

Walk along cliff-top to Overstrand

This walk takes you round the back of the barn, along the disused railway, and then over the road to meet up with the clifftop. You then follow the clifftop along for a bit, you then have to join a small lane (Tower Lane) which spits you back out onto the main Cromer to Mundesley road (Cromer Rd). After a few hundred yards you can then come back through the streets on the outskirts of Overstrand which then takes you all the way down to the start of the beach promenade. Take the first right (Coast Road), then bear left into Clifton Way until you come to the top of the promenade on the right.



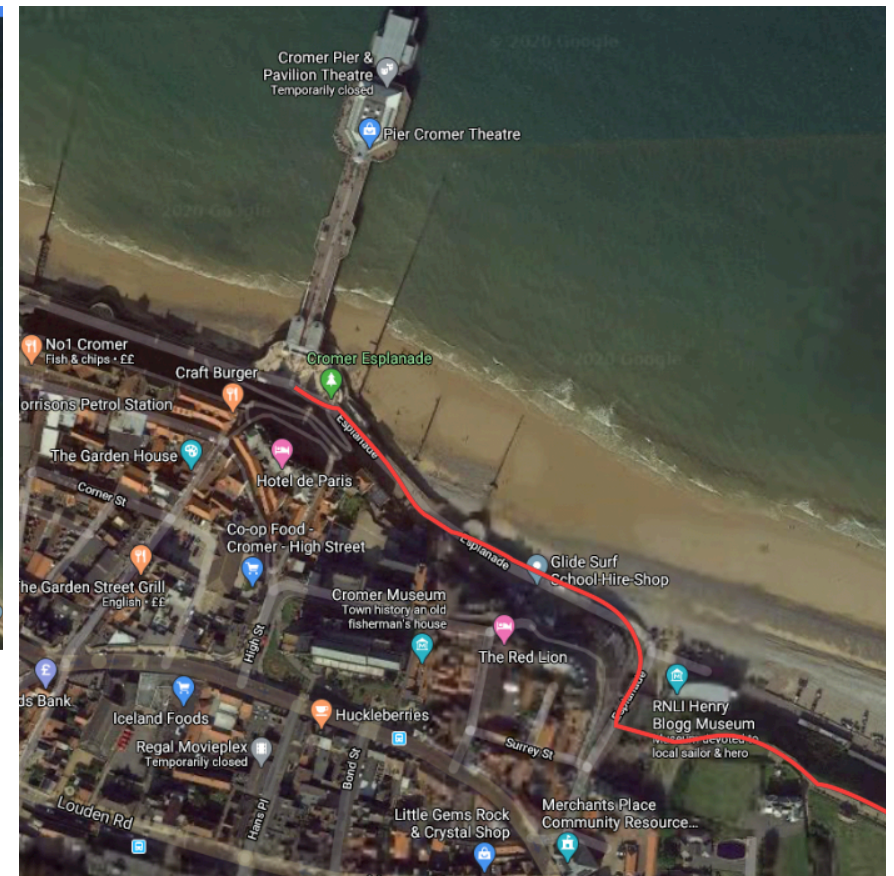
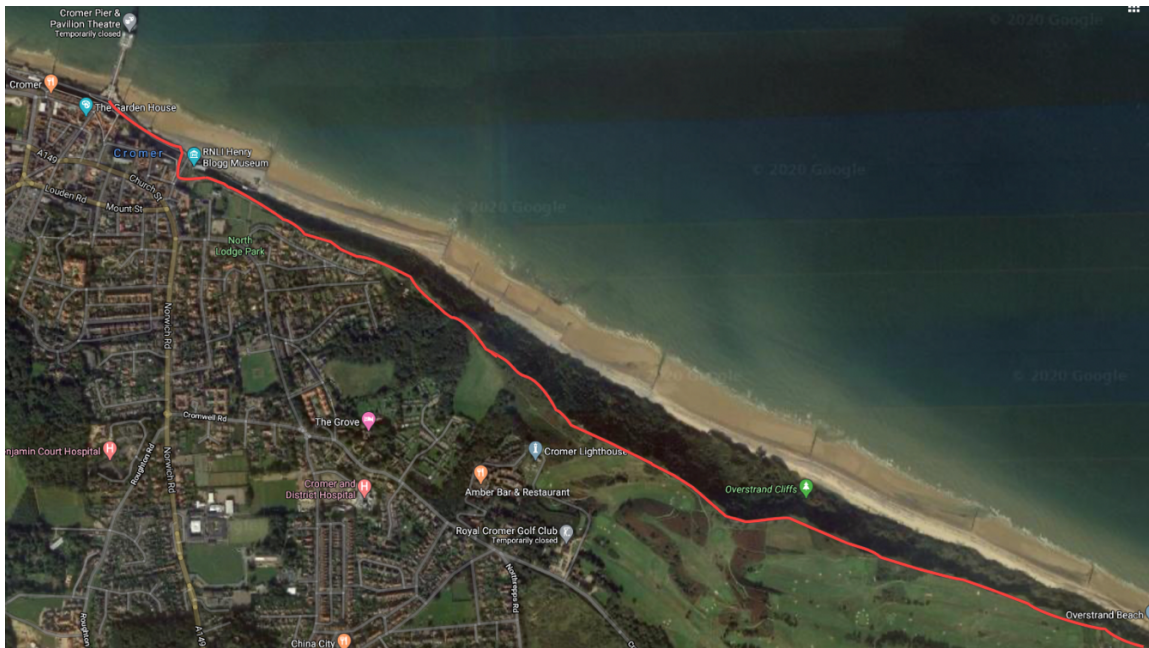
Once on the promenade you can come back up into Overstrand village. Cliff top café is a great place to stop for breather and some refreshments; or follow the road round past the café and you will come to the White Horse Pub.

If you are still feeling energetic, you can continue along the coastline until you come into Cromer (see next map).

Overstrand to Cromer walk

There are two options – if the tide is out, you can walk along the beach all the way to Cromer pier; or you can walk along the cliff-top through the Royal Cromer Golf Club course in sections, until you come to the outskirts of Cromer town. We like to walk into Cromer along the beach and come back along the cliffs.

The cliff-top walk starts at the far corner of the beach carpark. The pathway winds around the back end of a few gardens, past the scout's campsite, and then through the edge of the golf course with some spectacular views of the course itself. You also have a great view of Cromer lighthouse along the way. This route can be a bit challenging as it is a bit up/down along some narrow(ish) paths at times – but it is a lovely walk so well worth it.



Walk to Overstrand (via road)

This is the quickest way to walk directly into Overstrand (without taking coastal path). Nearly all of the walk along road is paved, however there is a small section on the direct outskirts of the barn which is not. I have found a way you can walk on field pathways, cutting out the 's' bend at the top of the field in front of the barn and until you can join the paved section of the road.