

# NORFOLK

## Outstanding Circular Walks

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# Keymap



# walk 2

 Start	Binham
 Distance	4½ miles (6.9km)
 Height gain	165 feet (50m)
 Approximate time	2 hours
 Route terrain	Field paths, tracks and quiet lanes
 Parking	Car park at Binham Priory
 OS maps	Landranger 132 (North West Norfolk), Explorer 251 (Norfolk Coast Central)
 GPS waypoints	<ul style="list-style-type: none"><li> TF 981 399</li><li> A TF 983 399</li><li> B TF 978 411</li><li> C TF 965 408</li><li> D TF 966 397</li><li> E TF 981 393</li></ul>

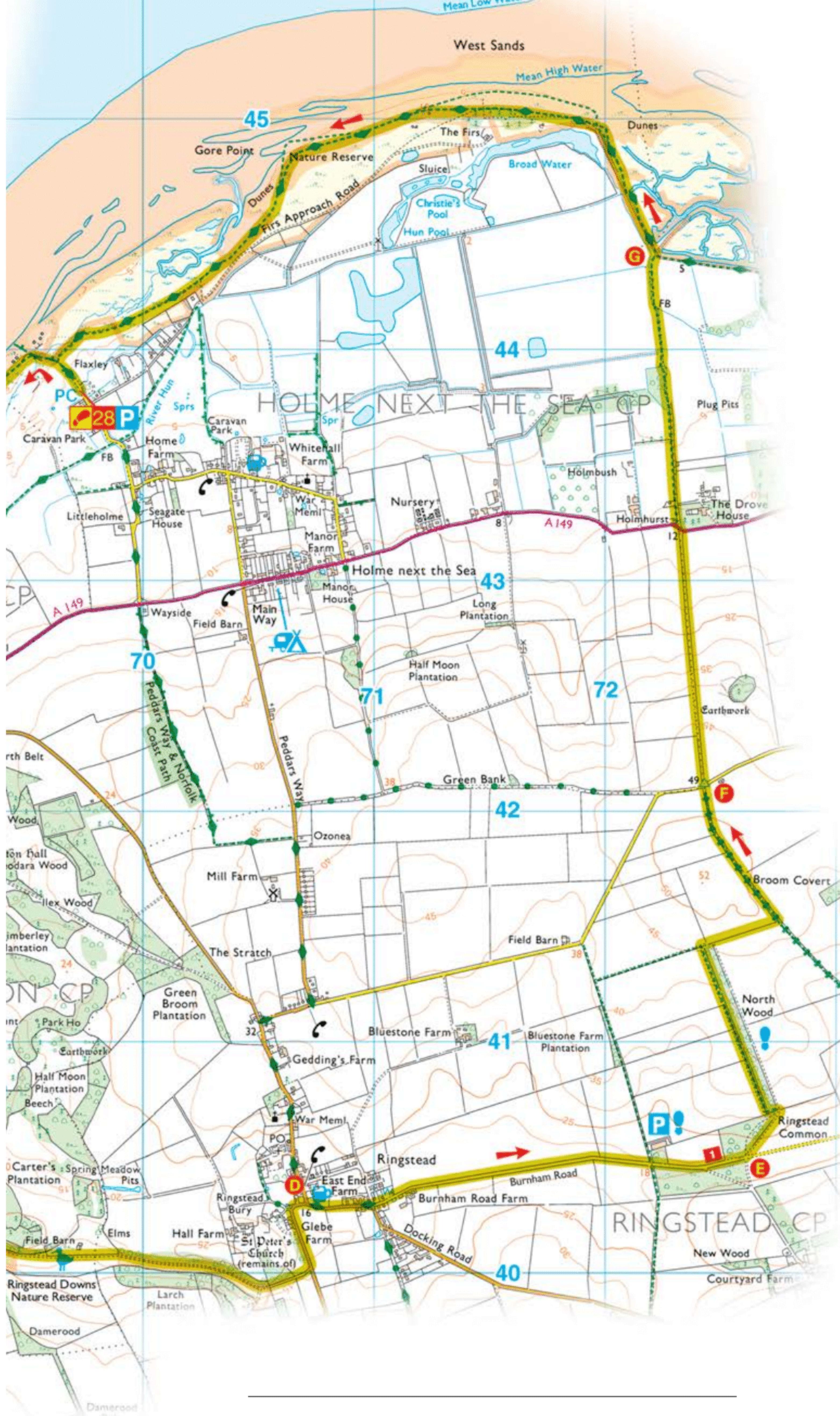
# Binham Priory

An easy walk that is ideal for an afternoon stroll, the route following field tracks and secluded lanes around the small village of Binham. This attractive settlement is the site of a medieval Benedictine priory, whose impressive remains which include the parish church, can be freely visited.

