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# **Shardlow, Trent & Mersey Canal**

#### Walk Information

Walk Area: Shardlow OS Map: Explorer OL24
Distance: 4.0 miles White Peak Area

Start Point: Wilne Lane Car Park

Map Ref: SK 446 300 Post Code DE72 2HA

General Information Altitude Data

Parking: Pay And Display Start: 104 ft (32m)
Tea Shops: None Minimum 98 ft (30m)
Duration: 2 Hours 15 Minutes Maximum 114 ft (35m)

#### Altitude Profile





Shardlow

A relatively easy and mostly level walk; down lanes, across a few fields, then back along the canal tow path. There is also an haunted tea shop, a pub or two, and ghostly stories along the way.

1:25000

### Getting There:

Shardlow is on the A6 Between Derby and the M1 junction 24A, Bus services are also available from Derby and Long Eaton. The entrance to Wilne Lane from the A6 is marked by the Navigation Inn. Parking for this walk is a free long stay car park off Wilne Lane to the right before the canal bridge. This car park has capacity for twenty to thirty vehicles depending on how people park. The tea shop on this walk is toward the end of the route at Hoskins Wharf in the Old Salt Warehouse, an entrance is available from the canal tow-path, note the tea room currently opens only at weekends from 11am. There are also numerous pubs along the route of this walk.

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#### The Walk:

From the car park turn right and walk towards the canal bridge. Looking over the bridge side to the left there are two pubs, one at the road side next to the bridge, and the other a little further along the canal side. Continue ahead along the road towards Great Wilne. On entering Great Wilne the road bends shape right, at this point there is a wide grassy track way to the left, follow this track and look for a gate in the fence almost immediately on the left. Pass through this gate into the field beyond, walk the length of the field keeping the hedge to your right, at the end of the field look for a low stile in the hedgerow ahead. Cross this stile and continue between the hedgerow and a wall, this section is more than a little overgrown but soon exits via a stile into a meadow. This is the most awkward section of the whole walk, this only because of it's neglected state. Having left the over grown path behind walk across the meadow keeping the hedge to the right, exit the meadow via a stile in the corner. Do the same for the next two meadows. Exit the third meadow onto a wide track,

follow this for a few yards then bear left along the top of a flood control bank. Continue along the top of this bank to the far side of the field. Just before you leave the flood bank there is a sign: "Do not run in the field with cows." Take note! Follow the path across the next two fields. The exit from the second field is over a substantial metal barrier with a three step stile, the path continues for a short distance beside conifers before opening into a large field over a more traditional wooden stile.

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**Curious Cows** 



**Exit From Cows** 

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Taking care of traffic, cross the main road and walk down Aston Lane to the left of the Dog and Duck. Follow the lane as it bears left at the mini island. Follow Aston Lane for approximately 200 yards, there is a public foot path sign posted to the left, but it looks overgrown and unused. Ignoring the path continue along the pavement and turn left into the cul-de-sac section of Aston Lane. The ignored foot path emerges a few meters down this road. The road soon swings to the right and runs parallel to the main part of Aston Lane. Continue down the lane until opposite the last but one house on the left is a gap in the fence through which can be seen a solitary white house. Pass through the gap and walk towards the house, the exit is in the corner of the field to the left of the house. Leave the field over two stiles climb the steps up; the bank to the main road, turn left and cross the A50 by the road bridge. Having passed over the A50 continue along the lane for around a quarter of a mile then turn left into the lane belonging to Hanson Aggregates. At the bottom of the lane a new section to access the aggregate works bears right, continue forward around the large concrete blocks that prevent vehicular access. Cross the old canal bridge and turn immediate left to descend to the tow-path.







Old Clock Warehouse

Heritage Centre

Malt Shovel, Shardlow

The Trent and Mersey Canal is one of the earliest canals built by the Engineer James Brindley. It begins within a few miles of the River Mersey near Runcorn, and finishes in a junction with the River Trent in Derbyshire near Shardlow. The canal is just over ninety-three miles long with many points of fine historic interest. Many people hire narrow boats and cruise sections of the canal, to cruise the whole length from Shardlow to Runcorn would take about six days. Walk along the towpath for just over a mile past a lock to Hoskins Wharf. Along the way note the lack of water fowl along the canal, I put this down to the boat traffic. Unusually though I did note several common Turns hovering above the canal looking for fish along this section of the walk. At Hoskins Wharf the tow-path widens and climbs away from the canal side and it's moorings. Just before the bridge is the Old Salt Warehouse and Canal Bank Tea Room which is said to be haunted ). From here it is possible to cross the canal to the Old Clock Warehouse (now a pub and restaurant) or visit the Heritage Centre. To continue the walk drop back down to the tow-path immediately before the building on the left before the bridge. Continue further along the tow-path until the Malt Shovel public house comes into view on the opposite bank. Leave the tow-path by the stone steps at the next bridge and turn right down the road back to the car park and the end of the walk.