

ALDERLEY EDGE WALK

PAY A VISIT TO THE WIZARD



This walk covers a total distance: 6.5kms/ 4 miles with some steep climbs. Walking shoes recommended. Muddy in Winter. Time: 2-3 hours (excluding stops)

If you are visiting the area to do this walk we recommend that you travel by the frequent train service. [Northern Rail Timetables can be found here.](#)

Ordnance Survey Map: OS Explorer 268, [details here.](#)

1. Leave Alderley Edge Station using the exit from platform 2, if you arrive via from the Crewe direction please use the station footbridge. Turn right up the slope and cross the road junction to go straight ahead on to Alderley Edge's main shopping street, London Road. There are plenty of shops and coffee stops along here if you want to take refreshments before you start.

2. At the end of London Road you will come to a road junction where 6 roads meet. Take the first left on to Chapel Road (Photo 1). Walk along past the Methodist Church on your right and take the next right up Trafford Road.



Photo 1: The view along Chapel Road towards the Methodist Church

3. Take the first left on to Woodbrook Road (Photo 2), which is part cobbled. Carry on up Woodbrook Road for several minutes (it's quite steep in places), ignoring roads joining from the right and left (Photo 3)



Photo 2 Woodbrook Rd



Photo 3 Ignore junctions and carry on up the hill

4. Just over the top of the hill, as the road curves sharply round to the right, you will see a footpath on your left starting with a small flight of steps (Photo 4). Take this path and continue along the path into the woods (Photo 5).



Photo 4 Start of the path



Photo 5 into the woods

5. As you continue along this leafy path a long flight of steps* comes up from your left (Photo 6) you will arrive at the Wizard's Well. Carved into this rock is the head of the wizard (you may need to look hard at the rock face to spot it!) above the words "Drink of this and take your fill..."

* (Note the location of the steps, you'll come across these later)

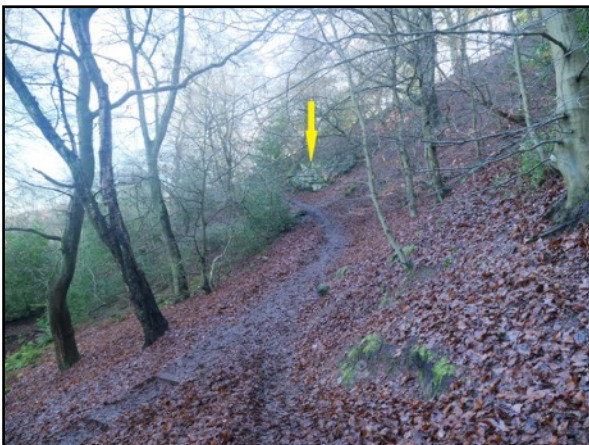


Photo 6 a flight of steps appear from your left and ahead beyond a few trees a rocky outcrop which is the Wizard's Well. Can you see his face?

6. Continue on a short way past the Wizard's Well you will see some steps on your right, between stone pillars (Photo 7). Go up these steps and then at the top turn left alongside a barbed wire fence (Photo 8). This brings you out on Castle Rock.



Photo 7 up these steps



Photo 8 Follow the fence to Castle Rock

Enjoy the views out over the countryside to Manchester in the distance.

7. Having taken in the views from Castle Rock continue along the footpath alongside the wire fence, until you come to a wall on your right (Photo 9). Just past look out for a short flight of steps on your left, which drops you down on to a lower footpath. Turn right on this lower path and continue along it, ignoring paths joining from right and left.



*Photo 9 an old wall to your right and steps to you left, down the steps and turn **Right***

8. This will bring you out at Stormy Point, which offers views out over the countryside to the east, taking in Macclesfield Forest and the Derbyshire Peaks. Take in the views for a while then turn right and walk along the well-laid path (Photo 10) to a gate (Photo 11).



Photo 10 Follow the well laid path to the gate



Photo 11 Through the gate and turn right

9. Go through the gate and turn right (signposted to the car park) and follow the track as it curves round to the right taking you towards the Wizard pub, with its restaurant and tea rooms. As you walk along the path you will see a signpost and gate on your right (Photo 12). You may wish to stop at the Wizard for some refreshments, or carry on with the walk by going through the signposted gate following the sign for 'Castle Rock Stroll' (Photo 13).



Photo 12 the gate to your right



Photo 13 through the gate and keep right

10. If you do choose to stop at the tea rooms, when you are ready to resume turn left as you come out and retrace your footsteps to the gate mentioned above, which is now on your left, marked 'Castle Rock Stroll' on the gatepost. Go through the gate and keep right follow this path past the Engine Vein Mine (Photo 14), carrying straight on at the crossroads towards the Armada Beacon (Photo 15).



Photo 14 The Engine Vein Mine



Photo 15 Towards Armada Beacon

11. The Beacon is reached via a short flight of steps. At the beacon go straight on and drop down to the wall to rejoin the path you walked along earlier (Photo 16). This takes you back to Castle Rock. Just past Castle Rock take a right down the steps you came up and turn left at the bottom to walk back past Wizard's Well.