 Enter the graveyard in front of the church and walk through the ruined cloisters to leave the precincts of the remains through a gate in the perimeter fence near the chapter house. Bearing left, head due east across the field, making for a stile at the far side, just right of a group of trees. Reaching the lane beyond turn left, the way signed towards Stiffkey **A**.

Cross a stream, which later flows into the River Stiffkey, and head up out of the village. At the top of the rise, the lane swings left and then, a little farther on, right. Leave at that point along a broad gravel track, Haystack Lane **B**. It undulates upwards between expansive fields, enabling a pleasant panorama south across the valley. The way leads down to pass behind a farm. Where the track then swings right, keep ahead to a stile next to a gate. Continue at the field edge and then along a grass track, which runs beside the river to a bridge **C**.





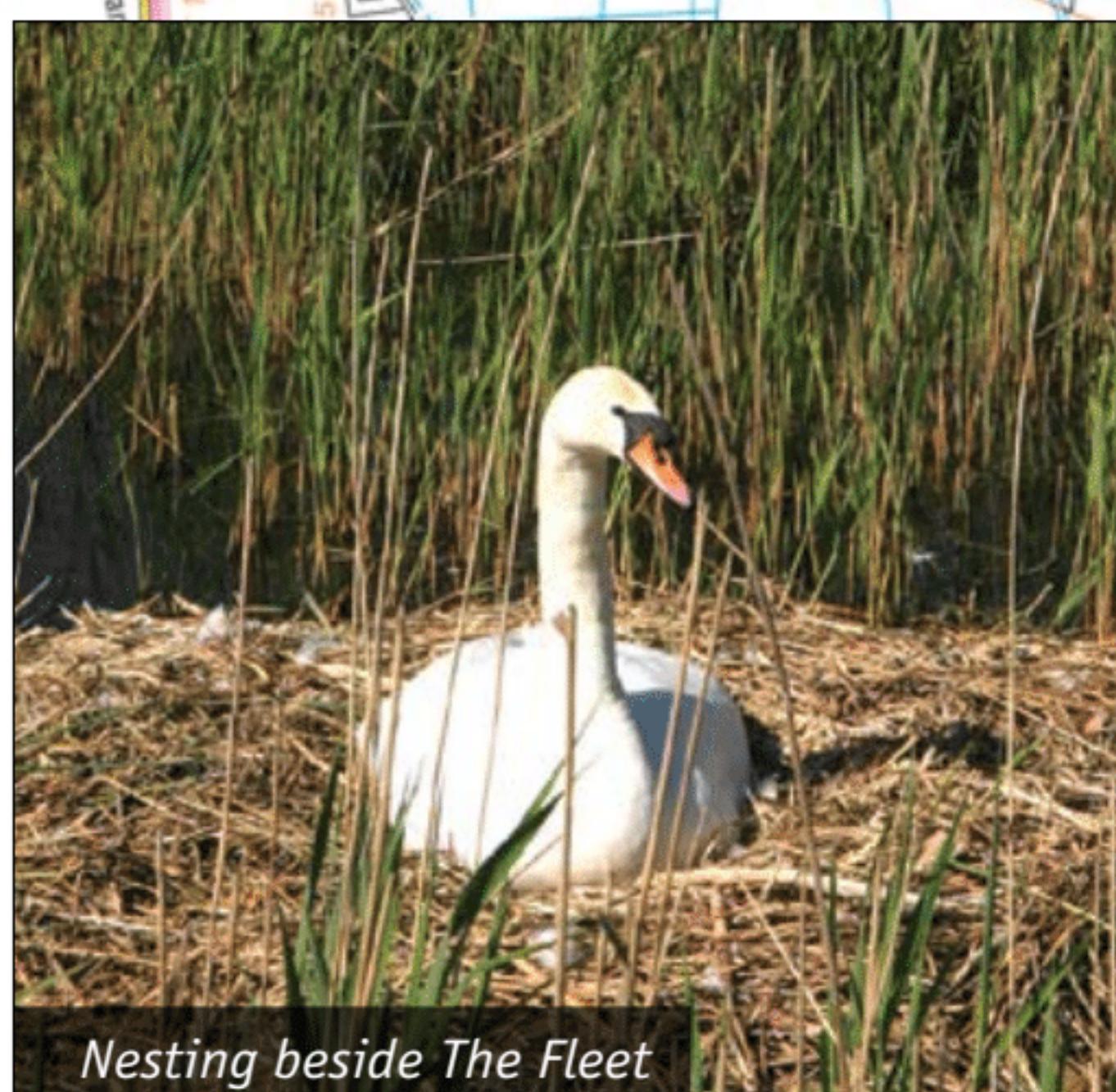
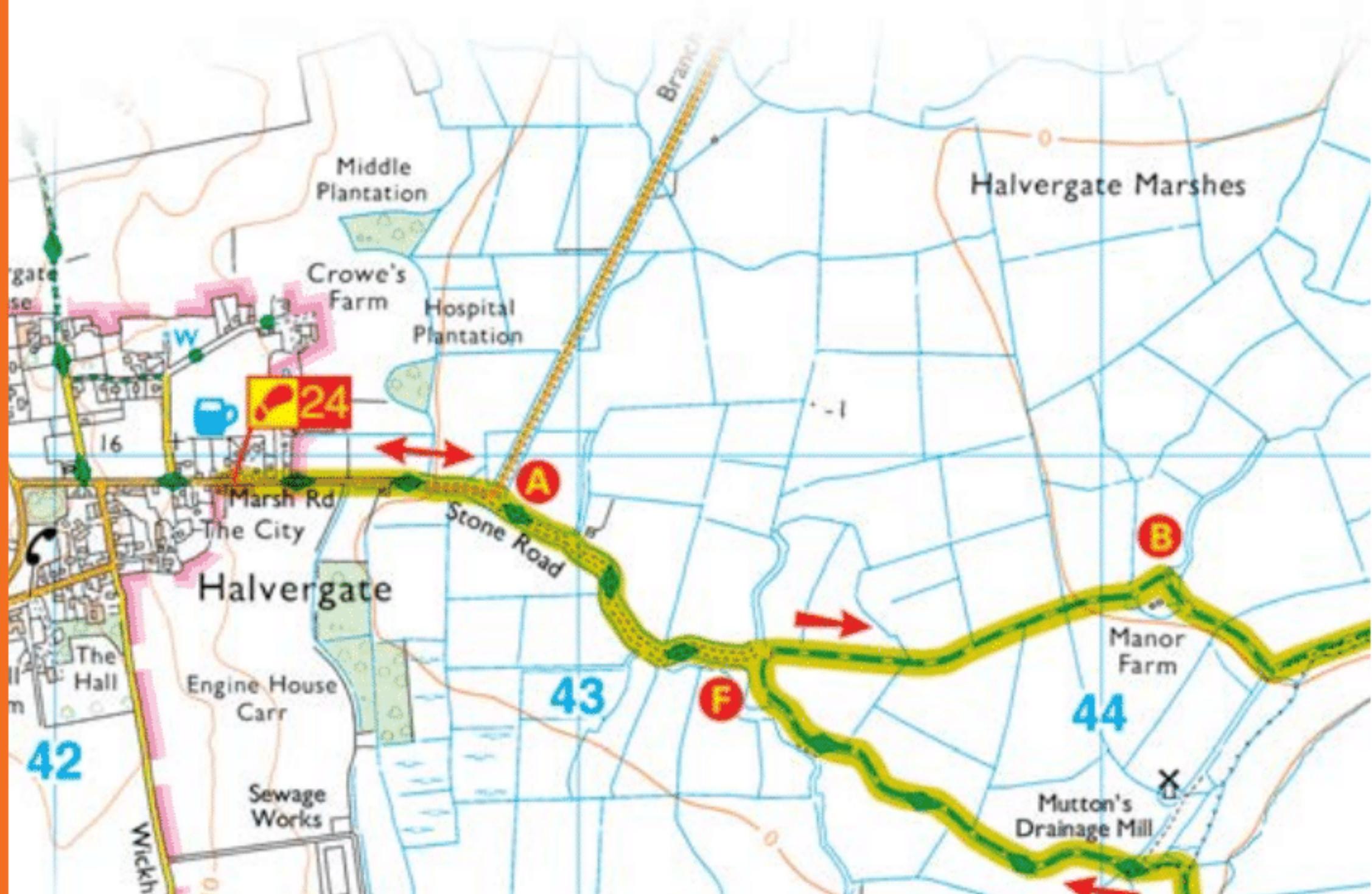
## walk 24

