

This route has been produced specifically for people with disabilities who visit the area with motorised scooters, whether accompanied or alone.

The route essentially demonstrates that Errwood Hall as a venue, is now fully accessible to independent people utilising motorised scooters, which it was not before September 2023, because of the inhospitable access route. The route shown also now extends a further 800 metres to an excellent vantage point at an elevation of 390 metres.

The current entrance to the route (gated as shown below in the car park) will still thwart some users. This could easily be remedied if the authorities choose to. No cost involved. A one metre wide gap created to the right of the locked gate, would guarantee opportunities for all motorised scooter users. As it stands some will be able to cope with the current arrangement, one way or another, with or without help.

All the useful changes arise from access road improvements created in support of the forestry maintenance work hereabouts in 2023. This includes a new gate (below) seen in the Errwood Hall car park. The short original pedestrian access from the car park to the Hall still remains inaccessible to motorised scooters though it could easily be improved at no cost, as an alternative to the gate below.



The whole route includes some inclines but nothing more severe than any of the inclines on the popular Route 2 which has now been online and well used for a long time.

The significantly improved vehicular access road shown above rises steadily, leading to a gateway with two stone pillars. A crossroad there on that footpath with a finger-post sign. That bit pre-existing and dated.

The images used in this PDF file were shot on two separate less-than-ideal days (28.09.2023 and 13.11.2023). The start represented by the 30px red dot on the map.

Through the gate and around the corner



The route continues smooth and easy to use, though it is steeper in reality than the images suggests.



The purpose of the images is to show people the whole route to Errwood Hall, not just odd bits of it. It is not far anyway.



The historical gate pillars and crossroad. The left turn follows an old trail parallel to the road alongside Errwood Reservoir and exits at a locked gate around one kilometre distant. Straight on leads to point identified on this website as V1 (see landscapes). It is a long standing route I have seen used by many people and essentially serves as a short-cut from Stakeside. I prefer the much longer and winding exercise route downhill through Shooter's Clough (see Route 1).

We are now turning right at the gateway.





Below a view on your right overlooking the Errwood Reservoir





This is the last section before the traditional main path (shown below).



We are now on the main path which was always uneven ground and criss-crossed with tall protruding drainage channels, angled across the road. The boulders shown above have been introduced recently and probably serve to discourage contractor vehicles from moving too close to what is a fragile edge. An interesting spot here. There is now video of this water feature under 'N' in Landscapes.

Below image looking back down the trail along the traditional pedestrian route arriving from the car park, across the grass, up the steps and through the small gateway seen in the drystone wall.



Now onwards and upwards again from the last image.



Onwards and upwards in the direction of Errwood Hall.



The first right turn to Errwood Hall and *the only one recommended for motorised scooters*. Note the finger post on the left of the image. All this once uneven ground. Unsuitable for 2WD cars and motorised scooters.

Note this position for further reference. After visiting Errwood Hall you can return to this point and head off uphill for a distance of 800 metres to a new vantage point.

The path to Errwood Hall below.





A view of Errwood Hall ruins (an ancient archive image)



The old steps but you can access easily around the corner.



Side view



A little further around the corner and you can navigate from a preferred access point in the direction of the arrow, through the gap shown below.



This leads to the front of the ruins as shown in the next image.



Then it is back to the footpath and continue around to the rear of the hall.

The arrow indicates a squeeze to the inner sanctum of the ruins. Most people I have met should manage that but you can judge that for yourself on the day. Nothing especially interesting in there but make your own mind up about that.



You now need to return to page seven (maroon text) to continue your journey uphill to the vantage point. NB: The main path around the hall soon ends at a narrow track and steps.



Now back on the main footpath you pass the second access to Errwood Hall. Not recommended for motorised scooters as it becomes a quagmire underfoot.

The quagmire referred to.



Now back up the trail to the vantage point.



We are now looking up the trail on the delightfully smooth new surface towards the crossroad and finger post. A hot day and lizards may be seen in the wall on the right.



You have now arrived at the finger post and cross road. Straight ahead leads up the Unnamed Clough. It may be unnamed but it is distinctive. This route ultimate leads to Shining Tor, a great favourite with me. Follow the images below.





Not a crossroad below, probably an agricultural vehicle turning point.



Below a view back down the trail



Well worth this relatively short trip for the views.



The next image shows the right turn where the new surface meets the old. The left turn a short dead end and probably a turning circle.



Not suitable for cars or motorised scooters from this point beyond a few metres. Becomes totally unsuitable. I prefer to walk up this route rather than down, to save the jarring on the knees, as it gets very steep. Magical in snow.

The next final image is a view *from* this vantage point. For those walking, as you emerge from this highly sheltered clough you can get hit by the weather if severe. I encountered Storm Debi at the top and turned back on this occasion. Wrong headgear.



Approximate distance involved totals around 3.5km with time spent at the hall.

Reviewed and updated: 23.08.2024