Photo 16 From Armada Beacon look down to your left to see your path. Take this and return to Castle Rock

12. Just past the Wizard's Well; take the right fork, which takes you down a flight of 106 steps (Photo 6). At the bottom of the steps keep left (don't follow the fence line down to the bottom of the hill). Follow this footpath which will bring you at the top of a road, Squirrels Jump.



Photo 17 Along the woodland footpath and back onto Squirrel's Jump

13. You will enter Squirrel's Jump via a gate continue down to the bottom of the road and turn right on to Mottram Road. Then almost immediately turn left on to Moss Lane. Take the next two right turns (staying on Marlborough Avenue) and this will bring you out at the end of the cobbled Duke Street. Walk up Duke Street.

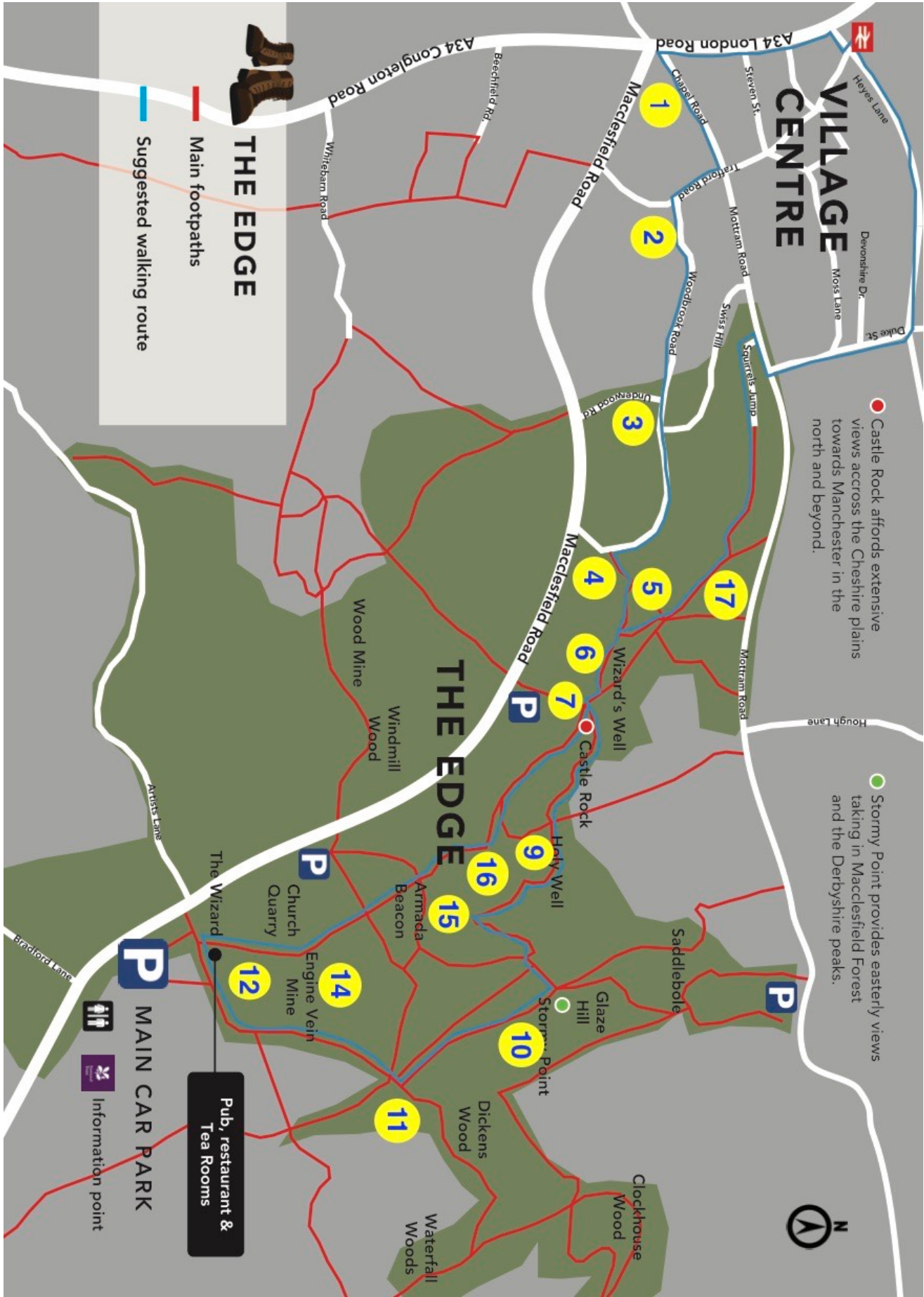
14. At the top of Duke Street turn left where you can enjoy refreshments at either Grantham's Deli or The Drum & Monkey pub before continuing down Heyes Lane back to the station.

Acknowledgement: Walking route and attached map developed by the Love Alderley group.

Produced by the Crewe To Manchester Community Rail Partnership. <http://www.crewe2manchesterrail.org.uk>



Numbers refer to the photographs in the route description.



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