

## Welcome to Chatsworth.

This year we are celebrating the Cavendish family's enduring love for dogs with our exhibition

The Dog: A Celebration at Chatsworth.

Chatsworth Park and Garden have been a playground and a workplace for dogs and their owners for centuries.

This leaflet will help you and your dog explore the views, features and villages of the Chatsworth Estate.

Share your photos on social media using #Chatswoof



Walk One The Chatsworth Garden\* Easy route, some gentle uphill, wide paths 30 – 40 mins

Please keep your dog on a lead at all times. There are games and activities for you and your dog at times around the Maze in the garden, a place to sit and eat in the Carriage House Café in the Stables and snacks for you and your dog available from the Park Shop outside the house.

Start at Flora's
Temple on the left of
the bottom garden
entrance. Head along
the Broadwalk with the
house on your right.
Before you get to the
Canal Pond, take a
moment to look at
Dog Scaffolding
Sculpture by Ben Long,
it was commissioned
in 2019 for The Dog
exhibition.

Pass Blanche's Vase and follow the main path, bearing right, bear right again at the next fork.

3. The Ravine falls away on your right, take the left fork just in front of the sculpture of a head – *Tribute I* by Elisabeth Frink. Stay on the path until you reach the Grotto Pond.

Walk to the end of the pond with the water on your left then take the right fork marked 'Pinetum'. Follow the looping path through the tree collection, note the different species and take in

views of the Old Park to your right and sculptures as you go.

5.
The path brings you back to the Grotto
Pond. Fork right and pass the Grotto House with the water on your left. Stick to the main path now and pass the Hundred Steps down to the Maze on your left, the Trout Stream and more sculptures on

At the huge broken cedar tree, branch right to see the Kitchen and Cutting Gardens or stick to the main path to come downhill.

your right.

Once you have passed the Sensory Garden, take a choice, dip your feet into the Cascade by taking the path left, or go straight ahead then turn right past the glasshouses to exit the garden. There are plenty of places for a cuppa or a meal in one of the Stables restaurants or cafes.

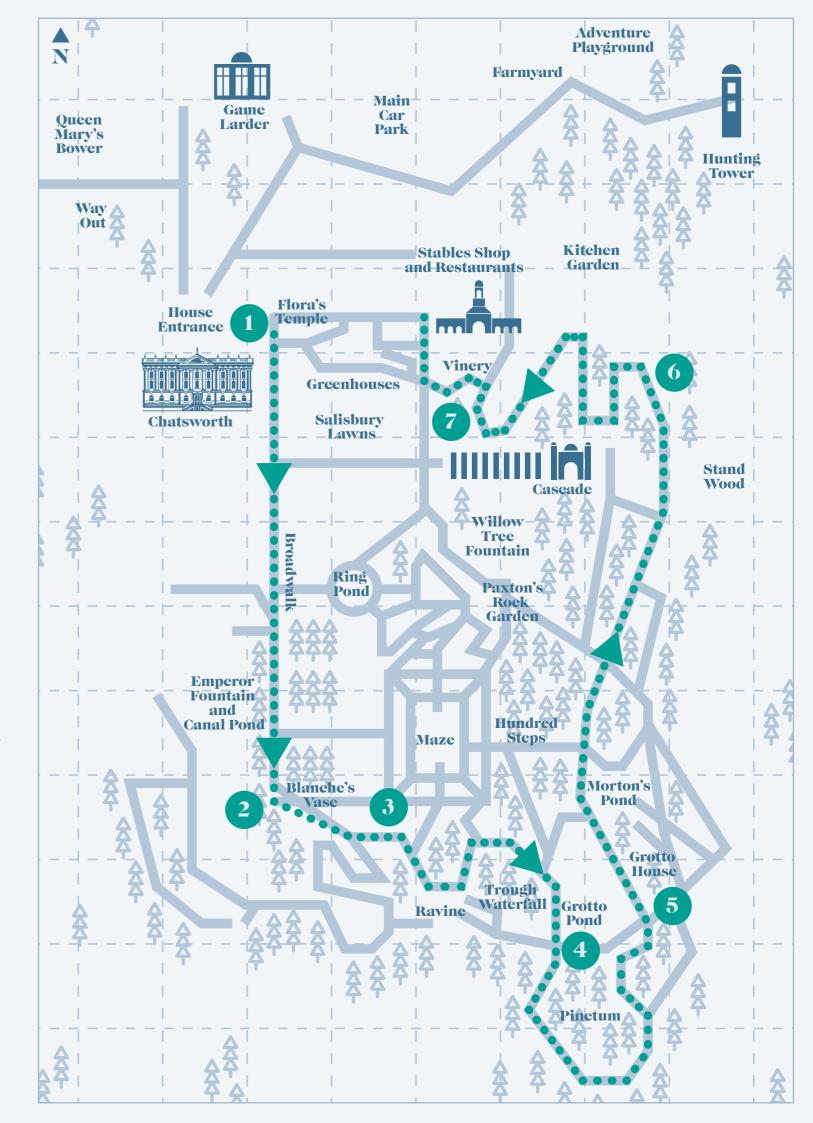
\* Charges apply to enter the garden.