 Start	Halvergate
 Distance	9 miles (14.5km)
 Height gain	Negligible
 Approximate time	4 hours
 Route terrain	Fenland tracks and field paths
 Parking	Roadside parking in Halvergate
 OS maps	Landranger 134 (Norwich & The Broads), Explorer OL40 (The Broads)
 GPS waypoints	<ul style="list-style-type: none"><li> TG 422 069</li><li> A TG 428 069</li><li> B TG 441 067</li><li> C TG 477 069</li><li> D TG 465 049</li><li> E TG 448 057</li><li> F TG 433 066</li></ul>

# The Weavers' Way to The Berney Arms

*The Berney Arms is the most remote pub in Norfolk and, unless travelling by train or boat, the only way to it is on foot, for it stands in the middle of a vast marsh overlooking the confluence of the rivers Yare and Waveney. A shorter 5-mile (8-km) walk utilises the train from Great Yarmouth Station, returning along the Weavers' Way beside Breydon Water. But to experience the full sense of its isolation, try this circular walk from the village of Halvergate on the edge of the fen.*

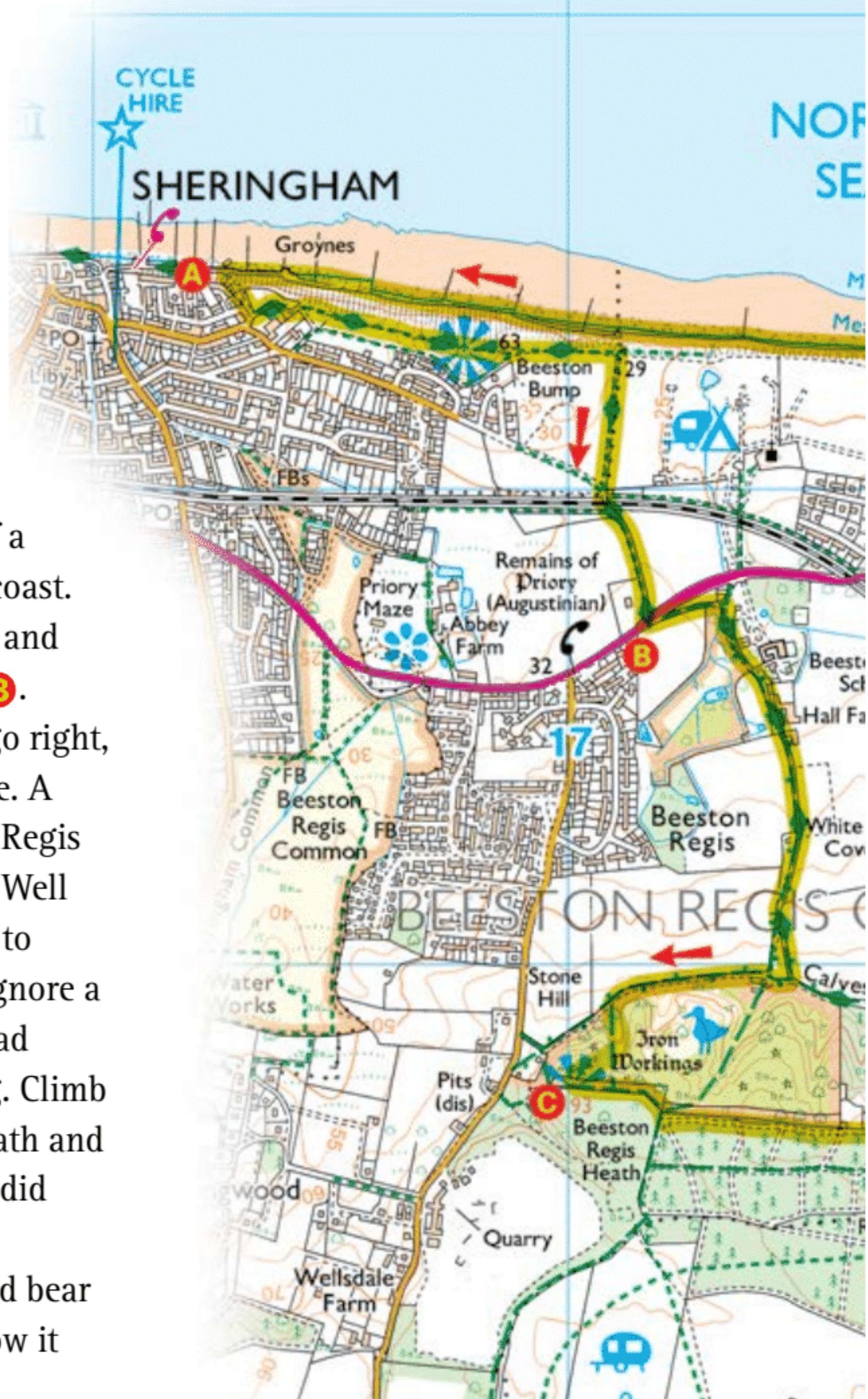
 Park near the **Red Lion** and follow Marsh Road out of Halvergate towards Great Yarmouth. Where it bends sharply left, leave the road along a broad track, signed as the Weavers'



