

# SUFFOLK

## Outstanding Circular Walks

Pathfinder® Guides 



Britain's  
best-loved  
walking  
guides

# walk 22

 **Start**  
Clare Country Park

 **Distance**  
7½ miles (11.9km)

 **Height gain**  
310 feet (95m)

 **Approximate time**  
3½ hours

 **Route terrain**  
Field-edge paths,  
tarmac drive, riverside  
paths

 **Parking**  
At start

 **OS maps**  
Landranger 155 (Bury  
St Edmunds), Explorers  
196 (Sudbury,  
Hadleigh & Dedham  
Vale) and 210  
(Newmarket &  
Haverhill)

 **GPS waypoints**  
**A** TL 775 463  
**B** TL 798 466  
**C** TL 808 465  
**D** TL 811 460  
**E** TL 796 453  
**F** TL 775 447

# Clare and Cavendish

*The attractive villages of Clare and Cavendish both have rare character and enough antique shops to impress Lovejoy. The steep motte of Clare's Norman castle is still dominant, topped by walls of a keep, while Cavendish has a lovely green. This walk follows the Stour valley downstream to where you cross to the Essex side of the river for the return to Clare.*

The pargeting on many of the houses is one of the delights of Clare. The plaster decorations, washed in pastel shades, date from the 17th century and include all kinds of designs from simple geometric shapes to intricate patterns and figures. Richard Fitzherbert, who fought with William the Conqueror at Hastings, built Clare Castle in c1090. His successors took the name de Clare and over the next two centuries, enlarged the stronghold, adding an inner and outer bailey. In 1314, the last of the de Clares was killed at the Battle of Bannockburn, and the castle subsequently deteriorated. In 1865, the Great Eastern Railway Company built a





*The ship burial mound at Sutton Hoo*

passing The Tips, a small but scenic peninsula and popular landing spot. It later breaks out at the edge of a field before turning once more into the trees, undulating onwards to settle along a low embankment above the shore towards The Hams.

Just past Sutton Marsh Wall Sluice the bank curves left, but the path drops off right at that point to continue at the field edge. Entering woodland once more, keep left at a waymarked fork, soon emerging over a stile to run beside arable fields again. Approaching a cottage, move left onto the floodbank. The path then circles the cottage passing Metersgate Quay **E**.

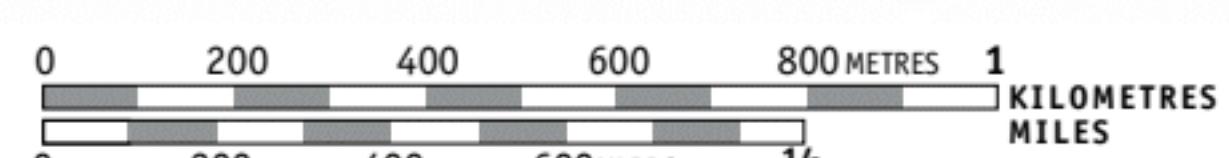
Briefly follow a track inland, and at a fence corner turn right at a public footpath sign towards the cottage. Go through a metal gate on the left and cross a paddock to leave by another gate at the far side. Keep ahead to go through two more gates, at the T-junction, bear left past a cannon at Metersgate Hall and then within a strip of pine plantation to reach a track. Go right, the drive winding past the entrance to the hall and outbuildings. Swing right and then immediately take the left grassy track, which runs away to the north at the edge of a couple of expansive fields.

Emerging through a belt of trees,



now support a footbridge **C**. Do not cross but keep ahead on the riverbank beside a long line of moorings, eventually reaching **The Harbour Inn**. A marker on the wall shows that floods can wreak havoc here, but the inn survives and has served generations of seafarers as well as tourists in more recent times.

The rough road through the harbour continues past boatyards, chandlers, fish shops and idiosyncratic fishermen's huts. When all these end, turn left just after the last telegraph pole before a caravan site onto a path beneath a flood bank **D**. This passes through thorn thicket and then runs on at the edge of the marsh, giving a fine prospect of the town in which the church, lighthouse and Adnams brewery can all be seen. Keep ahead when this meets a road at the edge of South Green, a delightful open space



surrounded by elegant buildings.

