



Sandhills is the result of 19th-century copper extraction involving acid, close to the site of West Mine. Metals have been mined on Alderley Edge since the Bronze Age.

St Mary's Church is known for its monuments to the Stanley family of Alderley Park. The nearby school and watermill are Grade II* listed.

The **Golden Stone** and **Great Merestone** are medieval boundary stones. Both are scheduled monuments.

The **Druid's Circle**, although not genuinely prehistoric, is of significant antiquity, being recorded in a work of 1810.

Stormy Point is probably the most-visited location on the Edge. It gives wide views over the Cheshire Plain and is the site of the Devil's Grave, a former copper mine that features in *The Weirdstone of Brisingamen*.



The carvings at the **Wizard's Well** are reputedly the work of Robert Garner, great-great-grandfather of Alan Garner, whose book *The Weirdstone of Brisingamen* was inspired by the legend of the wizard of Alderley Edge.



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THREE CIRCULAR WALKS FROM THE



ALDERLEY EDGE HOTEL
 BAR & RESTAURANT

The Wizard's Well
 1¾ miles: moderate
 Climb through woods to a mysterious local landmark.

The Edge and Stormy Point
 2¾ miles: fairly easy
 An extended walk exploring the fascinating curiosities and industrial past of Alderley Edge.

Nether Alderley and the Edge
 6 miles: moderate
 Via the historic church at Nether Alderley and visiting most of the sights of Alderley Edge.

The Wizard's Well (1¼ miles: moderate)

Allow 1 hour. Includes unsurfaced woodland paths and a steep climb up uneven steps.

1 From the car park, walk down to Macclesfield Road and turn right, uphill. **2** Take the next left, Trafford Road. Follow the road for 300m to its crossroads with Motttram Road. **3** Turn right for 250m, passing Alderley Edge Cricket Club on your left and the bottom of Swiss Hill on your right, then turn right into Squirrel's Leap (no through road). **4** At the end of the road, pass a barrier into the woods and follow a narrow path that climbs the wooded slope gently, then descends slightly to a junction of paths at the corner of a garden after ¼ mile. **5** Turn right and climb steeply up uneven steps. **6** At the top of the slope, bear left to the Wizard's Well, below a sandstone crag on your right with the wizard carving and inscription above. **7** You can continue ahead to the other sights of Alderley Edge, but for this route, turn round and return to the top of the steps. **8** Instead of descending, keep straight on, along a narrow, sometimes indistinct, path that climbs slightly to a pair of gateposts. **9** Follow the path beyond as it winds between garden fences and walls and descends to meet a road. **10** Turn right and follow the road between the exclusive dwellings of Woodbrook Road. **11** Start to descend, passing the ends of Tempest Road (left), Swiss Hill (right) and Underwood Road (left). **12** When you reach the T-junction with Trafford Road, turn left. **13** At the junction with Macclesfield Road, turn right to return to the Alderley Edge Hotel.

The Edge and Stormy Point

2¾ miles: fairly easy

Allow 1–2 hours. May be muddy in places, especially in winter.

1 From the car park, walk down to Macclesfield Road and turn right, uphill. **2** Take the first right, opposite the end of Trafford Road. **3** Follow the cobbled lane, which narrows to a winding path between garden walls and fences. **4** Cross a residential road (Roan Way) and continue along the path ahead. **5** Cross another road (Beechfield Road), again following the path ahead. **6** At the next road (Whitebarn Road), turn left. Follow the road to and past the gates to Whitebarn. **7** When the drive bends right, turn left onto an unsurfaced farm track with views on the right to Jodrell Bank. **8** Continue to a stile into the trees and take the path straight ahead. **9** At a crossing path, go straight on; to your right is an open area known as Sandhills, near the West Mine of Alderley Edge, the remains of copper extraction using acid. **10** At the top of the wood, continue ahead on a path which broadly follows the right-hand edge of the wood to a National Trust sign. Keep right past the information board about the excavations of the Hagg Cottages. **11** Continue along the path, initially along the edge of the wood then into the trees up to an open area. Bear right and follow the track out to the road opposite a cottage. **12** Cross and take the path through the gate between the cottage and adjacent parking. **13** Beyond another NT sign, take the path ahead, signposted

'Engine Vein'. Cross a perpendicular path and continue straight ahead, ignoring paths left and right and crossing a sandstone gully, to meet another path at a T-junction. **14** Turn left to Stormy Point. **15** Keep left above the eroded open area and bear left along the obvious path. Pass the Druid's Circle on your left and follow the path round to the right, until you reach the Armada Beacon. **16** Keep right of the beacon mound and join the path along the wall beyond. **17** Beyond the end of the wall, follow the path alongside a field to Castle Rock, from which there are spectacular views to Manchester. **18** Beyond the rock, when the main path swings left towards the road, turn right down steps and past a part of gateposts. **19** Swing left below sandstone outcrops and continue to the Wizard's Well. **20** Beyond the well, at the top of some steps, keep left on a narrow and sometimes indistinct path that leads up to a pair of gateposts.

