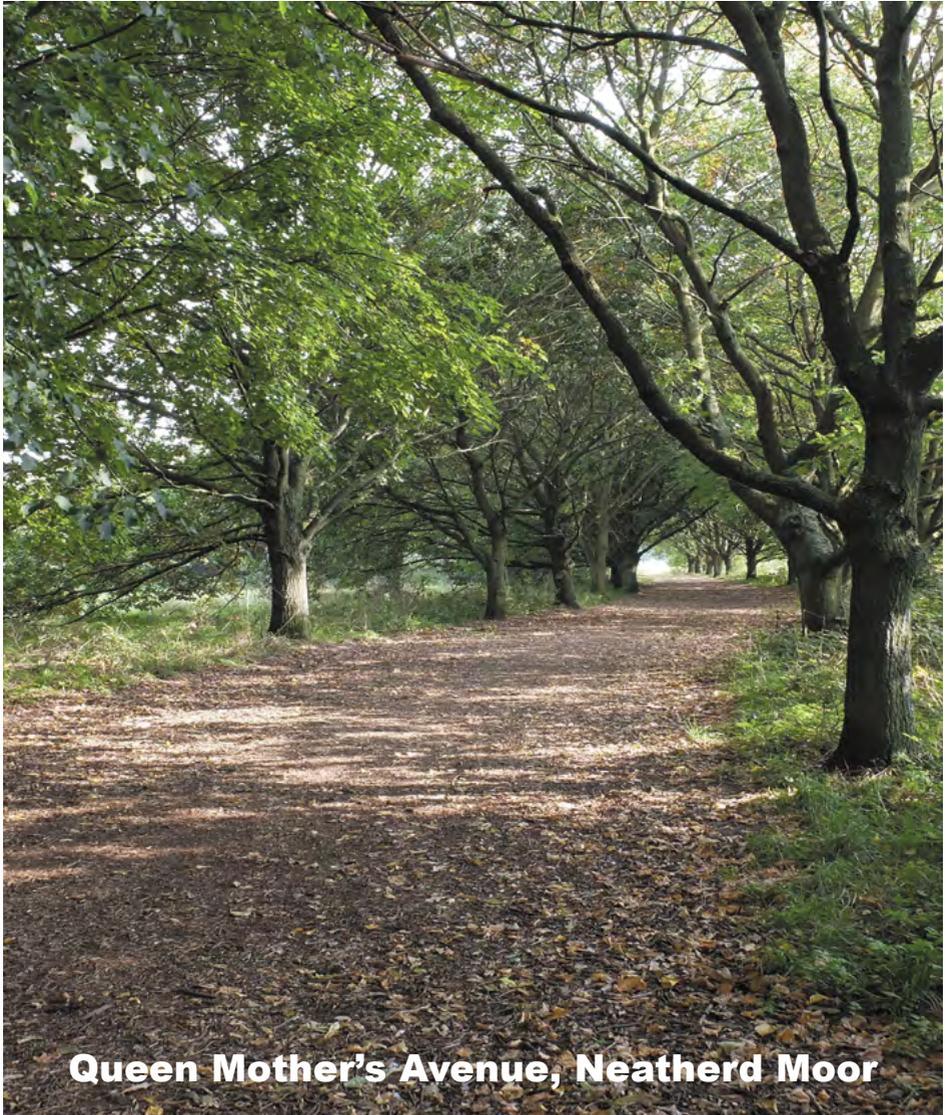


# Short Walks in Dereham

from Dereham Walkers are Welcome

Walkers are welcome in Dereham with many beautiful walks in and around the town, through woodlands and water meadows, over fields and across Neatherd Moor. Welcome to your walks.



**Queen Mother's Avenue, Neatherd Moor**

# Short walks around Dereham

This booklet contains 7 short walks (maximum 4¼ miles) in and around Dereham. Many of them have short cuts to enable even shorter walks, but longer walks can be made by joining them together: the map in the centre pages shows how the routes overlap.

The walks use pavements alongside roads, public rights of way and public open space (The Neatherd). Some of the paths can get muddy, especially after wet weather, so good footwear is strongly advised.

Every effort has been made to check that the instructions are clear and accurate. BUT things can change, and what we think is clear may still not be so to you: use your own judgement, and be ready to turn back if it seems advisable.

These walks have been compiled to provide interesting experiences to people who have not walked a lot before (though we hope they will also offer more seasoned walkers something to enjoy). If you are new, take care to stay within your capability - though you will never be far from the town.

The walks start from one of three locations - the town centre (near the Assembly Rooms in the Market Place), the Neatherd (by the play area) and the Windmill (but park on the road, please).

