## The 34 ${ }^{\text {th }}$ Poppyline Marathon

Saturday 9th June 2018 - Route Description
Emergency number: 07906404673 or 07597052572


Notes: 1. "... on R ..." means "... on your R ..."
2. Numbers on left are distances in miles.
3. The WW marked on OS maps is not always as waymarked. The Council have amended the route. This route is the one you follow.
4. Please return your Tally Card to the finish desk or to a marshal if you retire.

Start at Sheringham Primary School, Cooper Road (TG 152 423) NO NON-WALKERS BEFORE 09.00 WE TAKE YOUR NUMBER AND TIME WHEN YOU GO IT IS YOUR RESPONSIBILITY TO GET YOUR TALLY CLIPPED BY US 8.00 (slower) to 8.30 (faster) walkers - 8.30 short route walkers 9.30 runners

TR out of school onto Cooper Rd.
Continue until you reach main road, TL and follow path at side of main road all the way SLOT to roundabout.
At roundabout (use pelican crossing) SLOT into Sheringham.
Cross railway (Poppyline to the west, National Rail to the east).
Continue on R of shopping street. At clock, SLOT.
Where Rd bends L, follow Gun Street (The Lobster PH on R). At Oddfellows Hall BL between bollards to Lifeboat Plain. BL and BR along promenade. Continue with beach huts on R. After beach huts, opposite PSB, TR up steps.
Pass "The Wee Retreat".
At Rd TL and continue on stony path through barrier. SLOT on coast path uphill, up steps. At Trig pillar downhill on cliff top path.
At WM, bottom of steps take middle path and stay on this path towards white
cottage and level crossing.
Over level crossing and BL down hedge lined track. Reach main Rd where TL.
After $10 \mathrm{~m} \mathbf{X}$ Rd carefully and immed FR along tarmac Rd passing FPSP (NCP).

TR by terraced cottages up gravel track. Dogs on leads here please.
SO past school and farm. In 600 m at National Trust SP TL. Stay on left hand track.
At gate on L ignore turn to R and continue down TK (becoming wider). TK continues later between buildings. At bend BL

## 3.5 (TG 182 421)

At bend BL then SO to Rd. $\mathbf{X}$ to join TK ( 5 m to L of seat).
SLOT, later with fence on L to TL on tarmac TK across golf course.
At T junct in tarmac, gateway on R, SLOT (SP Restricted Byway) narrow FP, fence on R, HG on L. In 50 m at SP (NT, Incleborough Hill), TR through KG up steps. Ignore FP (SP "footpath") on R.
At seat, top of hill, follow path (145) across top of hill.
At track crossing (189 421) TL. Downhill, down steps and thru KG.
$\mathbf{X}$ path. Thru KG to cross field. Thru KG and SLOT on enclosed path.
TR opposite double field gates and SLOT.
Path becomes enclosed, later fence on R , wall on L .
At end of flint wall $\mathbf{T R}$ on $R d$ and in $12 \mathrm{~m} \mathbf{T L}$ with play area on L. At T-junct TR on road. Just past Beaconsfield flint house on L, TL (The Buddleias/Driftwood).
SLOT with WM on L. Continue with HG on L to enter narrow path (HG on L, fence on $R$ ).
SLOT through gate, cross grass area, cross railway with care and through gate. TL . At PFPS TR uphill with HG on L, later with fence on R to enter enclosed path. Through trees. Leave trees and continue towards caravans (fence on $L$ ). At TK BR and TL before Way Out sign. Continue on path through trees. Path descends and later with wall on $L$ to reach TK.
TL (Norfolk Coast Path) on metalled Rd by sewage works. X Rd \& SO with houses to reach main Rd. TL towards church.
Just before supermarket carpark entrance, X Rd and SLOT on opposite pavement into West Street (do not TR into Hall Rd), continue to T junction and CP1 in car park opposite, $1 / 2 \mathbf{R}$.

