

This is the longest and perhaps most challenging and rewarding walk in the series, allowing walkers to enjoy isolated and remote countryside.

There is a considerable variety of landscape including woodland, lush meadows and the light terrain characteristic of the Suffolk Sandlings. Look for the gigantic stone at Blaxhall which gives its name to Stone Farm.

At the world famous Snape Maltings the route connects with the Sandlings Walk and the Suffolk Coast and Heaths Path.

- 1 From the station go left past the pub to road junction. Take Loudham Road, then left into Ullswater Road.
- 2 Beyond the last house the path goes off right by the railway. Follow for about 250 yards to the junction of paths.
- 2a Cross the line.
- 3 Branch left on the field edge path by Barnes's Grove.
- 4 Go down the driveway to Ashgreen Farm, then take long track beyond to sharp left turn across field to road.
- 5 Take the path on the right for 300 yards, then go left at the side of the wood.
- 6 From the corner of the wood go half right across field, then left along farm track.
- 7 At the approach to the farm turn sharp right opposite the field gate along a broad track passing below cables.
- 8 Where tracks divide at the top of the gentle rise go left towards pylon.
- 9 Follow the path along edge of a belt of trees, with fence on your right.
- 10 The path continues through a gap down through trees to rail crossing and beyond by an old water mill (now a residence) to the road.
- 11 From road junction go along broad field access track; continue across field beyond (parallel to left ditch), to reach a footbridge over River Alde. Cross bridge, then go right along bank for about 100 yards to where stream bends sharply right.
- 12 Turn left across the field to the footbridge and small gate just to the right of a young alder tree.

- 13 Where tracks meet, turn right away from Hill Farm.
- 14 Where track bears right towards farm, keep ahead across field to metal gate.
- 14a Decision point! Either go left beyond old pit to continue direct route to Saxmundham (Key points 15-20) or branch right at South Lodge along track to head for Snape. (Key points b-f).
- 14b At the end of the drive the path continues ahead through a thicket.
- 14c Go right along the road by entrance to a nursery; then bear right along 'No through road'.
- 14d Decision point! For Maltings go right along grassy track towards Abbey Farm, or for shorter route to village amenities keep ahead along the lane.
- 14e Go left off the road opposite entrance to Brick Kiln Park. (Use signed track nearest to the field.)

- 14f Just before reaching the road near the nursery, turn sharp right along a field path up rising ground.
- 15 Cross the busy main road with caution.
- 15a The path beyond the cottage is sometimes waterlogged.
- 16 Better-drained alternative route, but beware traffic on main road.
- 17 Green and 'The Wadd' nature reserve.
- 18 Path branches half left off the road beyond B1121 direction sign.
- 19 Head across the field to just left of large tree stump in far hedge.
- 20 Path joins the farm track only briefly; look for the gap on the right at side of an old pit.

Planning your walk

Time: Allow about 5 - 6 hours (7 hours via Snape)

Suggested map: Explorer map 212 Woodbridge and Saxmundham

Refreshment: Station House cafe at Wickham Market station. Carry sufficient food and drink for the whole of the walk; there are no pubs or shops on the direct route until Saxmundham, Crown and Golden Key at Snape village; Plough and Sail at Snape Maltings.

Useful info: The valley bottom between key points 11-12 may be flooded in winter. The best alternative route is along minor roads via Beversham Crossing, Blaxhall village and Langham Bridge, an extra 1½ miles

12 Alde Valley Walk Maps

