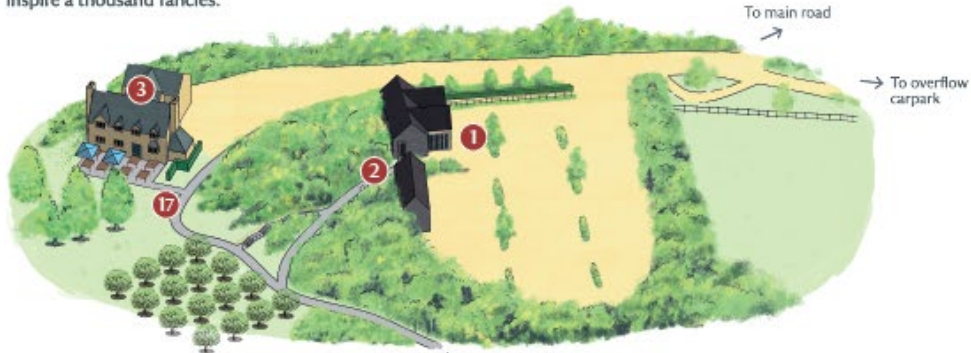


Explore Snowhill

14 The manor

The manor remains much as Charles Wade intended, a place of atmosphere and surprise and an experience unlike any other. Objects are unlabelled, for Snowhill is not a museum, instead Charles Wade created stories for his collection with their display. 'They are rooms to linger in – rooms where there is always something to discover – rooms which inspire a thousand fancies.'



4 – 12 The garden

In 1919 when Charles Wade purchased Snowhill Manor, the garden was little more than an overgrown farmyard. Working with architect Baillie Scott, Charles Wade set about designing a series of outdoor rooms, or courts. He created 'enticing vistas with a hint of something beyond' and a garden filled with 'delights that will fetch the day about from sun to sun'.

Key

- 1 Visitor Reception shop and exit
- 2 Toilets
- 3 Café (open till 4.30pm)
- 4 Kitchen garden
- 5 Dovecote
- 6 Well Court
- 7 Sancta Maria Byre and Jolly Roger
- 8 Elder Court
- 9 Wolf's Cove
- 10 Armillary Court
- 11 Long Border
- 12 Orchard
- 14 The manor
- 15 The Priest's House and the workshop
- 17 Picnic area

Useful Information

Access for all

The manor and garden are a 500-yard walk from Visitor Reception. The walk has a beautiful view but quite a steep slope.

Dogs

Only registered assistance dogs are permitted in the grounds.

Practical information

Toilets can be found at Visitor Reception where there is an accessible toilet and baby changing facilities.

Safety information

For your own safety and enjoyment of Snowhill, please take care in the garden. There are steps and uneven ground which can become slippery when wet.

6 Well Court

This court takes its name from the Venetian well-head which sits at its centre. As with the manor, here Charles Wade included objects of colour and intrigue such as the 24-hour clock known as the Nychthemeron. He took delight in the view, looking through to Elder Court and up to Armillary Court.

10 minute walk to the manor and gardens

7 Sancta Maria Byre and Jolly Roger

Charles Wade turned this byre into a pseudo-baronial hall complete with banqueting table, walls lined with coats of arms and funeral hatchments. In the roof space he created a mezzanine area known as Jolly Roger which became his bedroom during the summer months.

9 Wolf's Cove

Charles Wade's model village sits at the heart of the garden. It has always delighted visitors and became an object of interest for the outside world, featuring in articles and books. A team of volunteers has undertaken its recreation, reinstating many of the key features including the model railway.

15 The Priest's House and workshop (closed)

Charles Wade always considered the manor as a home for his collection. When he bought Snowhill this small cottage was where he set up home. Whilst humble, it provided him with all the conveniences he required. Filled with the tools of his trade, the workshop is where Charles Wade spent much of his time. Here he coaxed beautiful objects back to life and designed his handcrafted creations.