Climb the drive from the top of the steps and go left beside a putting green to join the coast path onto Beeston Bump. One of Norfolk's highest coastal points and manned as a lookout during the last war, it offers a grand view. Continue downhill to the edge of a caravan park and turn from the coast. Cautiously cross the railway line and follow a track to the main road (B).

Cross left to a drive and then go right, passing Hall Farm and a campsite. A track continues towards Beeston Regis Heath. At a junction with Calves Well Lane, go right, skirting a cottage to continue along a hedged track. Ignore a broad grass trail to the left, instead taking a lesser path farther along. Climb along a wooded fold onto the heath and keep right, soon reaching a splendid cairned viewpoint (C).

Retrace your steps to a fork and bear right to a fence in the trees. Follow it



East Runton Beach

protects the land from inundation.

The onward route lies to the left, either following the track behind the dunes if the tide is in (and during the pupping season) or through the gap and along the beach over a succession of groynes for  $\frac{3}{4}$  mile (1.2km). Reaching a second break in the dunes, the Horsey Gap **D**, turn inland to a car park. Walk out along its access drive to the corner of a lane.

Turn right, but leave after 100 yards along an unmarked path to the left **E** between the fields. At the far end, the way develops as a track, leading past houses to All Saints' Church.

A delightful thatched building of flint rubble, it dates back to the Saxon era. The original round tower, one of more than 120 in Norfolk, was transformed into an octagonal belfry at the

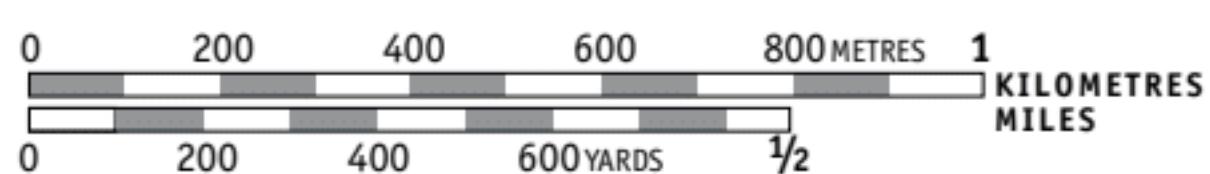


*Seals basking on the coast*

beginning of the 16th century.

Swing left at the corner by the church and then take the first right out to the main lane. Cross and go right along the verge, the path shortly slipping through the hedge into the adjacent field to take you beyond the village back to Horsey Windpump.