You can see the location of each walk on the map in the centre pages.

The walks are:

page	Walk	Starts	Distance
p 3	Walk 1	Neatherd Moor	2, 2¾ or 3¼ miles
p 4	Walk 2	Neatherd Moor	3 or 4¼ miles
p 5	Walk 3	Neatherd Moor	3½ miles
p 5	Walk 4	Dereham Windmill	3 miles
p 6-7	Map of walks		
p 8	Walk 5	Assembly Rooms	2½ or 3¾ miles
p 9	Walk 6	Assembly Rooms	3¼ miles
p 10	Walk 7	Assembly Rooms	3¼ miles

# Walk 1

2, 2¾ or 3¼ miles

Start at the play area on Neatherd Moor.

- 1 Follow the roadway to the left of the play area (but not the one right by the houses); ignore a drive on the right to reach the end of the tarmac.
- 2 Follow the footpath alongside the ditch; soon after the end of the ditch and back fence of the house, ignore a path on your left and continue for about ¾ mile, passing another path on your left to reach a path junction - one path bears left along a tree lined path, the other bears right across the field.
- 3 **Short walk** Follow the track which crosses the field; at the junction, turn right and follow the track into and through the trees and onward to reach the start.  
**Full walk** Bear left into the tree lined path and follow it until you reach a junction with a path going to the right.
- 4 **Middle length walk** Turn down the path on the right to emerge alongside a bungalow onto Etling Green. Turn right along the rough road to the end of the houses then continue on to the tree lined track. After a while, this comes out into the open. Continue ahead and again into trees, and follow this track all the way back to the start.  
**Full walk** Ignore the path on your right and continue until the path emerges onto a concrete farm road.
- 5 Follow this road and in about ¼ mile, at the end of the belt of trees, turn into a field entry on the right, which should be marked with a fingerpost.
- 6 When you reach the field proper, turn diagonally right across the field (keep just to the left of the tree in the middle).
- 7 This path enters the back garden of a house: go through the garden to the right of the house. (Be assured this is the official route of the public footpath, but please pay due respect to the householder.)
- 8 Go ahead onto the green and take a faint but clear path across the grass of Etling Green. In the middle of the green, where the trees on the left are at their nearest, there is a crossroads of paths, and a choice.
- 9 **Either** take the path to the left which approaches the trees then runs roughly parallel to them, to emerge onto a wide track used as an access road; turn right, and where the road swings right past the houses, turn left along a tree lined track. **Or continue ahead until the path emerges onto the rough road running past the houses; turn left and follow this road the short way to the end of the houses, and go ahead on the tree lined track.**
- 10 Follow this track past the new houses, and all the way back to the Neatherd play area.

## Walk 2

3 or 4¼ miles

Start at the play area on Neatherd Moor.

- 1 Keeping to the right of the play area, go along Neatherd Moor, past the pond on the left. Follow it to the end, where there is a small car park.
- 2 Turn right along the path between the school playing fields, to reach Norwich Road.
- 3 Turn left and cross Norwich Road; go down Cherry Lane on the right.
- 4 Pass the Windmill and follow the track as it goes around the new buildings and runs parallel to the A47.
- 5 Climb up to and cross over the A47 footbridge and turn left.
- 6 Follow the track, turning left just before you reach the cottages.
- 7 When you reach Mattishall Road, turn left. **Take care: there is no footway on this section of road.** Follow the road past the slip road and back over the A47 to reach Norwich Road once more.
- 8 Turn left along the footway and then cross Norwich Road.
- 9 Take the track on the right that runs between the rear of the houses until it meets a broad track and comes into more open woodland.
- 10 **Short walk** Continue in the same direction out of the woodland and into an open field. Bear slightly right to follow the path diagonally across the field to come out onto the main Neatherd field. Turn left and return to the small car park and so back to the start.  
**Full walk** Turn right and follow the track, to pass to the left of the entrance to a house and on to a much narrower path.
- 11 Keep on in more or less the same direction, staying close to a ditch on your right, until you meet a main track (this is Shillings Lane).
- 12 Turn right and follow the track as it passes the new housing on the right.
- 13 After passing a track on the right at the end of the houses, turn left between the fields and follow this track around the edge of the field.
- 14 Keep going ahead as the path goes past the back fence of, and then the entrance to, Osier House, joining the tarmacked roadway back to the start.

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## Walk 3

3½ miles

Start at the play area on Neatherd Moor.

- 1 Follow the roadway on the left of the play area, close to the houses; towards the end go to the right through the small grassed area, then keep ahead close to the backs of the houses.

