

A The gothic arches are all that remain of a mill built to smelt lead ore brought to the site on the backs of packhorses from the North Pennine hills. The original mill dates back to the late seventeenth century and was working until 1835. For much of this time it was probably one of the largest such mills in the country.

B Just up the bank on your right you can see the ditch or mill leat which brought water from further upstream to turn waterwheels which powered the smelt mill's machinery. Wooden troughs carried water overhead to the top of the wheels (a wheel pit can be seen at the end of the arches).

C The attractive cluster of buildings that make up 'Dukesfield Hall' date from the seventeenth, eighteenth and nineteenth centuries. The hall itself was once the agent's house for the smelt mill and the bothy in



front was where pack horses were stabled overnight, with the drovers sleeping in the loft above.

Dukesfield Hall, with the bothy to the left of the photo. Note the dovecote built into the gable end.

D The 'zig-zag' trackway down to this point was laid out when the Bulbeck Common was enclosed in 1770. The hillside to the right of the abandoned farm steading of Gingleshaugh just before the footbridge once had a 'bale hill', where lead was smelted in the open air before the advent of smelt mills in the 17th century.

E The ruins to your left and adjacent earthworks are the signs of more industry. From the mid 17th to the 18th century 'red lead' was made here, which was used in glass making.

F Below you on the left are the remains of the weir and sluice that diverted water away from the river and to the mill leat that we passed earlier in the walk (point B).

G As you head towards High Staples Farm you're following part of the main lead ore carriers' route from Allendale to Dukesfield.

This watercolour sketch from the early 1800s shows a carrier with his team of pack horses.



H Across the Rowley Burn from here stood the Blackhall lead smelting mill, probably the earliest in the area. Built around 1630 it operated until the 1770s. It was served by the trackway you have just descended from the road.

I Dye House, across the river from here, was once an industrial hamlet where cloth was thickened in a fulling mill and dyed during the 17th and 18th centuries. The chapel of 1830 replaced an earlier meeting place for Anabaptists at nearby Juniper. Up the road to the right lies the hamlet of Steel, once home to many of the Dukesfield smelters.

Dukesfield Arches and Devil's Water

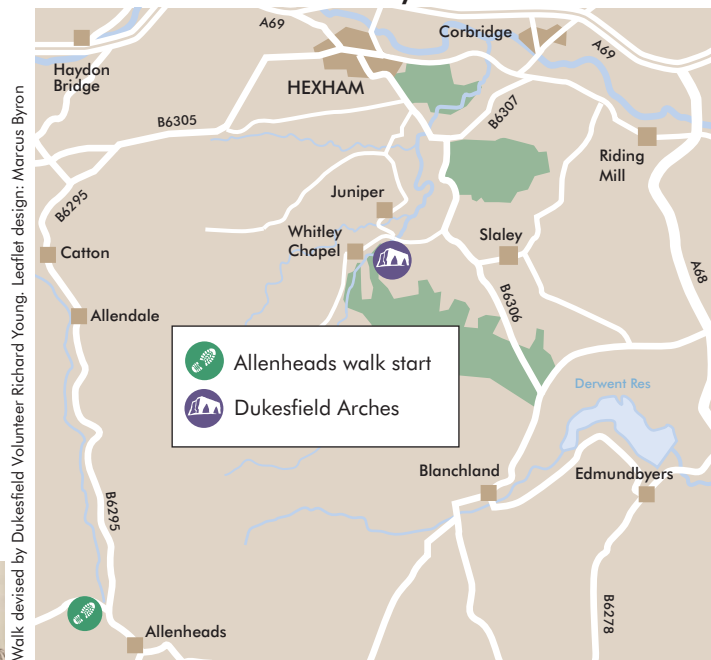
Walk length 6 1/4 miles / 10km or 4 miles / 6.5km

Terrain Riverside path, farmland, muddy in places

OS maps Explorer OL34

P Travelling south from Hexham towards Slaley on the B6306 road take the minor road on the right before Travellers Rest Inn (signed Whitley Chapel, Juniper, Dukesfield). Head towards Whitley Chapel and as the road drops down to the bridge, slow down and look for the parking area and gated track on your left, GR NY943581. Please ensure that you do not obstruct the gate when leaving your car.

If you enjoy this walk there is another route based around the lead mines and carriers' ways near Allenheds.