Turn right at a postbox to walk beside Acton Lodge to the seafront and go left along the promenade to return to the pier. Southwold is one of the country's most attractive seaside resorts, with a row of splendid buildings overlooking the sea that date mainly from Regency and early Victorian times when the town became fashionable. Beyond St James Green are the lighthouse, **Sole Bay Inn** and the brewery, but the line of old hotels is broken as several were destroyed during the Second World War.

SCALE 1:25000 or 2½ INCHES to 1 MILE 4 CM to 1 KM

# walk 23

## Start

The Pines car park at the rear of the concert hall, Snape Maltings

## Distance

7¾ miles (12.3km)

## Height gain

150 feet (45m)

## Approximate time

3½ hours

## Route terrain

Reed edge and estuary paths, forest tracks

## Parking

The Pines car park, Snape Maltings. If busy in summer, alternative start at Iken Cliff picnic site A

## OS maps

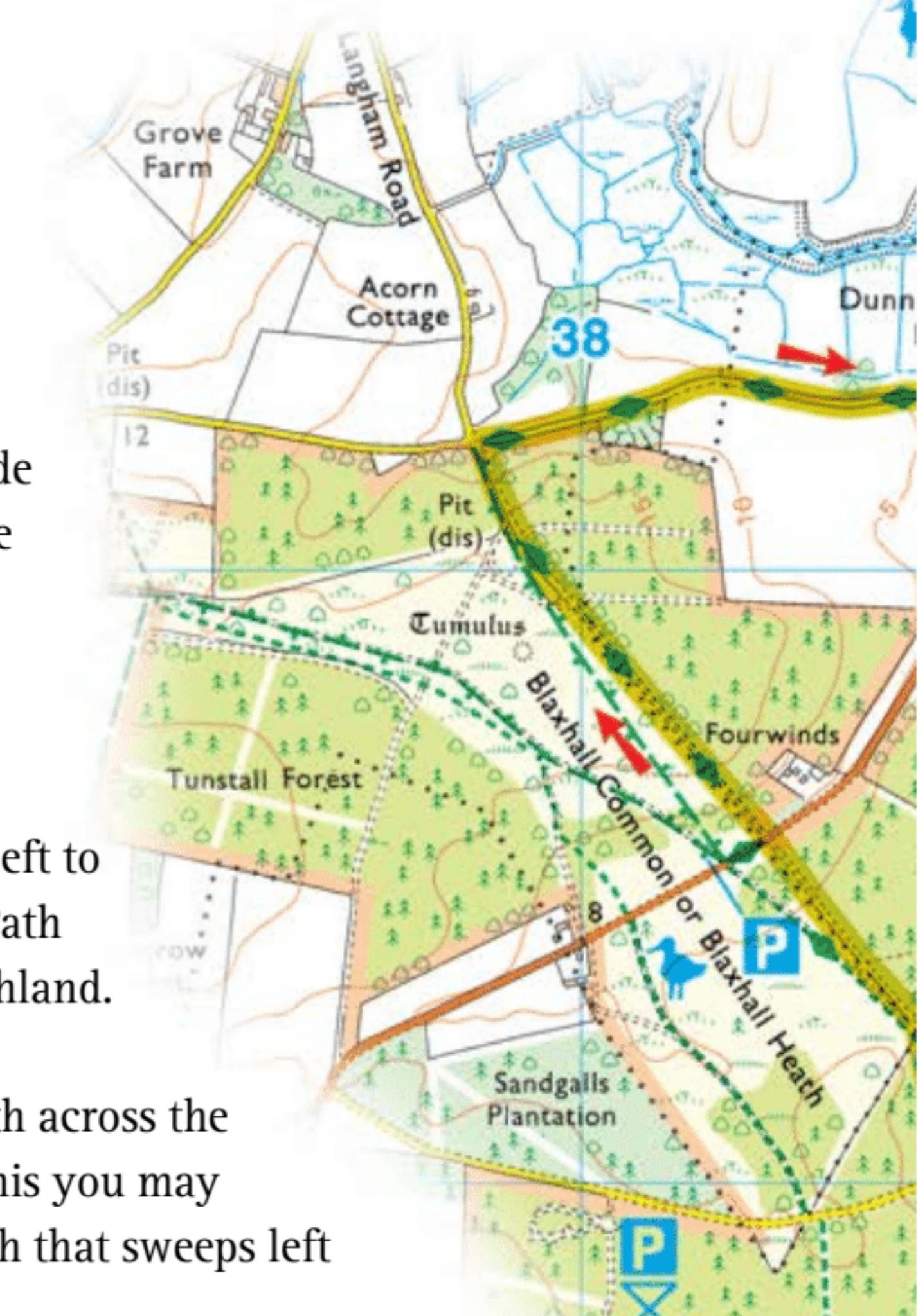
Landranger 156 (Saxmundham), Explorer 212 (Woodbridge & Saxmundham)

