ESSEX WAY STAGE 3 - GOOD EASTER to LITTLE LEIGHS (9.5 miles)

START - GOOD EASTER (Map Ref: TL 626123) CM1 4RX ///unhelpful.troubled.glares

Key

L = left; R = right; TL = turn left; TR = turn right; X = cross over; CONT = continue; THRU = through; ST = stile; WM = waymark; FPS = footpath (or bridleway) sign; FB = footbridge (normally wood); TK = track; RD = road; KG = kissing gate. <u>All distances are approximate</u>

- From crossroads follow RD signed 'Pleshey' for 50M to FPS (Bridleway) and TL. Ahead 10M and TR at FPS to follow field edge (houses to R) for 200M to TK junction. At TK junction turn L and CONT with ditch, then hedge, on your R for 650M to X FB to RD.
- 2 TR at RD and CONT for 300M to 2nd sharp R bend in RD (ignore 1st bend and FPS). TL here (FPS) onto Byway and CONT 500M to sharp L turn. Here TR at red gatepost with WM. CONT ahead 300M, between fences, to black gatepost. <u>IGNORE L OR R</u> <u>TURNS</u> follow enclosed bridleway for 1200M to RD (Stagden Cross). (2 MILES)
- 3 At RD TR, past red postal box, for 50M to RD junction. CONT ahead, signed 'Chelmsford', for 150M and turn L at FPS (BYWAY) just after end of hedge. Ahead on gravel TK between trees (ignoring L/R turns) for 1000M to emerge at field. CONT ahead on field edge track, with hedge and ditch on R, eventually becoming TK for 1000M to RD (just after farm buildings on your R).
- 4 At RD CONT straight ahead for 400M (passing 'Pleshey Grange' & red post box on your R) to TR (at FPS) onto Bridleway opposite road junction. CONT, sticking to main bridleway at all times, for 800M to RD. (4 MILES)
- 5 At RD TL and follow main road through Pleshey village (ignore L RD turns) for 850M to reach Anglia Water metal gate, on your **R**, just past 'Mount House'. Go up to gate and TL following extremely close by fence then ditch (on your L) for 450M passing WM to X ditch on earth bridge by another WM.
- 6 Immediately **TR**, ditch now on your **R**, and CONT ahead on field edges for 1000M to where concrete bridge crosses ditch. **TL** for 50M towards reservoir and **TR** at WM following TK at bottom of bank.
- 7 TL (with field edge) for very short distance then TR & CONT on TK with hedge on your L (ditch parallel on R about 50M away).
 Follow this TK for 450M until just before next reservoir. TR off main TK at WM for 50M and CONT on TK as it bears L. Follow TK (bank on L, ditch on R) for 200M to RD.

- 8 X RD to FPS and CONT ahead, hedge on your L, for 800M (ignoring path to L) to reach RD (Great Waltham). (6.5 MILES)
- **9** X main RD to FPS and go THRU KG. CONT slightly half **R** (ish) across park passing just to **R** of metal railings encircling three trees to reach white KG after 200M. THRU KG, immediately **X** drive and pass THRU another KG. CONT 100M across park to next KG. Pass THRU this KG and **TR** on drive.
- 10 CONT 250M down drive and bear L at end (Pets' cemetery) to soon X bridge over river and CONT short distance to X next bridge. Immediately bear L for 50M across grass to white KG. Pass THRU KG and CONT ahead, fence on L, 450M to X ST and X RD to FPS. CONT ahead, fence and ditch on L, for 400M to X ST and reach main RD (A130, Essex Regiment Way). to FPS. (7.5 MILES)
- 11 CONT ahead, with ditch then hedge on L, 200M to field corner (telegraph post). CONT ahead THRU gap following line of telegraph posts to next corner. CONT ahead THRU gap and X FB to CONT with hedge/ditch on L (passing under triple overhead wires) for 800M to eventually pass between two tall hedges and reach RD by group of buildings.
- 12 At RD TL and follow RD THRU Chatham Green Village for 500M to RD junction. X straight over past FPS and 'NO THROUGH ROAD' sign & CONT on concrete TK (houses on your R). TK becomes dirt/grass. CONT straight ahead (ignore TK on L) to emerge at field. X field slightly R to gap by FPS.
- 13 CONT ahead with hedge on R for 250M to where fence starts. Immediately TL on broad grass TK (wire fence on R) for 100M and TR at FPS. CONT ahead, with hedge on left, for 300M to reach lane by *Little Leighs Church. (9.5 MILES)
- * (Map Ref: TL 719167) CM3 1PQ ///sinkhole.magma.collide