Scan or click to view this route on the OS Maps App — also a route profile and GPX

Common, coast and town walk

Distance: 5.9 miles (9.5km) **Ascent:** 182m (597ft)

Time: Allow 2h 45m to 4h 15m

Map: OS Explorer 1:25k (252) Norfolk Coast East

Start/Finish: OS Locate TG 159 428 what3words ///bleaker.fells.sculpting

A lovely route with great views and coast path, then back through the town. From the hostel turn left onto Cremer's Drift, left onto St Joseph's Road and right onto Common Lane. Continue to Woodland Rise, enter the common and follow the path ahead. Before the water works take a small path on the left into the woods. Follow the worn path to an unpaved residential road. Continue to Briton's Lane, turn left, after 300m take the small path on the right and follow this uphill through the trees. As the gradient flattens turn left to the viewpoint, then head down a narrow path. Turn right onto Calves Well Lane and continue to Sandy Lane. Turn left, pass West Runton railway station, turn right onto Cromer Road and left onto Water Lane. Bear right at the caravan park entrance and continue towards the coast. Enter the car park, bear right to the Coast Path, turn left along the clifftop and pass two caravan parks. Head up and over Beeston Bump and continue downhill on the Coast Path. Immediately after the putting green turn right to head down the ramp and steps to the seafront. Turn left, pass the beach huts, stay on the seafront past Beach Road and pass the museum. Leave the seafront at the next ramp up to Promenade. Turn right onto High Street, bear left onto Station Road, turn left onto Cromer Road, right onto Cremer's Drift and to the hostel.

Hazards

Caution on the road sections, some without pavements. Briton's Lane has no pavement and can be busy. Take care on the cliffs, steep drops.



Accessibility

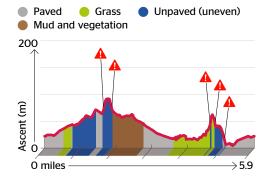
There are flights of steps and gates less than one metre wide. Paths are mostly wider than one metre with no stiles and are paved, grass, compacted mud or have small stones. Some paths may be narrowed by overgrown vegetation. The steep ascent after Briton's Lane can be avoided by remaining on the road and turning right onto Calves Well Lane. Shorten the route with trains between Sheringham and West Runton.

Navigation

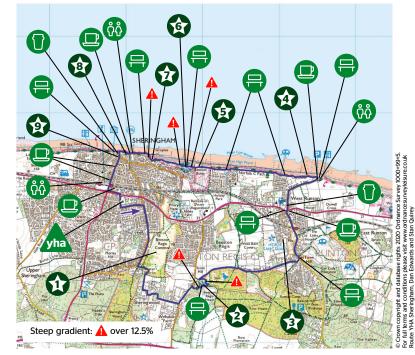
Following obvious roads and signposted paths. There are many well trodden paths across the commons and woodland, take care to follow the right ones.

Terrain

Paved roads and gravel, grassy and compacted mud paths. May be muddy after rain.



This route has been created by YHA to provide inspiration and to aid planning and preparation of your walk. It doesn't replace the need for an OS Map or the OS Maps App to navigate your walk safely. Digital maps are a guide and do not always reflect the conditions on the ground, ensure you are aware of your immediate surroundings.





Points of interest (see map)

A varied walk including 1 pretty commons, 2 viewpoint, 3 Shire Horse Sanctuary, 4 West Runton Beach, 5 views out to sea from the cliffs and 6 Beeston Bump, 7 putting green 8 Sheringham Museum and 9 amusements.







Facilities (too many to map)

Toilets and cafés on the seafront at West Runton and Sheringham. Toilets and a choice of pubs, cafés and shops in Sheringham town.



Seats on route (too many to map)

Lots around Beeston Bump and on the seafront, fewer elsewhere.



Not wheelchair accessible



Not a touch free route



Not pushchair accessible



Stile free



Thank you for choosing to walk from our hostel. We hope you have a great time.

Walking in the national landscapes of England and Wales is part of YHA's heritage. With hostels on National Trails, in National Parks and Areas of Outstanding Natural Beauty, YHA plays a unique role in the nation's walking community.

To make it easy for everyone to enjoy walking from YHA hostels, we have curated three walks — an easy, moderate, and more challenging option. They have all been graded — the higher the grade, the more challenging the route.

Before you go:

- Check the local weather forecast (metoffice.gov.uk).
- Check the tide times for coastal routes (tidetimes.org.uk).
- Get the right clothing, footwear and kit for the route and weather.
- Ensure you have enough time to complete the route before dark.
- Download the OS Locate and what3words apps to your phone.
- Contact 999 by SMS text (must pre register by texting 'register' to 999) (relayuk.bt.com/emergencysms).
- For further information on how to stay safe visit adventuresmart.uk

In case of emergency call 999 (or text 999 if pre-registered) and use OS Locate or what3words to provide a detailed description of your location.

For more walks or information on route grading and timings go to yha.org.uk/walks

If you encounter problems with this route contact walking@yha.org.uk



Scan or click to shop for OS maps online osmaps.com/yha



Countryside Code

Respect everyone

- Be considerate to those living in, working in and enjoying the countryside.
- Leave gates and property as you find them.
- Do not block access to gateways or driveways when parking.
- Be nice, say hello, share the space.
- Follow local signs and keep to marked paths unless wider access is available.

Hazards

- Take extra care and stay alert where a right of way crosses a railway line.
- When walking on a road without a
 pavement keep to the right-hand side,
 so that you can see oncoming traffic.
 Keep close to the side of the road, and
 walk in single file if necessary. It may
 be safer to cross the road well before a
 sharp right-hand bend so that oncoming
 traffic has a better chance of seeing you.
 Cross back after the bend.
- Give wild animals, livestock and horses plenty of space.

Protect the environment

- Take your litter home leave no trace of your visit.
- Do not light fires and only have BBQs where signs say you can.
- Always keep dogs under control and in sight.
- Dog poo bag it and bin it any public waste bin will do.
- Care for nature do not cause damage or disturbance.

Enjoy the outdoors

- · Check your route and local conditions.
- Plan your adventure know what to expect and what you can do.
- Enjoy your visit, have fun, make a memory.

What to wear

- Comfortable clothing suitable for the conditions.
- Use several layers, so you can add and remove clothing to regulate your temperature.
- · Extra warm clothes in case it gets colder.
- Hat, gloves and scarf.
- · Sun hat, sun cream and sunglasses.
- · Waterproof jacket and trousers.
- Cushioning comfy socks.
- Comfortable well fitting trainers, walking shoes or boots.

Kit

- Map and compass.
- Water, lunch and snacks.
- Charged mobile phone and portable charger.
- First aid kit.
- Torch and spare batteries.
- Rucksack, with waterproof cover or a dry bag or plastic bag inside.
- Medicines or toiletries you would usually use.

You might also want to take

- Picnic blanket.
- Waterproof baseball cap, if you wear glasses.
- Walking poles.
- Tissues and hand sanitiser.