

Chapel, Temple and Ashes Trail – 1 ½ miles

Clumber Park



THE NATIONAL TRUST

Clumber was the country estate of the Dukes of Newcastle and, although the mansion was demolished in 1938, the chapel, pleasure ground, lake and walled garden remain as clues to its grand past. Today, the National Trust and our local conservation partners care for countless species of flora and fauna here as well as the history. Explore the parkland for yourself on this easy trail to uncover Clumber's past and enjoy a little wildlife-spotting along the way!

Start: National Trust Clumber Park car park – OS Landranger 120 – grid ref: SK625745

Getting here & facilities

Bike: National Cycle Network route 6 runs through Clumber between Worksop and Mansfield
Bus: services from Nottingham, Worksop & Rotherham (direct on Sun or alight Carburton 2 ½ miles)

Train: Worksop station 4½ miles

Car: SE of Worksop, 6½ miles SW of Retford, 1 mile from A1/A57, 11 mile from M1 exit 30

Facilities: Adapted WCs, restaurant, shop, plant sales and cycle hire. Assistance dogs welcome

Look out for...

✿ Chapel of St. Mary the Virgin

The chapel's 180ft spire provides the perfect backdrop to many a photograph. Commissioned in 1886 by the devout Catholic, Henry Pelham Clinton, the 7th Duke of Newcastle, it took three years to build. Marvel at the work of great Victorian ecclesiastical architects inside. Our volunteer chapel stewards are on hand to help you discover the fine stained glass and search for stone gargoyles on the window arches, which represent the seven deadly sins.

✿ The pleasure ground

This area to the east of the mansion site was created in the 18th century to offer the Dukes and their families secluded and sheltered seats and walks, revealing spectacular views. Now you can wander as they did on recently restored paths! The planting here is typical of the Victorian interest in collecting exotic tree specimens. Look out for the tall conical hinoki cypress, a tree planted in temple gardens in its native Japan, and traditional varieties of rhododendron, like 'Cunningham's Blush'.

✿ Beetles galore

As you explore the woodland you will see lots of dead timber lying around. This may look untidy, but it's actually proactive conservation management. Clumber is in the top ten sites nationally for its impressive list of specialist deadwood creatures, who rely on this timber to make their homes. Some of the beetles living here only live in a handful of sites in Britain and are in danger of becoming extinct.



Keep an eye out for the intricate craftsmanship in the chapel. Some details are easier to spot than others... To see this carving you would have to lie on your back on the chancel steps and look at the ceiling through binoculars!

© NT / Charlotte Jones



In the pleasure ground search for the secretive hawfinch in the huge cedars and hornbeams and examine the trees for holes made by greater-spotted woodpeckers.

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As well as bats, owls and woodmice, the dead timber around the Park benefits many different species of insects, such as this wood wasp.

