## **Waveney Ramblers** North Norfolk 0 North Norfolk Rural Rambles

OS Map: Track: **TF 75496 29489 GPX for SatNav** Miles Updated:

Rural Rambles in North West Norfolk.

10 Walks from the Waveney Ramblers group holiday in N.W. Norfolk, September 2023.

We booked our own accommodation or made day visits. Some walks could include swimming.

Burnham Overy Staithe should be started 3 hours after high tide if you'd like to do the creek wades.

Please check the safety advice for each walk.

Local Norfolk ramblers were invited to join these walks.

Walk 1, Sat 16, Holkham and Wells - 6 Miles. P&D 5 pounds, card.

Walk 2, Sun 17, Great Massingham - 8 Miles. Village Hall Donation

Walk 3, Mon 18, Sandringham Woods - 6.2 Miles. P&D 7 pounds card.

Walk 4, Tue 19, Holkham Estate - 8 Miles. P&D 5 pounds card.

Walk 5, Thu 20, Castle Rising - 7 Miles. Park at the castle or opposite the golf club.

Walk 6, Thu 21, Castle Acre - 7.5 Miles. Small free car park, street parking, paid parking

Walk 7, Fri 22, Dersingham and Snettisham - 8.6 Miles. P&D 6 pounds, coins only (Checked 09-2023)

Walk 8, Sat 23, Hunstanton - 7 Miles. Free street parking and P&D.

Walk 9, Sun 24, Historic Lynn, Great Ouse and Nar - 8 Miles. P&D car park.

Walk 10, Wed 20, Burnham Overy Staithe - 3 hours after high tide - 8 Miles. Free car park floods!

DISCLAIMER: Waveney Ramblers tries to stay on rights of way and keep safe. These maps are a "best effort" to document our routes but there may be errors, especially if paths have not been reinstated or signposted. Local conditions change from day to day and with the weather and seasons. Paths get diverted or closed. A safe walk today could become unsafe tomorrow. So please rely on your own common sense. Use these guides as a starting point and not as Biblical authority. As always the main danger is road traffic. Railway crossings are safe by comparison. In this series some walks depend on the tides and weather so please double check.

Corrections:

## Rural Rambles North Norfolk Waveney Ramblers

