

Allerton Country Walk

Route guide and map



Liverpool
City Council

Introduction

Allerton Country Walk is around seven miles long (if you include the optional route around Childwall Woods) through the countryside atmosphere of Liverpool's diverse parks, woodlands, open spaces and public footpaths. During the two to three hour walk, you will pass through a landscape full of historical interest along with a wide variety of flora and fauna. Follow the walking guide and map to discover more. To help you along the route, signage has been placed periodically as a guide.

Directions

Stage 1

Calderstones Park to Allerton Towers

The ideal place to start the country walk is the front of the Mansion House in Calderstones Park. Take time to enjoy the many features of the park before beginning the walk.

Start your walk following the path signed Allerton Road on the fingerpost in front of the Mansion House, the path runs past the feature gardens and the herbaceous border. After 180yds (165m) turn left at the first crossroads towards the park lake. Proceed straight along this path for 590yds (540m) passing the lake, you eventually reach the park entrance on Yew Tree Road.

Leave the park and cross Yew Tree Road, enter the narrow path signposted public footpath a little to the right. This path continues straight for 400yds (365m). At the end follow the path as it turns right. After 150yds (140m) the path ends as you enter Allerton Golf Course. Follow the metal fence left for a short distance onto the golf course main driveway. Turn left and stay on this driveway as it meanders through the golf course for 600yds (550m), it is clearly marked with yellow topped wooden stakes. The drive eventually opens out onto a golf course fairway. Take care at this point as you cross the fairways. This public footpath crosses two fairways for 200yds (180m) and leads through a clear opening onto the driveway at the southern boundary of the golf course. Turn immediately left down the bridleway for 100yds (90m) and then right through a large wooden gated entrance into the rear of Allerton Tower.

Stage 2

Allerton Towers through Clarke Gardens and Camp Hill/Woolton Woods

Stay on the driveway straight through Allerton Towers for around 380yds (350m) and leave the park via the park entrance adjacent to the small lodge house. Cross over the duel carriageway of Woolton Road, turn right and follow the pavement for 150yds (135m). Enter Clarke Gardens via a small gate on the left.

Once through the gate, join the pathway a little to the right. Walk straight along this pathway for 540yds (500m), it takes you past the Old Walled Garden to your right and eventually past the swing barrier that marks the boundary between Clarke Gardens and Springwood Crematorium. Continue for 80yds straight along the pathway and you will reach the first Crematorium driveway. Look ahead slightly to the left across the two tarmac driveways and you will see the metal railing of the Cemetery opposite. Cross both driveways then follow the cemetery railing left for a short distance. Turn right and continue to follow the cemetery railing. Ahead you will see the straight narrow public footpath that follows Allerton Cemetery for 415yds (380m) up to Hillfoot Road. Follow this path to the end.

Take care as you cross the dual carriageway of Hillfoot Road, turn right and follow the pavement for 25yds (20m) and enter Woolton Woods/Camp Hill through the large double gate on your left. The path passes the gate house and then climbs straight up the fairly steep incline of Camp Hill Field for around 375yds (340m). At the top of the path turn left. You soon pass through a gap in the sandstone wall that marks the boundary between Camp Hill and Woolton Woods. Follow this pathway uphill for 280yds (250m) and you will reach the woods themselves.

Here at the pathway junction take the path to the right as it provides the opportunity to visit the fine walled garden. This path initially passes between private housing and woodland. Keep the brick wall to your right and continue straight through the woods for 600yds (550m). You will eventually drop out of the woods and reach the site entrance on the High Street at Woolton Village.

Stage 3

Woolton Village through Reynolds Park, Black Woods to Calderstones Park

From the Woolton Woods gate cross straight over the High Street dual carriageway. Once across turn right and continue along the pavement for around 50yds then turn left into Quarry Street South. Follow the road for 80yds (70m), cross the junction and continue straight ahead into Quarry Street. The road climbs out of Woolton Village for 400yds (360m). Just before Clay Cross Road turn right into a small but clearly marked public footpath know as Mill Stile. This public footpath runs for 350yds (320m) between the North and South portions of Woolton Quarry, a look over the high walls would reveal that the path sits on a spur of rock not more than 3yds wide in places. At the top of Mill Stile you reach Church Road, turn left and head straight up the road for 250yds (230m). Enter Reynolds Park through the large iron gates on the right.

Leave Reynolds Park via the second gated entrance back onto Church Road. Turn right and follow the pavement for 350yds (320m). At the roundabout take the second left and head straight up Woolton Hill Road. After 220yds (200m) turn right onto Woodview Road, at the bottom of the road you enter Black Woods through the gate on the left hand side.

When in Black Woods follow the straight pathway on the right that runs parallel to Woolton Road for 450yds (410m). Here you have the option to either extend the walk into Childwall Woods or make your way straight back to Calderstones Park.

Childwall Woods - exploring these woods could add an additional 1.5-2 miles to the walk. Exit Black Woods through the gate adjacent to the roundabout, cross over Woolton Road and immediately enter the southwest entrance of Childwall Woods and Fields. To properly explore this site download the site leaflet and follow the pathways.

Exit Childwall Woods at the same southwest entrance, cross back over Woolton Road and re-enter Black Woods.

Now back in Black Woods follow the path that runs adjacent to Aldbourne Avenue along the western edge of the woods. Exit the woods through the gate on the corner of Aldbourne Avenue and Druids Cross Road. Turn right onto Druids Cross Road and follow the pavement downhill for 700yds (640m) to Menlove Avenue. Cross the duel carriageway and enter Calderstones Park through the gate directly opposite, follow the main park driveway for 300yds (270m) back to the front of the Mansion House.

Black Woods and Childwall Woods

Black woods is unique in that it is an area of totally natural woodland lying in the centre of a residential area. Tree species here include rowan, birch, sweet chestnut, sycamore, beech and oak.

Childwall Woods is a large but little known area of both mature woodland and open grassland with scenic views of the surrounding area. The site is a Local Nature Reserve, very peaceful and a great place to get to know Liverpool's wildlife.

Reynolds Park

This park is a hidden gem. Take time to enjoy the fantastic features that include both a fine topiary garden and wonderful walled garden that provides magnificent summer flowering displays featuring both Dahlia beds and herbaceous borders.

Camp Hill and Woolton Woods

Camp Hill as its name suggests lies on high ground giving fine views of the Mersey and the hills of North Wales. It is reputed to be the site of one of the oldest settlements on Merseyside, this being confirmed when an archaeological dig revealed the remains of Iron Age occupation.

Woolton Woods is an impressive mature woodland. A feature of the woods not to be missed is the very attractive walled garden.

Clarke Gardens

Clarke Gardens was formerly part of the Ancient Manor of Allerton, mention of which was made in the Domesday Book in 1087. Owners of the estate included William Roscoe the famous historian and plant collector. You will find open parkland and a large plantation of a Local Nature Reserve. The Hall itself is now a restaurant, pub and function room.

Calderstones Park

The parks name Calderstones derives from a group of six megaliths (large stones) which are the remains of a Neolithic burial chamber which once stood on or near the park. The stones can still be visited in the Park today. Other features include, fine ornamental gardens, lake, children's play area, Mansion House, café and ice cream parlour.

Allerton Towers

Allerton Towers was one of the gracious homes built by shipping owners and merchants of Liverpool during the heyday of Port commerce. Originally part of the manor of Allerton, the estate was purchased by Hardman Earle who commissioned Harvey Lonsdale Elmes the architect of St George's hall, to design a house for him. Today only the stables, outbuildings and orangery remain.

