

027

YHA Sheringham [Book your stay now](#)

Kelling and Weybourne

Coast and countryside walk

Distance: 11.7 miles (18.8km)

Ascent: 328m (1,076ft)

Time: Allow 5h 15m to 8h 30m



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

OS Explorer 1:25k (251) Norfolk Coast Central

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

A stunning walk along the coast, returning through beautiful countryside and woodland. From the hostel turn right onto Cremer's Drift, left onto Cromer Road, right onto Station Road and bear right onto High Street. Continue to the seafront and turn left down the ramp onto Promenade. Follow the seafront and immediately before the beach huts take the tall steps up and turn right. Follow the England Coast Path, cross Weybourne beach and pass the radio masts. At Kelling Hard take the footpath on the left – opposite the pill box. Immediately bear left towards the masts and follow alongside the compound fence. Pass through a gate, then navigate up Fox Hill and turn left to head down to the A149. Turn left along the road and take the footpath on the right before the Muckleburgh museum. Turn right to reach the trig point in the trees on Telegraph Hill. Navigate across Kelling Heath and cross Holgate Hill. Cross the railway and turn left to walk alongside it. Pass Kelling Halt, continue to Sandy Hill Lane and turn right. As the road bends to the right follow the track ahead for 470 metres and turn left into Weybourne Wood. Follow tracks and turn right to emerge in Sheringham Park. Turn right at the track crossroads before Sheringham Hall. Continue onto Park Road which becomes The Street, then Cranfield Road. Turn left onto Butts Lane, then turn left onto Holway Road. Turn right onto Morley Road, left onto Morley Road North and left onto Cremer's Drift to the hostel.

Hazards

Take care on the clifftops, steep drops, eroded paths and fragile edges in places. The coast path is exposed to the weather, do not walk this route in high winds. Caution on the road sections, some without pavements. There is a 150m section on the busy A149 near Muckleburgh, there are verges to get off the roadway, but they are not suitable to walk along. No pavement on Sandy Hill Lane, there are walked paths alongside the road in places. Take care crossing the railway line.

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.

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



Accessibility

There are kissing gates and steps on the route. No stiles. Terrain includes paved roads, good tracks, fields and uneven paths with stones or ruts exceeding 10cm. Short section of pebbly beach. Good navigation is required for some of the inland sections.

Points of interest

Stunning sea views, lovely countryside and woodland. Lots to do in Sheringham including amusements, putting green and

museum. Weybourne beach. Muckleburgh Military Collection museum. North Norfolk Railway (Heritage Railway), restored station at Weybourne and trains to Sheringham and Holt. National Trust's Sheringham Park with gardens, woodland, wildlife, visitor centre and the Gazebo viewpoint.

Facilities

Toilets and cafés in Sheringham town and on the seafront. Pubs in Sheringham and Weybourne. Portaloo at Weybourne beach. Toilets and café in Sheringham Park.

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Route: YHA Sheringham, Dan Edwards, Stan Quiry & Matt Overit



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).
- Plan your walk by completing the YHA route notification card it helps Emergency Services if you get into difficulties or fail to return from your walk when anticipated (yha.org.uk/route-card).
- Ensure your entire group have the fitness and skills to complete the route.
- For further information on how to stay safe visit adventuresmart.uk

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

Share your walks



What to wear

- Base layer and mid layer.
- Walking trousers.
- Warm jacket(s).
- Take extra layer(s).
- Hat, gloves and neck gaiter.
- Sun hat, sun cream and sunglasses.
- Waterproof jacket and trousers.
- Cushioning walking socks.
- Walking shoes or boots.

Kit

- Map, compass and GPS device or OS Map app on your phone.
- Water, lunch and high energy snacks.
- Charged mobile phone and portable charger.
- First aid kit.
- Head torch, spare batteries.
- Watch.
- Whistle and survival bag.
- 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

- Spare socks, hat, gloves.
- Balaclava.
- Leg gaiters.
- Waterproof baseball cap (handy if you wear glasses).
- Walking poles.

- Bivi bag or group shelter.
- Spare food and hot drink.
- Duct tape (handy for fixing things).
- Penknife or multitool.
- Tissues and hand sanitiser.
- Plastic bags to take away your rubbish or dog poo.

In case of emergency

- Call 999 (or text 999 if pre-registered) and ask for the Police.
- Use OS Locate or what3words to provide a detailed description of your location.
- If you need to attract attention shout or give six blasts on a whistle at regular intervals. In low light flash your torch six times at regular intervals.
- If you can send someone for help, they need to know your location (grid reference), number of people in the group and the nature of the emergency.
- Help could be some time coming so whilst waiting make the casualty comfortable.
- Keep the casualty warm and dry using spare clothing. Use coats or rucksacks to insulate them from the ground.
- Remember the rest of the group could be getting cold whilst waiting. Use an emergency shelter or find a sheltered location.