for two small ponds at the side of track. These are full of plants and pondlife in summer.
4. Turn right down Bailey's Bank past Bailey's Wood. Continue as far as the main road. Cross with care. Turn left and walk for 200 metres until you reach a kissing gate at the side of the road.
5. Go through the gate and continue up the hill, keeping a wood to your right. The path enters the wood, passing an attractive pool with many varieties of wildfowl. The path leads to Grange Road.
6. Turn right down Grange Road. After ½ km, cross the bridge, under which you can see the old brick pack horse bridge, and turn left back into the country park.

WALK 2 . . .

Around Biddulph Park

1. Leave the Visitor Centre and head for the main entrance at Grange Road. Turn right. After ½ km, turn right through the Talbot Pub car park and cross a stile. Keep to the left side of the field, pass through a gate in the field corner and a small stream. Turn left past a house and up to Hurst Road. Turn left again and follow the road for 50 metres, then first right up a track to a stile.
2. Look for the tower on The Moor House on the right and enter a field keeping the house just a little to the right until a gate is reached (about 400 metres). Cross a drive, enter the wood and continue up, turning left on to a tarmac drive. Continue as far as Biddulph Park Methodist Chapel.
3. Turn right along the road and walk for about 1km. About 50 metres after the sharp double bend, turn right over a stile next to a gate.
4. Follow the line of a wall towards Troughstone Hill. Keep straight on when the wall veers away to left. Cross a stile and turn right along a rough track through heather and bracken. Look for the remains of a quarry on your left. Passing a gap of an old gateway, follow a wall to your left to a stile.
5. Turn right down a drive to Hurst Road. Turn right on to the road and look for a stone squeeze stile on your left. Turning left through the stile, you have now entered Biddulph Grange Country Park.
6. Follow a stepped path down to a stream. Turn right to follow a wide track back to the Visitor Centre.

WALK 3 >>>

Around Biddulph Moor

1. Turn left out of the Visitor Centre and follow the wide track up into the park. After about 400 metres bear left over a stone bridge and continue left up a flight of steps to Hurst Road.
2. Turn right and follow the road for 1km. The road passes an impressive stone house on the left called Hurst Towers and then turns sharp right over a narrow bridge. After about 100 metres, pass through a gate into fields on your right.
3. Follow the field boundaries on your left before reaching a short alley way up to a road called "Under the Hill".
4. Turn right and continue for some 200 metres. When you reach a gate on your right, there are good views over the Cheshire Plain to the northwest.
5. Cross the field diagonally. The path then passes to the right of 'Sprinks Tunnel'. The path then bears right crossing two fields and a track eventually reaching Woodhouse lane.
6. Turn right and follow the lane to the main road. Turn right past St. Lawrence's church and then right again into Grange Road. The road leads back to the country park entrance.

Bluebell

