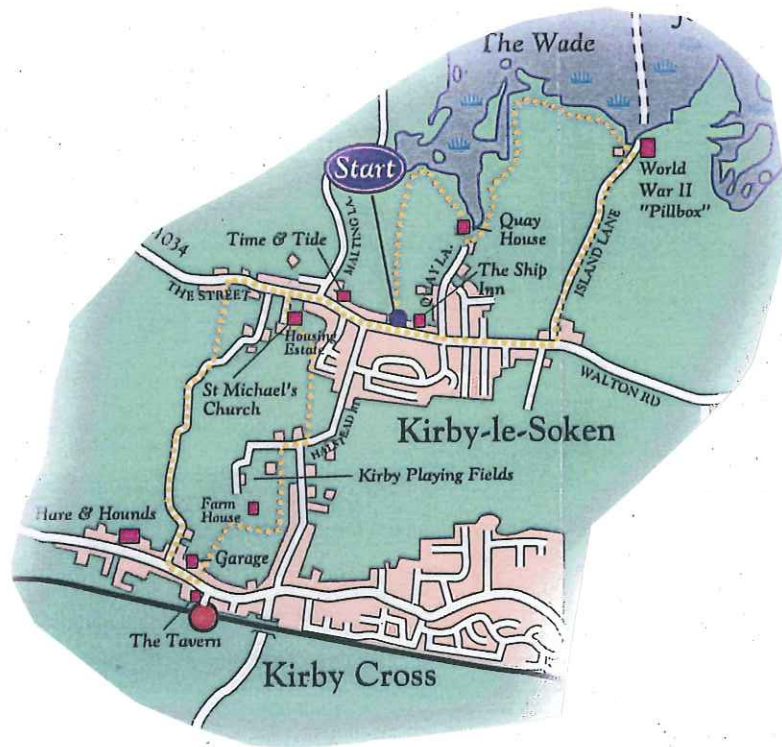


Kirby-le-Soken

Distance: 3 or 5 miles
Time: 2 or 3 hours



A backwater and countryside walk

The walk commences at a footpath to the west of the 14th Century public house The Ship Inn. Turn right into this path and continue along. The path veers right then left giving you views of the backwaters with Horsey and Hedge End Islands in the middle distance. To the left, the path leads to Landermere Creek while you take the right hand path towards Walton on the Naze. The path continues on towards Quay Lane where you have to turn sharp left towards Quay House. Just before you reach the house, there is an obscure but sign-posted path across the dyke, take this but beware of flooding at high tide. Continue for quite a distance along the sea wall until you reach an old pill-box at the top of Island Lane. Walk down the lane to the main road and turn right back towards The Ship Inn.

For the longer walks, continue past the Ship Inn and make your way to St Michael's Church. Walk around the church and through a gateway at the rear, follow the left hand path towards a housing estate. Pass through two metal barriers, crossing The Sparlings between them. This path now leads to a field, bearing left towards Halstead Road where it exits. Turn right and follow the track road for about 100 yards before turning left alongside the Kirby Playing Fields. Walk straight on past the pavilion and a hedge, until the path turns sharp right, then on to an opening where the path bears diagonally left across a field to the rear of Thorpe Road (through paddocks and a small housing Estate). Once on Thorpe Road, turn right and keeping to the right after a short distance there is an entrance to Mumford Lane. Turn down this lane, continue on past a metal gate and there is then a tree lined track which leads you eventually back down to The Street, Kirby-le-Soken. Turn right at the end and this will eventually lead you back to the The Ship Inn.