- 2 At the end, turn right along the track; when the track turns to the right, keep straight ahead on a footpath across the field until you reach a track by a ditch.
- 3 Follow the footpath alongside the ditch; soon after the end of the ditch and back fence of the house, turn left up the waymarked path.
- 4 Cross Swanton Road (carefully!) and continue in the same direction.
- 5 The path emerges onto a short driveway: continue up this to the road (Northall Green).
- 6 Turn right and follow this road to Swanton Road.
- 7 Be aware of fast moving traffic along Swanton Road. Turn right along the verge until you reach a track on your left.
- 8 Follow the track, at first tree lined and later along the edge of a field, until it turns sharp left: at this point, go ahead through the trees to a junction with another path.
- 9 Turn left along the field edge, then shortly cross the field. Turn right at the junction and follow this track past the houses and back to the start.

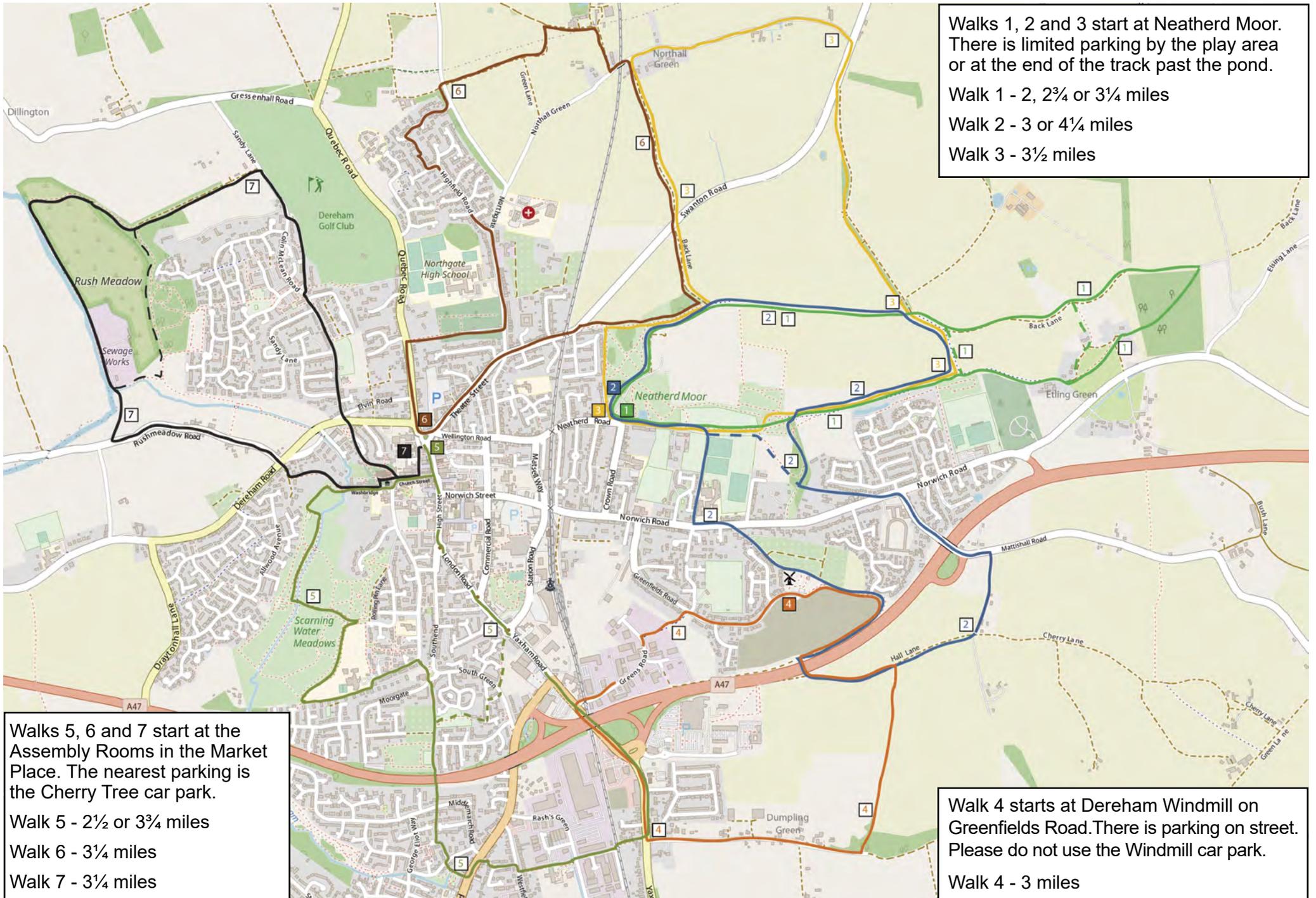
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## Walk 4