Chatsworth is a working estate and deer park, there are animals roaming freely, please keep your dog on a lead at all times.

Please carry waste bags until you see a bin, there are several in the car parks and one at the gates to Edensor.

For information on events at Chatsworth throughout the year please visit www.chatsworth.org/ events





Walk Two A loop to Calton Lees and New Piece Wood Steep gradients, steps and gates on varied surfaces. Allow 2.5 hours

Start at Chatsworth Stables, walk downhill to Paine's Three-Arch Bridge.

Cross the bridge, turn sharp left, and cross the grass to the river's edge.

Follow the river with Chatsworth House on your left. Keep going past the weir until you see the ruined Paine's Mill in front of you.\*

At the Mill turn sharp right uphill towards the road, look for the cattle grid where you can cross safely and turn left towards the Calton Lees car park.

Pass the pay hut then bear right taking the minor road. The left fork will take you to the garden centre.

Follow the road until you reach a triangular junction, at the junction keep going straight through the gate onto the track, which heads gently uphill.

The path steepens and zigzags uphill to Calton Houses. Where the road ends, turn right on the footpath to double back on yourself and climb past the back of the holiday cottages. Continue up the path and as the gradient

eases vou will see Russian Cottage on the right. The design of the cottage was based on a model of a Russian farmhouse.

New Piece Wood is straight ahead, enter through the gate. The path drops down through the wood, exit through the gate which opens onto Chatsworth Park. Veer left as you head downhill towards church steeple in Edensor.

As you approach the village, look out for a small metal gate at the boundary. Go through and down some steep steps into the village itself.

Turn right at the bottom of the steps\*\*

Leave the village via the main gate, cross the road and take the path to the right of the tree. Follow the path across the Three-Arch Bridge back to the Stables.

\* There are picnic benches at Paine's Mill, or if you would like to treat yourself to a meal, dogs are welcome at the Devonshire Arms at Beeley. Continue onto the one-arch bridge ahead, cross the bridge and immediately turn right through the gate onto the meadow by the river. Follow the path to Beeley.

\*\* It's worth stopping to look around St Peter's Church and graveyard, Edensor also has a tearoom if you're ready for a break.

Walk Three Stand Wood Walk Gate at the entrance, steep gradients, but good surfaces throughout. Allow 2 hours

From the Stables head uphill towards the farmvard, passing through the white gate on the left.

Just before the farmyard, take the gate on your right signposted Stand Wood, then take the path ahead to cut the corner. Continue onto the road straight along the back of the Chatsworth Garden.

After a while, at the road junction turn sharply left to continue uphill, ignoring the road ahead. Note the giant redwood tree on the inside of the corner.

Continue uphill until you reach the Hunting Tower. Take the short steps up the foot of the Tower.\* Go to the road behind the Tower, turn right then fork left towards the Emperor Lake.

4. This road meanders past the Emperor Lake, keep going to see Swiss Cottage on your left across Swiss Lake (which is often dry).

Keep following the main road until you reach a cross road, to your left is the gate into Park Farm and ahead an unmade path. Turn right keeping to the main road.

earlier. You will see the farmyard ahead, and a sharp left turn will bring you back to the start of this walk.

Follow the path,

which zigzags more

straightens, keep to

the path, passing the

junction you used

steeply downhill then

\* The steps can be avoided by staying on the road, you will end up behind the Hunting Tower.