

A GENTLE STROLL ROUND THE FARMLAND OF N-W KELVEDON



1



Situated near the site of the Roman settlement of Canonium, **KELVEDON** has been a centre of population since the early Middle Ages. In Victorian times it expanded significantly thanks to the direct rail link into London and in the 1930s, the High Street became part of the A12, the main trunk road through Essex. The bypass was built in the 1960s. Today the joint population of Kelvedon and Feering is approx. 5000.

WALK DIRECTIONS

1

From Kelvedon Station turn left onto the B1024 towards Coggeshall and pass under the railway bridge. After 200 yards turn right across the road and go through the metal gate marked by a fingerpost. Walk a short distance along a track before setting off in a north-westerly direction on a well-defined path across the fields. Shortly after passing Coggeshall Hall (private property) on the right, two footpaths cross at right angles. Take the path to the left which rejoins the B1024 opposite the George & Dragon restaurant.

2

Cross the road where a fingerpost indicates a path to the left of the George & Dragon car park. Carry on along the side of the field to a stile where the path goes across the corner of another field to join a farm track. Turn right and after 100 yards turn left. Maintain a southerly course for 300 yards then leave the track and follow the footpath to the right, south-westwards, diagonally across the field. Enter the adjoining field via a wooden bridge and keep to the footpath along the field edge skirting Rock Hall to join Hollow Road at a point marked by a finger post.

3

Turn left and walk along the road for a quarter of a mile then take a footpath on the left marked by a fingerpost. Cross the field in the direction indicated by the post to reach a wooden latch gate giving access to a wooded area at the end of which is a metal gate. Here it is necessary to rejoin the road for about 50 yards before again turning left at a fingerpost to re-enter the wood. Follow the waymark to join a gravel driveway leading through some iron gates to pass Park Farm. Continue along the driveway which soon becomes a farm track and carry on for some way before bearing right.

4

After about half a mile turn left at a waymarked gate and follow the footpath. Turn right at the end of the field where the path heads for the railway line before finally turning left towards the station. Here it joins the B1024 to complete the walk.

INFORMATION

Length: 5 miles approx.
Time: 2½ hours approx.

TERRAIN:

Level going but could be muddy after rain. Suitable for children.

PARKING:

Pay car park at the railway station (often full during the week but with ample space at weekends)

REFRESHMENTS:

The Railway Tavern
The Sun

MAPS

OS Landranger Series No.168 1:50,000 and OS Explorer Series Nos.195 and 183 1:25,000

