

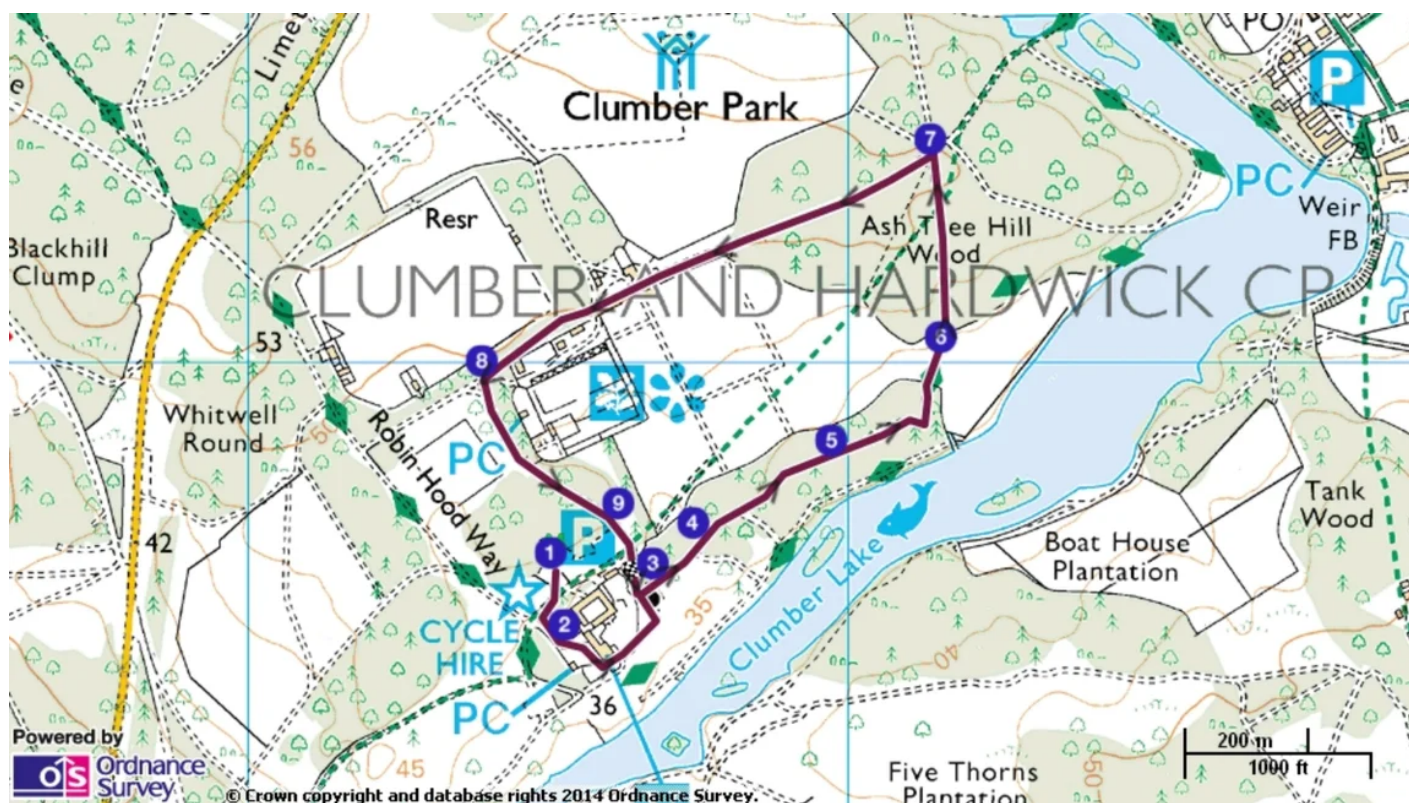
NOTTINGHAMSHIRE & LINCOLNSHIRE

Clumber Park history walk

This short, circular walk around Clumber Park is perfect for families, pushchairs and wheelchairs. Discover glimpses of the estate's history and look out for wildlife along the way.

! Uncover Clumber's history

Clumber was the country estate of the Dukes of Newcastle and, although the mansion was demolished in 1938, the Chapel, Pleasure Grounds, lake and walled kitchen garden remain as clues to its grand past.



Information

Address: Clumber Park, Worksop, Nottinghamshire, S80 3AZ

OS map: Landranger 120

Activity: Walking

Easy: Paths are flat and wide with a good solid surface.

Dog friendly

Full trail: Miles: 1.5 (km: 2.4)

Access: Easy

Duration: 45 mins

Total steps: 9

Start point: Clumber Park accessible, hardstanding car park, grid ref: SK625745

1. On leaving the car park follow the signs for the Turning Yard.
2. To the right of the main café, head through the yew hedge onto the mansion site, where flagstones mark its outline.
3. Follow the path to the left towards the Chapel. At the junction immediately after the Chapel, bear right.
4. On your left is a mock temple, built in 1784 for the 2nd Duke of Newcastle. Note the contrast between this temple and one on the opposite bank of the lake; one is Roman in style, the other Greek Doric.
5. Follow the central path through the Pleasure Grounds.
6. Leave through the stone gateway at the end of the path. Head towards Ash Tree Hill Wood, peculiarly named as there isn't a single Ash tree in it. On your left is Cow Pastures parking area, where Bronze Age flints were found. These show that people used this land long before the Dukes.
7. Follow the path between two pillars. Continue with woodland on either side. When you reach the crossroads, turn left, following the red shale track until you reach buildings on your left.
8. After the buildings turn left at the junction. Continue along the roadway passing through Leaping Bar Wood, passing Central Bark on your left.

9. Once through the gates ahead, bear right back past the Chapel, and back towards the main visitor facilities.

End point: Main visitor facilities