Walk devised by Dukesfield Volunteer Richard Young. Leaflet design: Marcus Byron

Please ask us if you would like this leaflet summarised in another format.
Friends of the North Pennines 07935 337210

The Dukesfield Smelters and Carriers Project is led by the Friends of the North Pennines in partnership with Hexhamshire and Slaley Parish Councils and has the active support of the landowner, Allendale Estates. It is funded by the Heritage Lottery Fund and the generous support of other sponsors.

The Friends – working to keep the North Pennines special for tomorrow.
www.friendsofthenorthpennines.org.uk Charity No:1137467



DUKESFIELD
Smelters and Carriers Project

Dukesfield Arches & Devil's Water



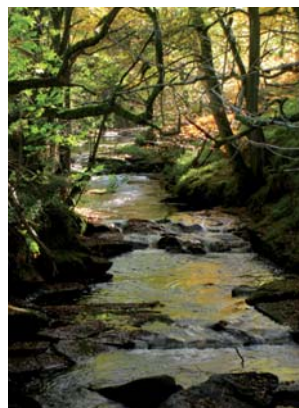
A 6 1/4 - mile walk uncovering the lead industry heritage of this hidden part of Hexhamshire



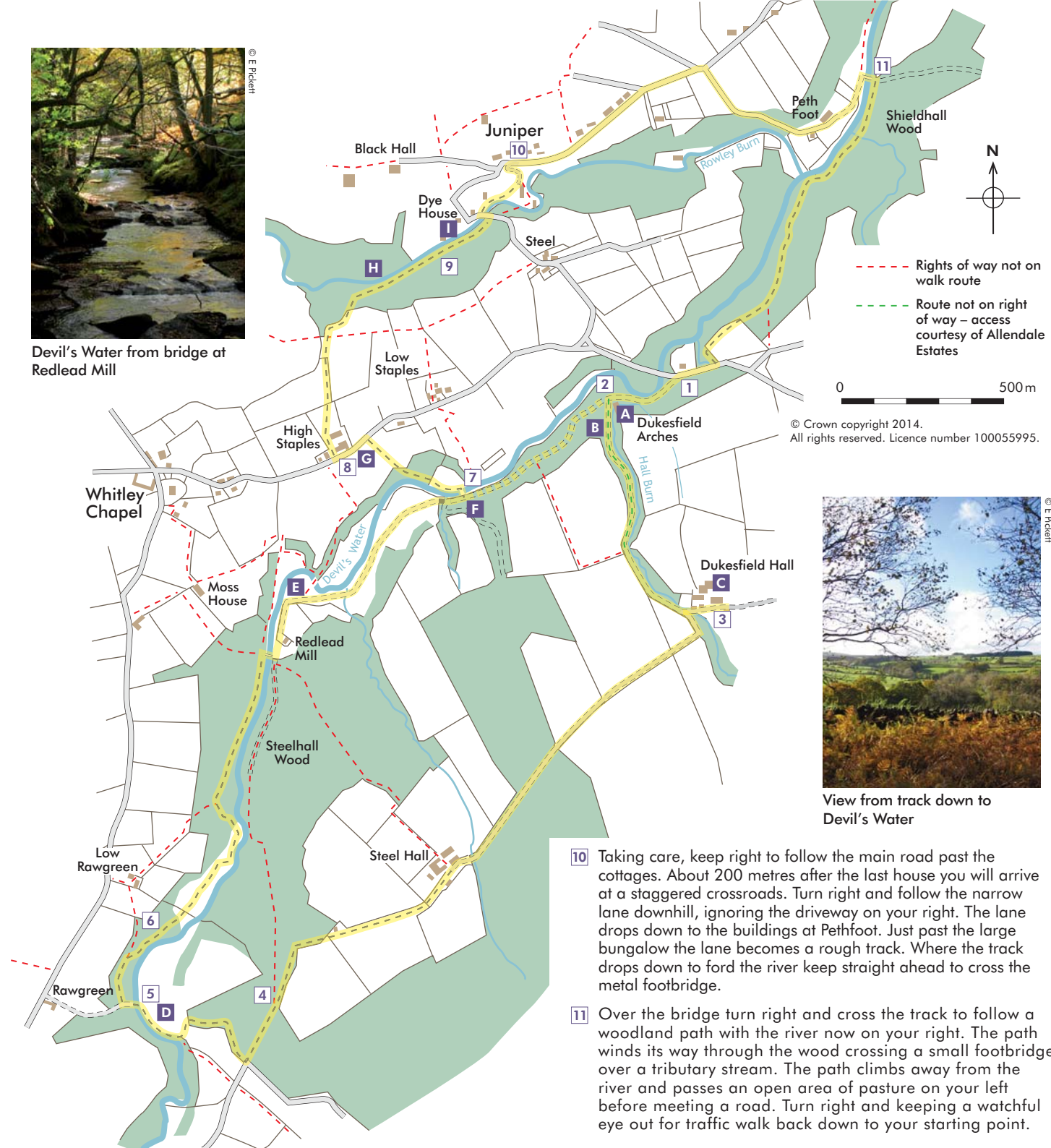
Directions (FP = footpath)