## GPS waypoints

- A** TM 393 573
- B** TM 401 562
- C** TM 411 560
- D** TM 411 551
- E** TM 406 547
- F** TM 401 542
- G** TM 385 562

# Iken and Tunstall Forest

*The ingredients of this walk are simple: an outward leg on a path along the shore of a reed-fringed estuary, the return on a forest track. The area is linked to Benjamin Britten whose music captures its atmosphere perfectly and there's much to explore at the start itself including the ancient bridge and the Maltings, which has been transformed into one of Europe's best concert venues.*



From the information board beside a bench overlooking the reed beds, go down the adjacent steps and turn right to arrive at a path junction beside a waymarked post. Turn left to join the Suffolk Coast Path and head towards marshland.

A plank walk and a footbridge takes the path across the head of a creek. After this you may like to divert onto a path that sweeps left through coastal

grassland which, as the notice says, is an ideal spot for a picnic. Both paths come together farther on, continuing along another stretch of boardwalk as Iken church comes into view across the reed beds and a bend of the river. Keep going, eventually passing



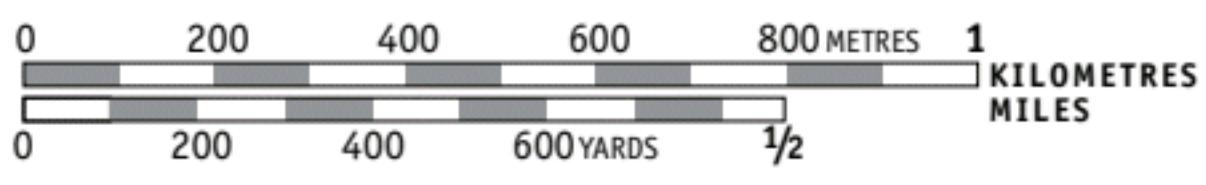
