

Start at Errwood Hall car park (SK17 6GJ – SK 012 748 – Elev: 295m) and leave the back of the car park at the information board heading for Errwood Hall, through the gap in the wall. Unless you want a stint at the remains of the hall, continue on the obvious track uphill. Once passed the second turnoff for the hall (the pair of stone gate pillars), the area opens up and you will see a drystone ruin on your right next to the track.

Turn right along a grass trail, just passed the ruin. This leads to an up hill and down dale route, starting initially with a steep downhill trek to the bridges and plenty of running water. After climbing again turn left to follow the trail parallel to water, which leads eventually to a drystone ruin (Lizards seen there) and St. Joseph's Shrine, a well maintained and accessible stone structure with a conical roof. Plenty of running water, trees and crevices to explore on this route, short as it is.

The area starts to open up and you will rise to see a finger post. In the distant background behind the finger post you will see The Street and a roadside lay-by. Once you reach the finger post, switch back round the finger post to take the higher track, leading back in the direction of Errwood Hall.

There are no trees or walls on this track initially for weather protection. It rises significantly and can get surprisingly challenging in winter, due to the open aspect. Follow the obvious trail up and over the hill, then you start to drop down, back to trees, walls and eventually emerging at the Shooter's Clough bridge, which carries the road.

This route includes options to work your way down to the stream and explore or sit and wait to see if anything stirs.

Reviewed and revised: 08.08.2024

Distance: 4.4km (GPS)