- 1 Go through the gate and along the track. You arrive at the impressive remains of the old Dukesfield Smelt Mill. **A**
 - 2 Turn left immediately after the arches following track past the metal barrier. **B** After about 700m turn left at track junction to make the short detour to Dukesfield Hall. **C**
 - 3 Retrace your steps to the track junction and turn left. Follow the lane around to the right, heading towards Steel Hall Farm. After about a km you come to the farm. Keep left following the blue brideway markers passing a barn on your left and the farm on your right. Go through a gate and with the stone wall on your right head across the field towards a stone building next to a wood. Go through the gate and follow the path along the edge of the wood.
 - 4 Continue along the woodland path until you come to a field gate onto a road corner. Go through the smaller wicket gate on the left and turn right down the rough track past the 'No through road' sign. Continue down this stony track as it winds its way towards Devil's Water. The path levels off and swings around to the right following a stone wall with the river on your left. **D**
 - 5 At the ford go over two footbridges and keep right to head up the bank signposted 'Public Footpath, Low Rawgreen'. The path winds its way through woodland. You will arrive at a Conservation Walks information board where you take the path down to the right.
 - 6 Follow the winding path down towards Devil's Water. Eventually you climb away from the river and cross a small stream. You come to an area of tall pines as a path joins from the left by another Conservation Walks sign. Where the woodland track forks keep to the right hand path which follows the river. Continue along until you reach the footbridge at Redlead Mill. Cross the bridge and turn left picking up a track and passing a house on your right. Keep on this track for 700m, eventually arriving at a gate. **E** Go through the gate and then after about 30m look to the left for a footbridge over the river. **F**
- (For a shorter walk keep on the main track, back to Dukesfield Arches and then the starting point).

- 7 Go over the bridge, through the wicket and keep left to head towards a stile into woodland. Go over the stile and follow the path as it climbs up a steep flight of steps to a wicket in a stone wall. Head half left across the field towards a wooden stile next to a metal gate. On the road turn left. **G**
- 8 After the barn and just before the farmhouse turn right to follow the footpath through gates between the barns and the house. After the last shed bear right down to a gate by a hedge. Through the gate follow the hedge to and through another gate at the end of the field. Head towards the wood and keep right to follow the field edge until you reach a wooden stile on your left that takes you into the wood. Following the path down through the wood look for the marker posts that guide you to a path alongside the river. **H**
- 9 Follow the river to meet the road at Juniper Bridge. **I** Cross the stone bridge then turn immediately right to follow the riverside path signposted 'Blackhall Mill'. Go through two wicket gates and bear left to cross the small field to a stile, beyond which the narrow path drops down to meet the access track for the houses. Turn left here and climb the track, which swings around to the right to join the main road at Juniper.



Devil's Water from bridge at Redlead Mill



View from track down to Devil's Water

- 10 Taking care, keep right to follow the main road past the cottages. About 200 metres after the last house you will arrive at a staggered crossroads. Turn right and follow the narrow lane downhill, ignoring the driveway on your right. The lane drops down to the buildings at Pethfoot. Just past the large bungalow the lane becomes a rough track. Where the track drops down to ford the river keep straight ahead to cross the metal footbridge.
- 11 Over the bridge turn right and cross the track to follow a woodland path with the river now on your right. The path winds its way through the wood crossing a small footbridge over a tributary stream. The path climbs away from the river and passes an open area of pasture on your left before meeting a road. Turn right and keeping a watchful eye out for traffic walk back down to your starting point.