Moorings near Snape Bridge



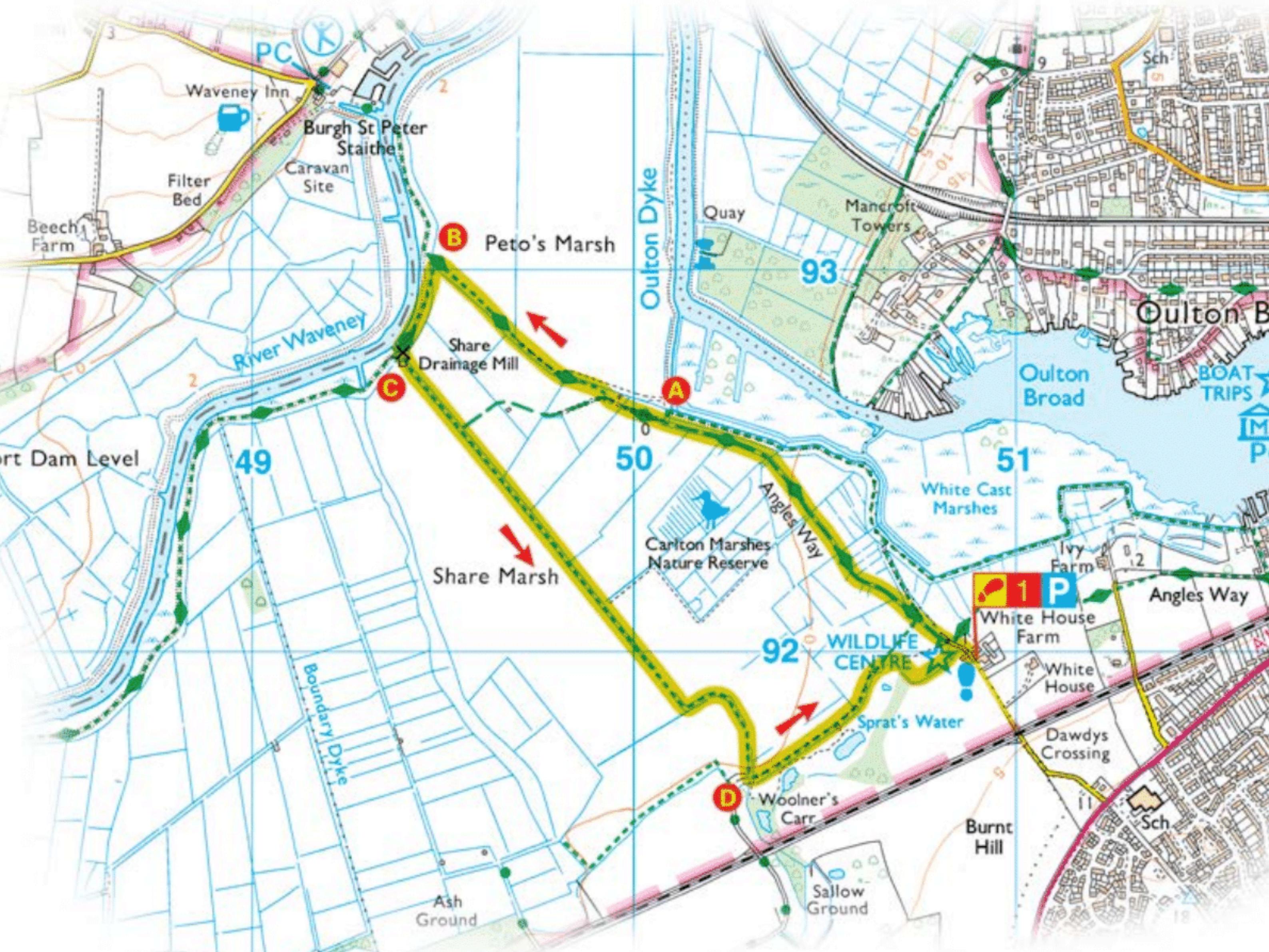
a low concrete bunker. Leave the embankment just beyond, dropping to a bridge **C**.

Follow a grass track across the marshes for a mile (1.6km), eventually winding to a junction **D**. The path opposite enters the conservation area around Sprat's Water, rejoining the main route a little farther on. *However, those*

*with dogs must turn left.* Carry on past a bridge, over which the reserve path emerges, and through a couple of gates to a fork. The surfaced path to the right winds beside a final length of ditch, returning you to the start point.



SCALE 1:25000 or  $2\frac{1}{2}$  INCHES to 1 MILE 4CM to 1KM





*The River Ore*

and continue on the other side, heading for the small spire of Sudbourne church, to be briefly glimpsed above trees.

Joining a boundary on the right, pass the church to reach a track at the corner of the churchyard **D**.

Turn left, shortly meeting a narrow lane. The bridleway continues opposite, after a while going through the fringe of a small wood and then crossing more fields to a road. Cross to a broad track and follow it on, passing Orford Lodge and later skirting an outpost of Tunstall Forest known as Gedgrave Broom. Eventually the main