3 miles

Start at the Windmill (By car, use Greenfields Road, not Cherry Lane)

- 1 Walk back along Greenfields Road for about ¼ mile, and turn left (opposite Honeysuckle Drive) along a shared cycle and pedestrian path.
- 2 At the end, turn left and walk down the road and over the level crossing.
- 3 Turn left under the A47 (crossing the railway again).
- 4 At the roundabout, cross the slip road and supermarket entrance road carefully and go up Yaxham Road.
- 5 Opposite the thatched building, turn left along Dumpling Green.
- 6 Follow this track past all the houses (the last of which is Borrow Hall), and after a further 100 yards, take the path on the left.
- 7 Go through the trees and then along the field edge until you meet another track.
- 8 Turn left and follow this track up to the A47 bridge.
- 9 Cross the bridge, and turn right.
- 10 Follow the track around the new buildings to enter the grounds of the Windmill. Go through the grounds to reach the start.



Walks 1, 2 and 3 start at Neatherd Moor. There is limited parking by the play area or at the end of the track past the pond.

Walk 1 - 2, 2¾ or 3¼ miles

Walk 2 - 3 or 4¼ miles

Walk 3 - 3½ miles

Walks 5, 6 and 7 start at the Assembly Rooms in the Market Place. The nearest parking is the Cherry Tree car park.

Walk 5 - 2½ or 3¼ miles

Walk 6 - 3¼ miles

Walk 7 - 3¼ miles

Walk 4 starts at Dereham Windmill on Greenfields Road. There is parking on street. Please do not use the Windmill car park.

Walk 4 - 3 miles

## Walk 5

2½ or 3¾ miles

**Start at the Assembly Rooms** (the building near the war memorial with the clock on it) in the Market Place

- 1 Go down Rùthen Place (by the side of the Assembly Rooms), and turn left into Quebec Street.
- 2 At the end, turn right down Church Street.
- 3 At the bottom, turn left to pass the Museum, then right down Washbridge.
- 4 Cross the brook at the bottom and continue on Ted Ellis Walk.
- 5 Soon after passing Lucy's Meadow, and just before the houses, turn left to enter the water meadows.
- 6 On entering the meadows, turn right to follow the path along the edge of the meadows until you reach a large play area.
- 7 Turn left to follow the surfaced path to cross the bridge over the drain and continue until it reaches the houses at Sardis Way.
- 8 Turn right then right again alongside the school fence.
- 9 Follow the fence to the corner of the school field, then turn sharp left (still following the fence).
- 10 At the end of the school grounds, turn left through the barriers and then right up the road.
- 11 As the road swings left, turn right on the path between the houses.
- 12 Bear right to go between the wall and the fence, then cross the road to join the cycle and walking path. Follow this path past the allotments.
- 13 **Short walk** Take the second path on the left to follow a sinuous path across the wide grass area, which leads into a road. After a few yards, turn left and at the next road junction, turn right, which brings you to South Green. Turn left and cross the road, then turn right up Safari Way. Where this ends, opposite the petrol station, turn left and follow the road past the Library and back to the Market Place.  
**Full walk** Follow this path under the A47, across a road and through three barriers, until it emerges on Farmway.
- 14 Turn left to follow Farmway to a road, then turn right and then left onto a path between the houses (numbers 17 and 19).
- 15 Follow this path across the culvert and out to the main road.
- 16 Turn left, and cross the road. In a short time (next to house number 22), turn right through the barriers to reach Sheldrick Place.
- 17 Turn left and go to the end of the road; turn right and then left into the open grass area.
- 18 Follow the path to its end and cross the road to go down Charles Wood Road.
- 19 At the end, turn left and right across the railway line on to Yaxham Road.

- 20 Turn left and follow the road to the Tesco roundabout.
- 21 Follow the road under the A47 (and across the railway line), past Homebase and the petrol station, to reach the Library.
- 22 Follow High Street to get back to the Market Place.