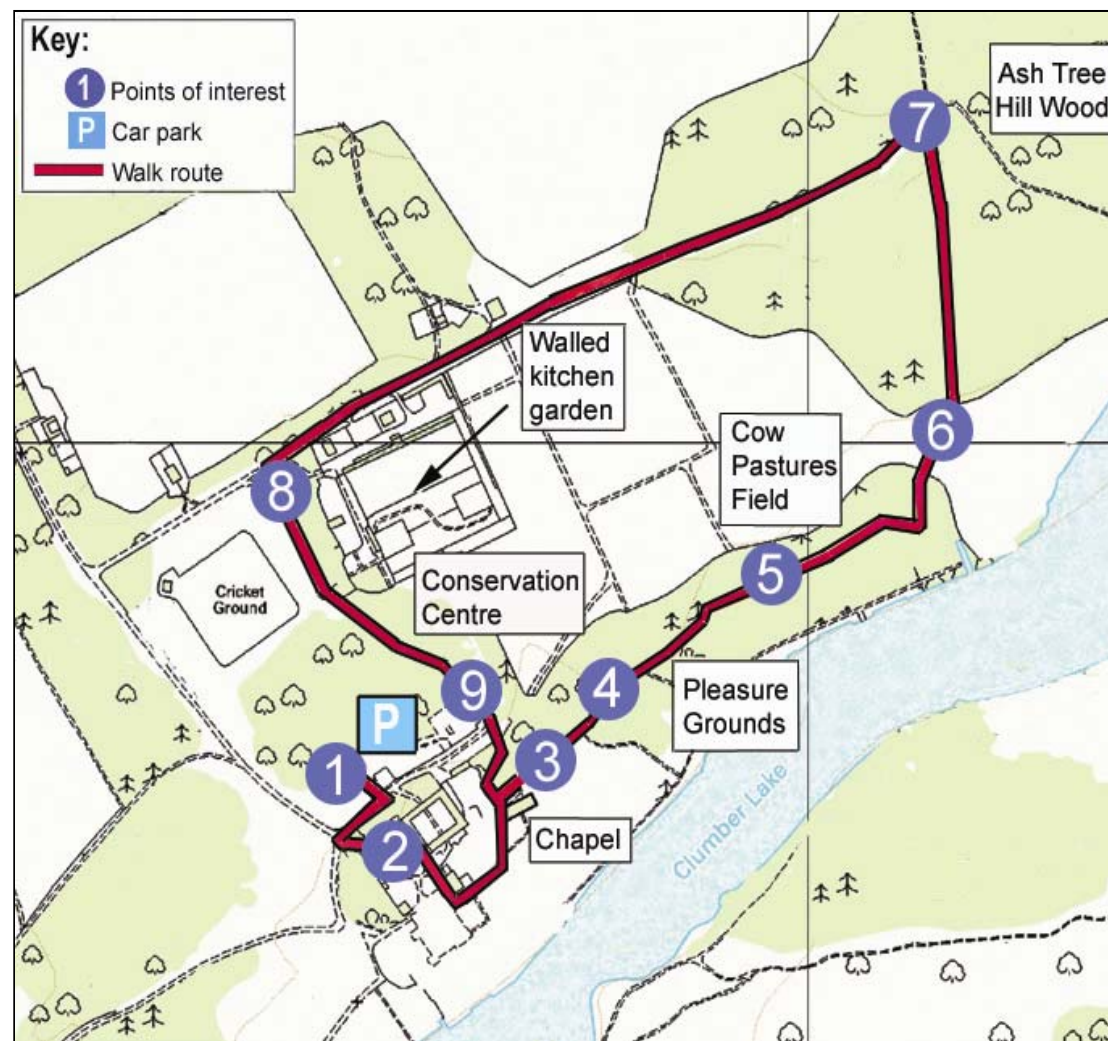
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Walk directions...

1. On leaving the car park follow the signs for the shop and restaurant.
2. Can you spot the housemartin nests beneath the eaves of the former stables? In late summer this area is a hive of activity as they gather for their winter migration. Head through the yew hedge to the mansion site, where flagstones mark its outline. Discover what happened to the mansion in 'The Clumber Story'...
3. Follow a path to the chapel, bearing right at the junction immediately after.
4. On your left is a mock temple, built in 1784 for the 2nd Duke of Newcastle. Take a seat and enjoy spectacular vista as the Dukes would have done! Note the contrast between this temple and one on the opposite bank of the lake. One is Roman in style, the other Greek Doric. Admire the cedars of Lebanon that tower above, take in the scent of the "mock orange" shrubs and if you're quiet enough you might see a scurrying woodmouse.
5. Follow the central path through the pleasure ground. This area attracts birdwatchers from miles around in search of nuthatch and treecreeper. Hawfinch can also spotted when the trees are bare.
6. Leave through the stone gateway at the end of the path. Head towards Ash Tree Hill Wood, peculiarly named as there is not a single Ash tree in it! On your left and right is Cow Pasture Field, where Bronze Age flints were found. These show that people used this land long before the Dukes.
7. When walking through the wood, listen out for many birds, including the drumming of greater and lesser-spotted woodpeckers. Explore the dead timber habitat along the path; you may find holes from wood-boring beetles. At the crossroads turn left, following the red shale track.
8. After the buildings turn left at the junction. Continue along the roadway and through Leaping Bar Wood, passing the conservation centre on your left. On summer weekends you can find out more about the park's habitats and wildlife here.
9. Once through the gates ahead, bear right back past the chapel to the main visitor facilities. Why not grab lunch or afternoon tea from our refurbished restaurant and browse the plant sales?

Terrain & accessibility

1.5 miles (2¼ km): paths are flat and wide with a good solid surface. Ideal for families and sturdy pushchairs. Wheelchair users may need assistance on the gradients through Ash Tree Hill Wood and Leaping Bar Wood.



As a charity, independent of government, the National Trust relies on the generosity of its supporters to continue caring for our countryside and wildlife, so that everyone can enjoy the beauty of the outdoors for generations to come.

Find out more at www.nationaltrust.org.uk