

WALK ONE - THE HIDE TO CHATSWORTH

Summary: A 9km walk connecting our newest hotel, The Hide to Chatsworth House. One for our more intrepid patrons, this 3-4 hour walk will take you across open moorland with stunning views across the Peak District, before descending through Stand Wood towards Chatsworth House. Hiking boots and trousers are strongly recommended as you will be walking through heather and bracken, and some areas can get muddy and wet.

Distance: 9.2km

Elevation gain: 127m

Difficulty: Medium level walk over moorland and through woodland.

Start point: The Hide Hotel

Public transport: The 170 bus leaves from our doorstep and takes you to Chatsworth House and back. For timetables visit www.stagecoachbus.com

Starting in the garden to the rear of the restaurant, pass through the gap in the wall, turn right and follow the perimeter of the field behind the hotel and neighbouring properties, making a right and then left turn until you reach a gate. Leave the field via this gate and turn left along the track, which starts to go uphill after a short distance. After about 1km you will pass a farm on your right and the road surface becomes more rough. After another 200m turn left at the junction. In a short while, you reach the brow of a hill and the view over Chesterfield opens up. In half a kilometre, you reach a road, where you will turn right.

For the next 0.5km or so you will be walking along this road and there are no pavements, so please be careful. After you crest the hill, you should see the boundary of the moor in contrast to the neighbouring fields. You will enter the moor just after this boundary via wooden stile.

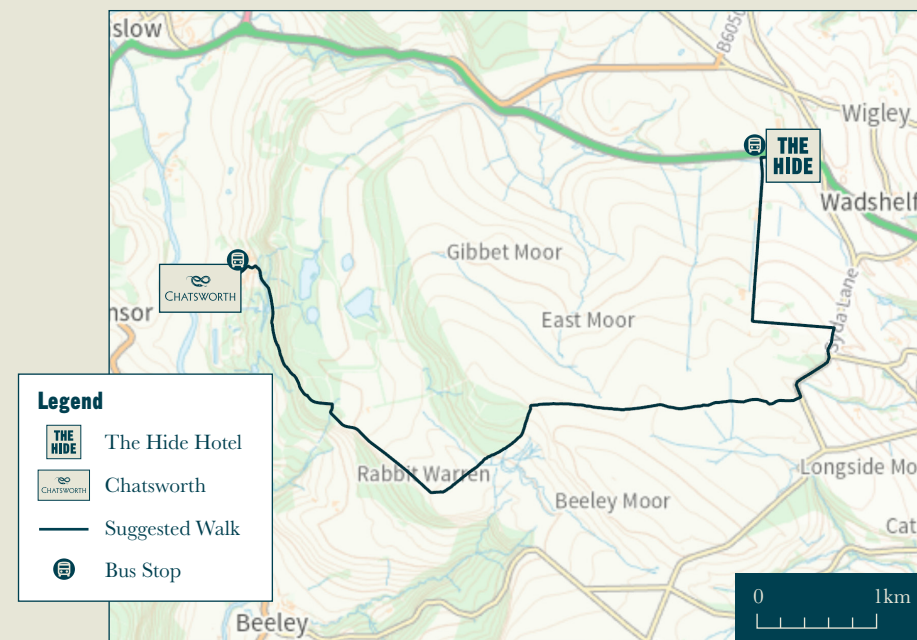
You may be worried about getting lost on the moorland, but it is only the first section that is a little tricky to navigate. The official

path should be directly in front of you, appearing as a line of long grass surrounded by heather, running parallel to the wall about 5-10 metres to the left, be careful as it could be boggy underfoot. An alternative route is to walk just inside the wall, and then switch back to the official path using the tracks created by previous walkers. One such track is approximately 200m along the wall, but if you miss this, there will be another track at the end of the wall. As well as being marked by long grass, the official path also has wooden marker posts every few 100m or so.

From this point onwards, the route becomes clearer as the path contrasts with the surrounding moorland. Another helpful hint is that you are aiming for the woodland at the far side of the moor. After about 1km, views will open up in all directions, and on a good day, you should be able to see Kinder Scout, Win Hill, Stanage Edge and Baslow Edge.

As you approach the wood you may notice a small fenced off area to your left. This is an archaeological feature known as Hob Hurst's House which is a square prehistoric burial mound with an earthwork ditch and outer bank. It was named after a local goblin. When you reach the wood follow the path down to the left which is rocky underfoot and cuts through bracken. The path follows the wall on the edge of the wood until you reach a stile.

The next section is across open grassland. The path soon splits after a small bridge, where you should take the rightmost route.



Contains OS Data © Crown Copyright and database rights 2025. Contains data from OS Zoomstack.

This narrow path has periodic wooden posts marking the route and eventually meets a wider track. Turn right and head towards Stand Wood and enjoy the views to your left. As you get closer to the wood, you should be able to see St Peter's Church in Edensor. Enter Stand Wood via the stone stile.

From this point, and for a longer exploration, you could take many routes to reach Chatsworth, potentially incorporating Emperor Lake, The Sowter Stone and The Hunting Tower.

For a direct route, after about 50m, take the less muddy right-hand path, and then in another 50m, turn left along the road. The road will gently curve to the right and soon after you will notice a muddy track on the left. Turn left and immediately right, heading down a narrow path that goes downhill. After a short distance you will cross a road and continue down the narrow path which soon runs above and parallel to

the road you just crossed. After about 400m, the path merges with the road and you should continue walking down this, taking the left fork a further 200m down the road.

You will start catching glimpses of the House, the Gardens and Cascade to your left. Keep on the tarmacked road until you're near the bottom and you see a sign indicating that pedestrians should follow the path on the left. At the bottom of the path, cross the road and pass through the gate immediately opposite. Turn left and 100m later, you will have reached the car park and the stables will be to your left and the House just beyond this.

Scan the QR code
to follow the route