## CP1 Meadow Road Carpark 6.1 miles (TG 216 419) - Opens 9.15, Closes 10.55

TL from CP (Meadow Road) on pavement, railings on L. Just before junction TL down ramp and follow RH hedge to opposite corner of playground and grassed area. Thru gap and TL on footpath. SLOT on roadside footpath, at end of tarmac BL on path, to TR on TK (in front of "Amazon Zoo" sign) to Rd. TL. In 110 m , after house on R TR at WW sign.
Thru KG and $\mathbf{X}$ field diagonally (205) on path uphill keeping wood on R. At left wood corner BR (230) on path across field, thru KG, over Rly Bridge. SLOT with HG on L, SLOT (230) across field, then follow L edge of field to lane in next corner.
7.2 (TG 209 403)

X lane to go up steps. BR thru wood.
Follow path to leave wood \& TL onto FP with fence on your R, SLOT to main Rd.
$\mathbf{X}$ Rd carefully and TR.
FL onto TK by war memorial and SO to reach a kissing gate beyond cottages.
Pass through kissing gate \& SLOT across field, through trees, to gate and cattle grid.
Go through gate and TL continue across $2^{\text {nd }}$ cattle grid and continue on TK. Opposite church TR through small gate. Continue towards church with fence on L. At corner of cemetery wall TL through two gates into churchyard.

TR with church on $L$ to exit churchyard at double gates. TL to pass through small gate and BR (233) past bench seat. Cross ST by gate and large trees. TR past yellow arrow WM downhill, wall on $R$.
Continue with wire fence on R to field gate by brick wall.
SLOT with lake on $R$ and SLOT up through trees. Ignore first TK to $R$ at end of lake.
At Y-junct BR (WW) to Rd. TR.
In 50 m ignore minor Rd on R and ahead to renovated stone cross.
SLOT across junction on TK.
Continue, ignoring all TKs to L and R, to Rd (Valley Farm House on L).
SLOT thru village.
At junction FL (SP West Beckham).
25 m after notice board on L, TL on FP up loke ${ }^{1}$ (pass parked cars with care).

## 11.8 (TG 158 399)

At end of houses continue uphill then TR on TK to road and CP2 at junction.

## CP2 Church Lane, West Beckham 12.0 miles (TG 156 395) Opens 10.25, Closes 12.25

$\mathbf{X}$ with care and ahead on very mRd (SP West Beckham).
Continue along road for 1 mile past church then Wheatsheaf PH.

## LONG ROUTE ON NEXT PAGE SHORT ROUTE BELOW

In 100 m after Wheatsheaf PH (opposite Ivy Cottage) TR on FP (approx (010)) across Fd, bearing L to WMP to corner. X FB. Cont HG on L. At end of Fd ahead on loke ${ }^{1}$, between houses. At WM SLOT. At junct SLOT, wall on L.
Loke bends L to mRd . TR.
At XRd (main Rd) cross carefully then immed TL into Sheringham Park.
Down drive to Sheringham Park (NT).
When drive bends L towards car park SLOT on TK.
Ignore next L to NT centre (Wood Farm Cottage).
Fllw Blue WM. SLOT on narrower path, later downhill. Ignore all TKs to L and R. Eventually reaching cattle grid. Over cattle grid into parkland
(DOGS ON LEADS PLEASE). Continue to 4 way junction by Sheringham Hall, at bottom of hill. TL, SP Gazebo, to gate. Thru and TR.
15.0 (TG 131 422)

Pass Gazebo on R (worth a look as long as you don't mind heights !).
Continue following red arrows towards coast. At Rd, CROSS WITH CARE.
Thru gap and TR (red arrow). At end of field TL between posts on enclosed TK towards coast. TR along cliff top path (red arrow).
15.9 (TG 132 435)

NB The unstable cliff signs mean what they say. Be careful on cliff top.
After passing golf course and Coast Guard hut descend towards Sheringham.
TR then TL onto Rd at boating lake passing gardens and shelters on your L.

[^0]TR onto Rd towards roundabout. SO at roundabout.
At end X Church Street into St. Peter's Road \& cross to Sheringham Steam Railway Station (Welcome to the Poppyline Station).
TL. At junction with High Street TR, cross Rd and SLOT to roundabout.
BL to cross at pedestrian crossing and SLOT (A1082, Holway Rd).
Cross Alexandra Rd and Sandhurst Court. Cross Snaefell Park Rd by yellow bin.
At Pelican Crossing cross road. TL and cross Childs Way.
At Cooper Road TR and follow to
Finish at Sheringham Primary School, Cooper Road (TG 152 423)
18.1 miles ascent 516 m - Opens 13.20 , Closes 18.00 CONGRATULATIONS from Norfolk \& Suffolk Group LDWA !!!