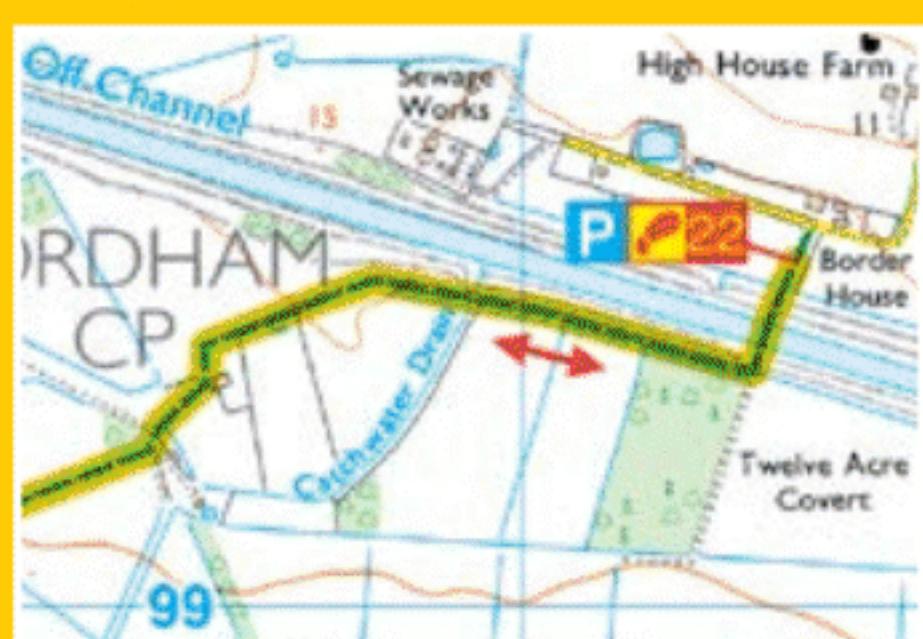
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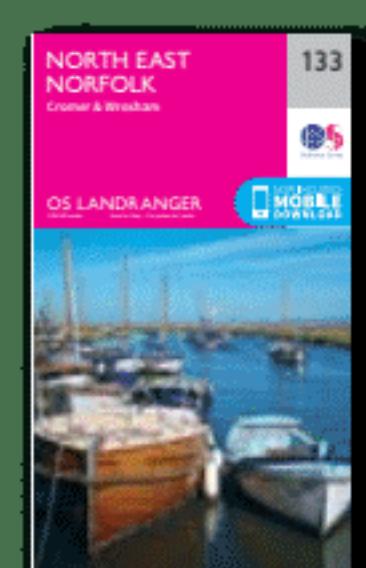
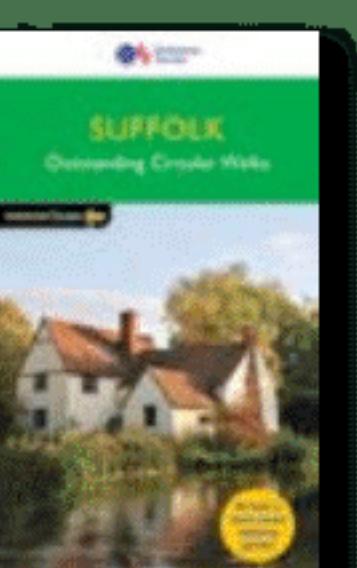
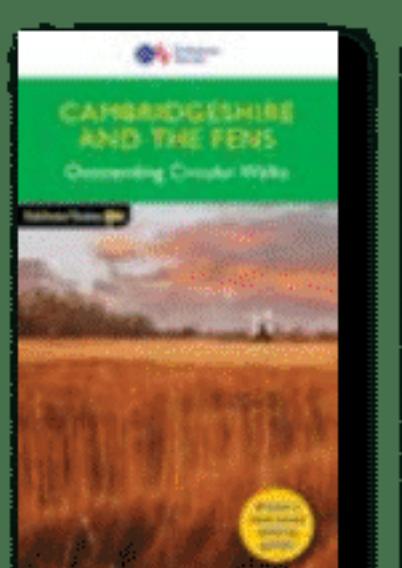
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