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## Walk 6

3¼ miles

**Start at the Assembly Rooms** (the building near the war memorial with the clock on it) in the Market Place.

- 1 Cross the pelican crossings, turn left to cross another pelican crossing, then left along the cobbled pavement.
- 2 Turn right then cross and walk up Quebec Road.
- 3 At the top of the rise, cross the road again to turn right along the path to the left of Dorrington House and follow this through the cemetery, then turn left up Cemetery Road.
- 4 Just after the water tower, turn left into Highfield Road.
- 5 Near the end of Highfield Road, turn left into Acorn Way, then right into Oakapple Drive.
- 6 Turn right then left to follow the winding path across the grass to Windsor Park.
- 7 Turn right to follow the road and just before reaching the main road, turn left into a path that runs through the trees next to the road.
- 8 Where this path meets a track, cross the road into a footpath.
- 9 Follow this path as it goes through the trees, ignoring a path on your right, until it meets another track.
- 10 Turn right and follow the track past Hoe Lodge, round to the right and down to Northall Green near the railway bridge (on your left).
- 11 Turn left over the bridge, then immediately right down the drive and ahead onto a path through the trees.
- 12 Follow this path to reach Swanton Road.
- 13 Cross the road carefully onto another path and follow this to the end.
- 14 Turn right and at the end of the trees, bear right onto a path across the grass to meet a track by a small bridge.
- 15 Continue in the same direction to reach Swanton Road.
- 16 Go across the level crossing and follow the road to the junction.
- 17 Cross into Theatre Street and follow this back to the start.

## Walk 7

3¼ miles

**Start at the Assembly Rooms** (the building near the war memorial with the clock on it) in the Market Place.

- 1 Go down Rūthen Place (by the side of the Assembly Rooms), and turn left into Quebec Street.
- 2 At the end, turn right down Church Street.
- 3 At the bottom, go ahead on the path between the church and the bell tower, but at the first path junction, turn left and leave the churchyard onto Washbridge.
- 4 Turn right and at the bottom, cross the bridge over the brook and turn right through the barriers and onto the footpath.
- 5 Follow this to its end, then turn right again and walk to the main road.
- 6 Carefully cross into Rushmeadow Road and follow this for half a mile, turning right up a concrete road just before reaching a road on your left. Follow this road to the gates to the sewage works.
- 7 **Either:** At the gates to the sewage works, take the path to the left and follow this alongside the stream and along the edge of the meadow.  
**Or:** You can take an alternative route here. At the gates to the sewage works, take the path to the right alongside the stream and then upwards to join another path. Turn left and follow this path, most of the time closely following a fence on the left, until it ends at a junction with a path at point 10: turn right up the hill.
- 8 As the path enters the trees, it crosses a bridge onto a boardwalk.
- 9 Follow the path to the end of the boardwalk and onwards as it winds through the trees, to climb gently to a junction of paths.
- 10 Continue up the hill, when the path opens into a gravel drive.
- 11 At the top, turn right along the road. Take care - there is no footway on this road.
- 12 As the road swings right, stay ahead across the grass patch and on to the track that runs behind the houses (the golf course is on your left), to rejoin the road after a short while.
- 13 At the bottom of the hill, cross the road and go ahead on the road to the left of the parking area (Old Becclesgate).
- 14 This road ends at the bottom of the churchyard; follow the path up past the church, and back to the start.

## While you're here...

... as well as enjoying a walk, don't forget that Dereham can offer much more.

There are many cafés which can give you morning coffee, a lunch, or afternoon tea. Do give them a try.

You could also visit:

### Mid-Norfolk Railway

The Mid-Norfolk Railway is East Anglia's longest standard gauge heritage railway, running the eleven miles between Dereham and Wymondham Abbey. Open between March and December, for the 1940s Weekend, Steam and Diesel Galas, Afternoon Tea Specials, The Polar Express™ and more. For more information, see <https://www.midnorfolkrailway.co.uk/>



### Bishop Bonner's Cottage Museum

Right next to the bell tower in the town centre you can find the beautiful Bishop Bonner's Cottage Museum. Originally three cottages, it is the oldest surviving domestic building in Dereham and is now the town museum. For opening times see <https://derehamheritagetrust.org.uk>.

### Dereham Windmill & Partea Hut

This beautiful grade 2 listed windmill stands in a lovely park, ideal for picnics and dog walking. The adjacent Partea Hut tea room serves drinks, light lunches and homemade cakes, with indoor and outdoor seating. For current opening times and more information see <https://www.derehamwindmill.co.uk/>



For more information about Dereham and its attractions, including what's on, activities, clubs and societies, see <https://aboutdereham.org/>

**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 steadily across the UK with many towns and villages joining this innovative community-led scheme to benefit from Walkers are Welcome accreditation.

For national information, see [www.walkersarewelcome.org.uk](http://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;
- encourage the use of public transport.

We also have 14 longer walks - download them from <http://www.DerehamWaW.org.uk/walks.html>

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



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