



**Title:** **Stebbing**

**Distance:** about 7 miles

**Time taken:** 3 hours

**Location:** Stebbing and Great Dunmow, about 6 miles west of Braintree

**OS Explorer Map:** 195

**Grid Ref.:** TL 662 242

**Parking:** [Limited] In Stebbing High Street, CM6 3SF.

**Bus:**  Bus: 14 (Chelmsford), 314 (Braintree)

**Train:** No services

**Refreshment:** Stebbing: The White Hart

Great Dunmow: The Angel & Harp

**PEAR Rating:** 

## Walk Description

This uncomplicated circular walk takes you through the wide open fields of mid Essex, and alongside the River Chelmer in Great Dunmow. There is a fairly long stretch which involves walking straight across fields. Although the farmers do their best to keep the route clear, if you are trying to do this walk immediately after the fields have been ploughed, it will be hard going!

Also the walk from Stebbing to Great Dunmow is unusually open, which is great for views and for appreciating the big Essex sky, but could prove chilly in a strong wind.

## Directions

**A.** Stebbing High Street (P) is a residential road with limited parking for visitors. From the High Street turn down Mill Lane (adjacent to the White Hart). At the bottom of the lane, cross over the footbridge and turn left. After about 25 yards you will come to another footbridge; cross this one, as well. Turn left again.

**B.** The footpaths here are clear but unmarked. About 30 yards after the second footbridge the trail diverges: take the smaller path going up a slope to the right. As you reach the hedge you will see a waymarker directing you to turn left along the field edge (1). At the corner of the field, before you get to the road, turn right along the field edge, with the hedge on your left. You are now heading roughly south west.

**C.** Continue along the field edge for about 600 yards until the path changes direction slightly, then look for a footbridge through the hedge to your left. Go through the hedge, and continue walking south west, but with the hedge now on your right (2).

- D.** After a while the hedge stops and you walk straight across a field. If there is no clear path head towards the dead tree to the right of Tooley's Farm and follow the path across the farm track to the next field (3)
- E.** Head straight across the next field towards the gap in the hedge: in the field after that, you will see three oak trees: there is a footbridge to the left of these trees which you need cross.
- F.** Once over the footbridge you will see some trees to the right of a telegraph pole. Head for these. The path continues south west along this field edge, with the line of trees to your right (4). You can see Merks Hall through the trees.
- G.** Continue to the end of the line of trees until the field opens out in front of you. The footpath continues roughly straight ahead across the field. Although you cannot see it from the treeline, there is a footbridge in a dip just behind the curve of the land. Head towards the new Bowling Club, and you'll be walking roughly in the right direction (5)
- H.** Once across the footbridge turn left until you reach the road and then turn right. Take the second turning on the left, Windmill Close. Towards the far end of Windmill Close there is a small alleyway on the left, next to Number 14 (6). Walk through this and turn right at the end. This takes you into a park running along the banks of the River Chelmer.
- I.** Bear right along a path which crosses the park towards some trees: when you get there you'll see a bridge over the Chelmer. Cross over the river then head immediately right - there is a selection of footpaths here, take the one nearest to the river (7). Head north west along this path.
- J.** After about 350 yards there is a single tree alone in the park. Just past this there is a field entrance taking you through the hedge towards the recreation grounds: but don't take this (8). Instead bear right with the hedge on your left, staying closer to the river. Go through the gap in the hedge ahead of you then head for the white house at the top left corner of the field where you will find a gate leading you through to Church End.
- K.** Turn right on Church End, then left up a very picturesque street to St Mary's Church (9). Walk straight on past the Church and then turn left into the cemetery car park. Go through the wooden gate into the cemetery and out the other side through another gate. Follow the well trodden path across the field towards a footbridge (10).
- L.** Crossing this bridge brings you onto Bigods Lane, you will see a footpath sign on the opposite side of the road pointing up the hillside. Walk up this path, alongside a small brook. Near the top you will see Marks Farm: stay on the right of the brook until just before the farm fence, then turn left over the brook (11). At the corner of the fence turn right following the fence northwards.
- M.** At the end of the paddock walk straight on towards a hedge and cross through the hedge into a field. Turn right to follow the field edge far about 50 yards, then look for a footbridge on the right taking you back through the hedge (12). Turn left, and continue heading northwards.

**N.** At the end of this field turn right. This takes you onto a by-way (13). Walk along the by-way until you come to a small wooded area on your left. At the end of this follow the by-way as it turns right (14) (don't take the footpath straight on) and continue on to the B1057 The Broadway

**O.** Turn left along the road for about 200 yards then look for a footpath on the right, immediately past a large barn. This footpath follows the route of a farm track. Stay on the farmtrack as it turns to the left and begins to descend.

**P.** As you get closer to Stebbing you will see the farmtrack turn right in front of a 5-barred gate. (15) Leave the track at this point and go through the gate. There is a waymarker here but it has become buried in brambles! You will see a path heading diagonally across a meadow towards some trees. When you reach the trees cross over the bridge and continue up a track towards the road and a large house. The track turns right towards some buildings but continue across the meadow to find a stile at the top right corner of the field, to the right of the house (16).

**Q.** Climb over the stile, cross the track and take the footpath which heads south through a small wooden gate. There is an intriguing tiny brick building just to the right of the footpath entrance (17).

**R.** Follow this path as it heads downhill. On the right you will see Stebbing Mount and its moat. Then you pass a lake. After this the path goes through a tiny gate into a cricket field. Go across the cricket field (watch out if there's a game on!) and exit the field just to the right of a small cemetery, with a tumbledown wall. This takes you back into Mill Lane: turn left to walk uphill back to the High Street.

### [ROUTE DIRECTIONS at www.essexwalks.com](http://www.essexwalks.com)

The ROUTE MAP and ROUTE PHOTOS **also** need to be downloaded and saved on your computer for printing.



The Route Map PDF can be downloaded from this page: [Description & Map](#)



The Route Photos PDF can be downloaded from this page: [Photos](#)

This route description is not meant to be used in isolation, it is one piece of a three part guide to the walk. The other two pieces are the route map, and the numbered photographs. The walks work best when the description, map and the photos PDF are printed off and used in conjunction with each other.

The numbers in brackets in the description refer to specific points along the route, marked with numbered symbols and these in turn are matched to illustrative photographs which show you the lie of the land.



These symbols are shown at strategic points along the route, overlaid on a 1:50K Ordnance Survey map: [Online OS Map at www.essexwalks.com](#).

The parking facilities available on this walk are limited and not suitable for large walking groups. Parking cannot be guaranteed. If you are using a car, be considerate with your parking: parking areas in rural communities are primarily for local use: please don't abuse this and spoil it for others. It could result in parking controls being tightened, requiring the withdrawal of the walk route. For more see: [Courtesy](#)