Now follow from step **9** of [The Wizard's Well](#) walk.

Nether Alderley and the Edge

6 miles: moderate

Allow 3 hours. Field paths may be muddy, and there is one moderate ascent. Livestock may be encountered.

1 From the car park walk down to the Macclesfield Road and turn left. **2** In the centre of Alderley Edge village, cross and take the road to the right of the De Trafford Arms (Chorley Hall Lane). **3** Take the first left (Lydiat Lane). **4** At Beech Cottages, go straight on between two houses (left of 1 Beech House) onto a public footpath. Turn right and follow the path between playing fields (left) and gardens (right) to the bridge over the railway. **5** Beyond the railway, walk down to a kissing gate and cross the next field diagonally, passing under power lines, to a kissing gate and footbridge on the other side. **6** The strict line of the right-of-way continues ahead then turns left by a wooded pond, but a better-used unofficial path heads left along the ditch. **7** Either way, you reach a metal kissing gate near the corner of the field. Go through and cross the next field diagonally to a stile by another railway bridge. **8** Cross the railway and follow the hedged green lane beyond. **9** At a bend, turn right through a kissing gate and follow the path along the bottom of a field. Swing left along the edge of the next field to a step-stile, then walk out to Welsh Row between houses. **10** Turn right and follow the lane for ¼ mile. **11** Opposite the drive to Walton Farm, take a footpath through a kissing gate on the left. **12** Cross to a footbridge between kissing gates, and cross the next field to a similar bridge. **13** Cross the next field to a kissing gate next to a field gate in the far corner, and follow the track to a kissing gate and footbridge, then out to the road. **14** Cross and go through the kissing gate opposite. **15** Bear half-left across the field to a gated bridge over a stream, then bear left to a kissing gate into the graveyard of St Mary's, Nether Alderley. **16** Climb the steps and pass to the right of the church, exiting via the gate next to the old school. Note the old cross (left) and Stanley Mausoleum (right). **17** Walk down the church drive then turn right (signposted 'Exit'). Walk out to the road. **18** Turn right along the

road then cross by Church Lodge. **19** Follow the service road into Alderley Park then turn left beyond the lodge house onto the Farm-land Trail through a wooden hand-gate. **20** Continue through another hand-gate and follow a fenced path around the sides of a field. Follow the path as it passes through the belt of trees on the left and winds through a gate, over a stream and up to a car park. **21** Follow the path around the corner of the car park to a gate by Radnor Mere. **22** Turn left along the lakeside path and follow it around to the right, with views left towards Alderley Old Hall. **23** Follow the track left as it curves away from the lake, then keep left at a junction, back to the edge of the wood. **24** At the next junction in the corner of the field, carry straight on. **25** At the next junction, turn left and follow the track, across a perpendicular path, up to a gate and out to Holker Lane. **26** Turn right and pass the stone-built Beechtree Lodge on your left. **27** Continue out of the woodland then, just before the entrance to White Willow Barn, turn left through a kissing gate onto a footpath. **28** Follow the path parallel to the driveway then along a fence and through a couple of kissing gates into a track that leads uphill to a wood. **29** Follow the path right around the end of the wood, which conceals a deep flooded quarry. **30** Climb to a kissing gate near the brow of the hill and continue along the right-hand side of the field past a modern property. A wooded kissing gate on the right leads to a driveway which you follow out past Finlow Hill Cottage to the road. **31** Pass a bench on the right and follow the lane ahead (right). In a field to your left, an insignificant low boulder is the Great Merestone, a historic boundary marker shown on a map of 1598. **32** Continue along the lane past the entrance to a livery stables on the right, then at a slight bend turn left onto a footpath into the wood. This cuts down through the trees to the B5087. **33** Cross the busy road carefully into the drive opposite, and take the first left before the entrance to Adder's Moss. **34** Beyond another house, follow the footpath ahead, which leads between fields to a driveway. **35** Turn right towards the house then, just before the gates, take a path on the left that skirts round the property before joining a track at a junction of paths. **36** Continue ahead past an entrance on the right and continue to a junction of tracks by the Golden Stone, another historic boundary stone. **37** Go through the gate ahead of you into the wood, and follow the main path ahead, which climbs slightly to the dramatic viewpoint of Stormy Point.

Now follow from step **15** of [The Edge and Stormy Point](#) walk.

We hope these carefully chosen circular walks will help you appreciate our beautiful surroundings, and we look forward to you enjoying a leisurely drink or some delicious food on your return in our fabulous lounge bar or restaurant.