

ESSEX WAY STAGE 9 - BRADFIELD TO RAMSEY (5.7 miles)

**START - BRADFIELD COMMUNITY CENTRE (Map Ref: TM 144307)
CO11 2UW //luck.slipped.assess**

Key

**L = left; R = right; TL = turn left; TR = turn right; X = cross over;
CONT = continue; THRU = through; ST = stile; WM = waymark; FPS
= footpath (or bridleway) sign; FB = footbridge (normally wood);
TK = track; RD = road; KG = kissing gate; SA = straight ahead
All distances are approximate**

- 1** Follow pavement 150M past church to **war memorial** (on your R).
TR, X RD, and follow pavement until it runs out. **CONT** round **R** hand bend to **FPS** at end of newish wooden fence (on your L). **TL** 30M on narrow dirt **TK** & **THRU KG**.
CONT 150M **SA**, in direction of railway bridge, 'til reaching **WMs**.
TL directly towards river for 200+M to just before railway line. **TR** & **CONT** by railway line to railway bridge. **TL** under railway bridge & **CONT SA** 200M directly towards river. Just before **WM/ditch TR** along field edge. **CONT SA** to just immediately past old greyish wooden barn.
- 2** **CONT SA** 130M on river foreshore **TK** (may be slippery/seaweed) to start of **trees**.
CONT 50M to **Nature Reserve sign**.
TR and after 25M **TL** onto tarmac **TK**.
With hedge on L follow **TK** 200M to **tarmac TK Xing**.
CONT ahead 200-300M to RH bend & pass **WM** on L.
CONT 30M slightly uphill to **Essex Way badged WM**.
- 3** **TL** at the **5th wooden post on the left** 40M down 2 flights of steps to **WMs**.
TL on 2nd TK for 40M, passing **WM**, on gravelly **TK** to flat wooden plank 'raft'. **X** 'raft' and **CONT** 30M to **climb steps** to seawall.
TR and follow seawall 150M to **FPS** (on your R).
- 4** **TR** down steps and immediately **TL** at **FPS** through metal barrier. Follow enclosed grass **TK** 800M **SA** (eventually uphill) to pass bungalow.
Facing black barn-like house **TR** 20M and **X ST** to **FPS** at **RD**. **(2.3 miles)**
- 5** **TL** and follow **RD** 200M uphill past houses to Wrabness Church.
CONT 100M on **RD** to pass green telecoms box to '**STONE LANE CARAVAN SITE**' sign.
TL 500M down gravel lane towards river to end of lane (just before metal gate).
TR and follow field edge 150M (wooden buildings/hedge on L).
Just before wooden gate (**SHORE FARM**) bear **L** up to seawall.
TR & **CONT** 500M on seawall **TK**, eventually field edge to **FB (WM/FPS)**.

- 6 **X FB and immediately TL** to follow TK 130M (woods on R) to **WM** as you exit woods. **CONT SA 250M to WM** (near house).
Through metal gate, **X FB**. Ahead 40M on dirt TK; Through metal gate & **X FB**.
CONT SA 700M (woods parallel on **R**) to **X FB** to **RSPB** reserve. **(4.1 miles)**
- 7 Up steps and **SA 25M** to TK **fork**. Bear **L** & **CONT 200M** to **X FB**.
SA 150M then **bear R** uphill to wooden gate (30m after Nomads' bench).
Pass **THRU** wooden barrier & **X railway bridge**.
CONT SA ahead 350M on wide gravel TK (ignore side turnings) to pass metal field gate to main RD.
- 8 **TL** following RD to just before overhead wires (do not X RD before blind corner). **X RD** and on to **FPS by power pole (circular mirror/metal field gate)**.
TR and follow TK 275M to pass under power lines.
50M on **CONT SA (ignore TK going L)**.
CONT 130M (pond on **L**) to **L** end of facing hedge. **(5.2 miles)**
- 9 **CONT SA 150M** on TK over field and **THRU** metal **KG**. **TL** and **CONT 120M** (hedge on **L**) then **THRU** metal **KG**.
CONT 100M towards windmill (TK may be faint if field in crop) and **THRU** fence gap (metal **swing-barrier**) into paddock.
X paddock diagonally & exit **THRU swing-gate** (you may have to unbolt). **CONT** ahead, same direction, under overhead wires diagonally to field corner. Exit **THRU** small wooden gate near windmill.
(THIS GATE MUST BE CLOSED AGAIN TO STOP HORSES STRAYING)
- 10 **CONT 100M** along field edge (hedge on R/open wooden fence on L) and then **TR** (wooden fence on L) down narrow enclosed TK to RD at **RAMSEY**. **TL 150M** along RD to ***'THE CASTLE'** pub.

* (Map Ref: TM 212305) CO12 5HH //highways.wildfires.shopping