## LONG ROUTE BELOW ON THIS PAGE

Continue along Rd in same direction from Wheatsheaf PH for 1 mile into Bodham. Pass Red Hart on L and Bodham VH. TL, Hall Close, between carparks. Follow RH footway which becomes enclosed path. At TK TL.
When TK goes R (to allotments), SLOT crossing stream in HG gap to join new stony farm TK on L side of field (HG initally on L). Keep on TK.
At power pole TR with TK towards Fm. At Rd TL.
14.9 (TG 120 391)

At T-junct across to TK. Follow TK to field gate (with view of Baconsthorpe Castle). $\mathbf{X}$ broken stile to $L$ of gate. At next gate $\mathbf{X}$ stile to $L$ of gate, to keep castle on $L$. SLOT with farm buildings on L. At end of modern barn TL. In 35 m TR on TK. In 630 m at WMP (partially hidden) on L (FP) TR on track past three oak trees. At tarmac farm drive before farm TL past "10-Caution Speed Ramp" sign.
At Rd cross to lane opposite (Chapel Lane).
At T-Junct TR. Just past phone box on R, TR to

## CP3 Hempstead Village Hall 17.1 miles (TG 088 381) Opens 11.30, Closes 14.20

At left bend in Rd, just before phone pole with mirror, and FPSP, TR. Continue on footpath (very overgrown)with HG on L to Rd. TR on road and in 275m TL at hedge, no FPS. Footpath very overgrown.
Continue with HG on R. At end of Fd, at WMP (note: circular walks WM TR), TL on enclosed path. At WMP TR. At stile (at end of enclosed path) TR on Fd edge. Continue under telegraph wires, $100 \mathrm{~m} \mathbf{T}^{1 ⁄ 2} \mathbf{L}$ (335) across Fd. At WMP enter wood. At Rd SLOT, later Selbrigg Pond on R.
At T junction SLOT onto FP entering wood. In 165 m , at WM, TL. Ignore paths to L or R \& follow waymarked path (later with buildings on $R$ and small chapel on $L$ ) to main Rd.
Cross Rd with care and TL.
At third Rd/TK on R (gravel TK - Bernard Close) TR and where close turns L
SLOT on narrow grassy path between gardens.
At path T junction TL to pass behind gardens on your L.
At gravel drive SLOT. At Rd TR and in 10 m TR (Warren Road).
After passing Warren Farm on your L, concrete track becomes muddy and narrows into path. Enter Kelling Heath caravan park through barrier. In 45 m TL (FP). Follow clear path across heath to Rly and level Xing.
20.7 (TG 102 414)

DO NOT CROSS but TR with railway on L.
In 500 m , at top of rise, BR with main TK. Pass WM on L (Squirrel).
On reaching $2^{\text {nd }} \mathrm{WM}$ (Squirrel) immediately TL, steeply, down grass TK.
At bottom of slope path narrows, later with fence on R .
In 300 m reach Kelling Heath Park platform. SLOT with railway still on L.
Later, TK joins from R. Pass pond on R, later VIEW HOLES on L.
Pass pond (for engines) on your L. Cont on tarmac TK, pass house on L to Rd.
$\mathbf{X} \operatorname{Rd} 1 / 2 \mathrm{~L}$ into grassy area, and continue fence on R later railway station on L .
Just before FPSP on L (Sheringham Park 1m) TL through gate into Weybourne station and $\mathbf{X}$ railway by FB to opposite platform.

CP4 Weybourne Station 21.8 miles (TG 117 419) - Opens 12.30, Closes 16.30

From CP retrace steps across Rly by FB. At bottom of steps TR on platform \& in 5 m TR thru gate. TL with Rly on L and fence on R.
Thru gap to R of gate and $\mathbf{B L}$ uphill with fence on L to NT sign, bearing left cont on track.
In 600 m , at end of mature trees on R , BL on TK (red/black arrow).
300 m later, at end of clear fell area, BL into scrub trees (red \& black arrows).
Continue thru barrier (Sheringham Park/NT Sign).
Then uphill to gate. DO NOT PASS THRU but TL (SP Coastal Path 1 mile).
22.8 (TG 131 422)

Pass Gazebo on R (worth a look as long as you don't mind heights !).
Continue following red arrows towards coast. At Rd, CROSS WITH CARE.
Thru gap and TR (red arrow). At end of field TL through posts on enclosed TK towards coast. TR along cliff top path (red arrow).
23.6 (TG 132 435)

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TR onto Rd towards roundabout. SO at roundabout.
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26.1 miles ascent 516 m - Opens 13.20, Closes 18.00

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[^0]:    ${ }^{1}$ Loke is local dialect word for tiny lane.