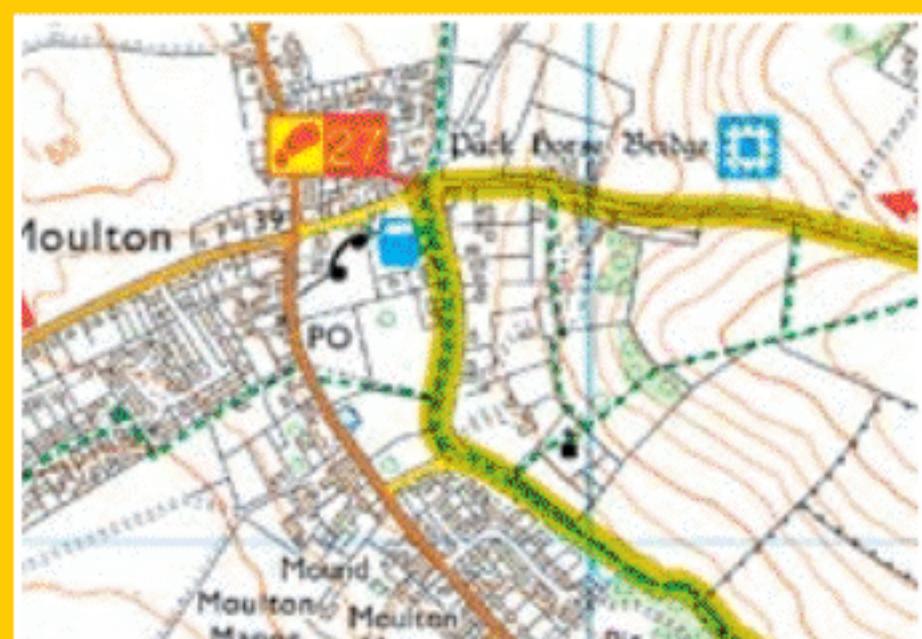
Silence is one of the great qualities here, broken only by the call of birds and rustling of the wind. Moored craft herald the end of the path, which finally drops onto the Orford waterfront. Go left up the main street back to the car park opposite **The Jolly Sailor**.



## Outstanding Circular Walks in SUFFOLK

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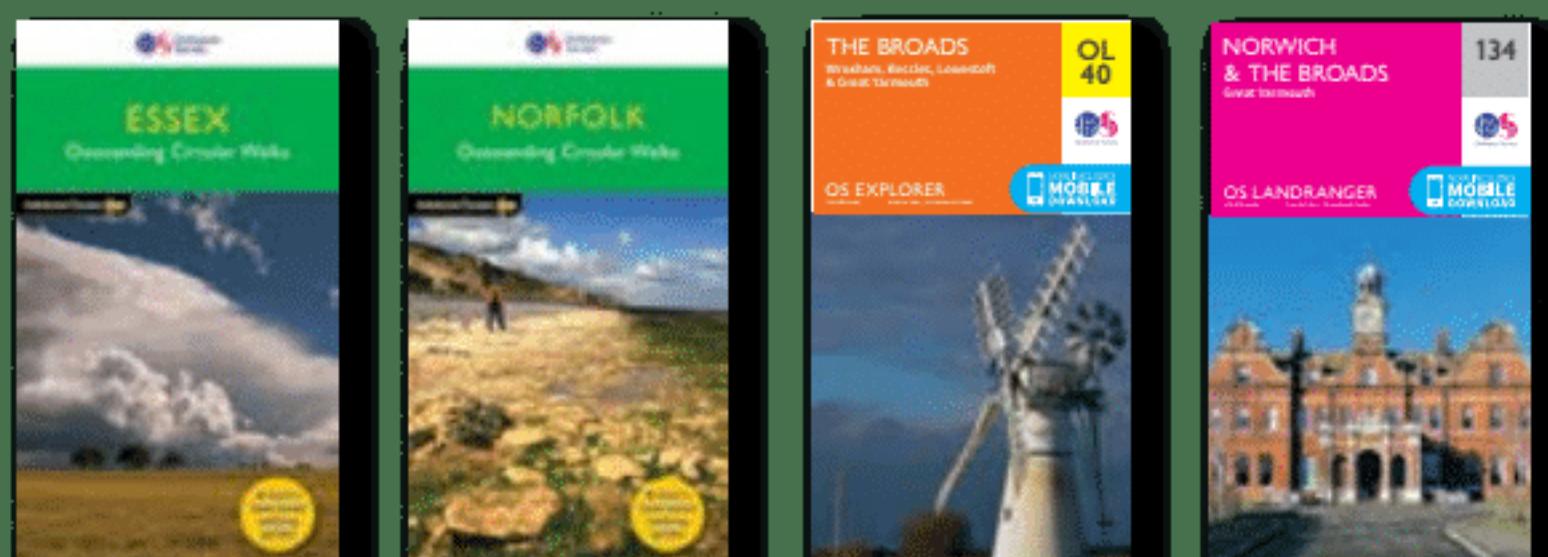
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