

Dereham Walkers are Welcome

supported by
Dereham Town Council

Walkers are Welcome is a non-profit making Community Interest Company. It's a nationwide initiative, launched in 2007 to encourage towns and villages to be 'welcoming to walkers'. The network has expanded rapidly and there are now over 100 locations across the UK that have joined this innovative community-led scheme to benefit from Walkers are Welcome accreditation. For national information, see www.walkersarewelcome.org.uk/.

Dereham became a *Walkers are Welcome* town in June 2016.

This means we will strive to

- be an attractive destination for walkers, with top quality information on local walks;
- offer local people and visitors excellent walking opportunities;
- ensure that footpaths and facilities for walkers are maintained, improved and well signposted;
- contribute to local tourism plans and regeneration strategies;
- promote the health benefits of walking and increase participation; and
- encourage the use of public transport.

We are grateful for the support of Dereham Town Council, which has agreed to work to ensure that all public rights of ways are kept in good order at all times.

If you would like to know more, support our work, or come and join us on one of our walks, please visit www.DerehamWaW.org.uk
email dtc.fpwarden@talktalk.net
or call 07561 813243.



Walks

in and around Dereham



Dereham has 41 public rights of way, the wonderful Neatherd Moor and several other open spaces: our walks will show them off to you.



Dereham Walkers are Welcome has prepared 14 full length walks, seven of them starting and ending in the town, the other seven using either the bus or the train (the Mid-Norfolk Railway) to travel out, then walk back. The walks are generally 6 to 8 miles (2 to 3 hours), though many also have the option of shorter routes for those wanting a little less. For a sample, see inside.

We have also prepared a booklet of 7 shorter walks, mostly 4 miles or less.

All of these walks can be downloaded free of charge from our website - see them at www.DerehamWaW.org.uk/walks.html. Download one to your smartphone and take it with you!

Our website also features our public led walks
- come and join us on our next one!



Walk 2: Badley Moor - 8 miles, allow 3 1/4 hours

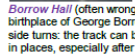
The walk can be shortened to 4 miles (1 1/4 hours) or 5 miles (2 hours)



Before starting this walk, please read the general leaflet

1 Leave the town centre by passing the cinema on the right, to walk down High Street (under the Dereham sign). Pass the library on your left, and go ahead (slightly left) along London Road. Just past the petrol station, opposite Station Road, turn right down Footpath 24. At the end, turn left on South Green then right to join the main road and go under the A47. Take the first turn left on to Rash's Green, follow this round to the right and turn left down Charles Wood Road (which is also Footpath 11).

2 As Charles Wood Road turns right, turn left to cross the *Mid-Norfolk Railway* line and continue to Yaxham Road. The path emerges by what used to be the *Jolly Farmers*, a Grade II Listed thatched building. Cross the road to Footpath 26 - legally only a footpath but a track throughout its considerable length - known here as Dumping Green. Pass *Borrow Hall* (often wrongly stated to be the birthplace of George Borrow) and ignore any side turns; the track can be rutted and muddy in places, especially after wet weather.



3 The 'crossroads', about 150 yards on, is the junction with Footpath 25 on the left: continue ahead. The second track on the right, after 1/4 mile, is Footpath 35, which leads to *Badley Moor Common*, *Open Access Land* and a *Site of Special Scientific Interest*, to which there is public access. Continue to Ivy Farm on the right. Footpath 4 runs from here down to *Mouse's Bridge* and into Yaxham. Keep on Footpath 26, now a hard surface track, past *Whitehouse Farm*. To the left is the route of *Restricted Byway 3*, not presently available, but the walk can be shortened by turning next left towards and past *Willow Farm*, to join *Restricted Byway 38, Cherry Lane*: follow it to meet Footpath 2 at **5**. Continue to *Mattishall Road*. Turn right and follow *Mattishall Road* for about 100 yards. **1** Take care along here - traffic can move quickly.



4 Turn up the first track on the left. Walk up the track to and through the edge of the woodland and at the end turn left and follow this new track, past *Oaklands* and ignoring all side tracks, until you reach some tall trees with a building largely hidden behind them. Turn left and follow the track back to *Mattishall Road*. **1** Take extra care along here - traffic can move quickly on this bendy road. Go ahead up the road past 2 bungalows and at the end of the field, turn left along the hedge on to Footpath 2. This starts as a field edge path, then continues across the field.

5 At the end, turn right on the track (*Restricted Byway 38, Cherry Lane*) and shortly right again, and follow it to the 'crossroads' at *Cherry Tree Cottage*. Continue ahead on the track (now called *Hall Lane*). Leave the track to follow the first line of trees on your left, on Footpath 25. This runs into woodland, then rejoins Footpath 26 at another crossroads (**3** on the map). Turn right to retrace your outward route to cross the railway. Go up *Charles Wood Road* and at the top cross *Rash's Green*, to follow Footpath 11 over the footbridge and on to reach *Westfield Road*.

6 Turn right and immediately left into *Sheldrick Place*. As this bends round to the left, take the pathway to the right, to come out on to *Shipdham Road*. Cross the road, turning left, then right between numbers 35 and 37 *Shipdham Road* on Footpath 12a. Cross the culverted stream, then bear right between the houses, to *Old Hall Road*. Turn right then left up *Famway*, immediately after it bends to the left, turn right up the footpath (still Footpath 12a). This continues across *Middlemarch Road*, where it also becomes part of *Route 13* of the *National Cycle Network*. A little further on, it goes beneath the A47, to emerge as Footpath 12, passing the play area and allotments to reach *Moorgate*.

7 Cross slightly to the left: the path continues behind the wall - there is a metal fingerpost to point the way. The path then runs ahead between the houses to come out on to *Gilpin's Ride*: turn right. This soon becomes *Littlefields* (still Footpath 12). You can turn right and cut through to *Baxter Row* and *High Street* via Footpath 16 or Footpath 15 (*Wakes Lane*) - see map. A better route, however, is to continue ahead into *St Withburga Lane* to pass first *Bishop Bonner's Cottage*, then *St Nicholas Church*, and go up *Church Street* to get back to the town centre.



Prepared by Dereham Walkers are Welcome © Dereham Town Council 2021

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The full series of walks is as follows ...

- Walk 1 Potters Fen and Water Meadows
- Walk 2 Badley Moor
- Walk 3 The Windmill and the Neatherd
- Walk 4 Rush Meadow and Quebec Wood
- Walk 5 Scarning and Podmore
- Walk 6 Yaxham and Clint Green
- Walk 7 Gressenhall
- Walk 8 Thuxton via Whinburgh
- Walk 9 Thuxton via Clint Green
- Walk 10 Yaxham
- Walk 11 East Tuddenham and Mattishall
- Walk 12 North Elmham
- Walk 13 Gressenhall
- Walk 14 Swanton Morley

Each Walk leaflet is made in the same way.

Detailed instructions, carefully checked to ensure they are accurate and clear, are given to guide walkers every step of the way.

The route is divided into half a dozen or so sections. The decision points are shown on the map - and a photograph is also supplied to confirm you are in the right place.

Every map follows a consistent scale (though the scales can vary from map to map).

Points of interest are noted: a general leaflet gives contact details (website and/or phone number) for these.

Most walks are around 6-8 miles (2-3 hours, plus lingering time), but ...

- most include shorter options within them, and ...
- walks can also be linked together to make longer routes for those wanting to go further.

There is also a General leaflet, giving more information about the walks, what to do if you have a problem, and links to find out more about the many points of interest you will find on the walks.

