Sailors’ Path
Explorer Guide

The Sailors’ Path follows a beautiful route between Snape Maltings and Aldeburgh. The Path is named because sailors would walk the path between Aldeburgh and Snape. Two shorter routes in this Guide explore Snape Warren and the marshes and village of Snape.

1. Snape Maltings rises above its surroundings like a great ship. Local businessman Newson Garrett built the Maltings in stages from 1846. The railway arrived in 1859 ensuring that the Maltings remained a viable business until it closed in 1965.

The Aldeburgh Music Festival was established in 1948. In 1967 The Maltings was converted into a concert hall. Snape Maltings has since become an internationally famous venue for music and the performing arts.

As well as the concert hall, the Maltings offers shops, places to eat and boat trips along the River Alde.

2. The River Alde has one of the most beautiful estuaries on the east coast. The river flows through wide marshes and low hills under a huge Suffolk sky. In the past, barges transported goods to and from Snape Maltings. The barges moored at Snape today are used for pleasure trips.

3. Snape Marshes are managed by Suffolk Wildlife Trust. They are a vital wildlife habitat, combining marsh, reedbed and wet woodland. The freshwater dykes are home to otter and many kinds of insects and plants. The marshes are grazed by cattle to create the right conditions for wildlife.

4. Snape Warren Nature Reserve is an area of heathland, grassland and scrub is managed by the RSPB. It provides a habitat for many birds, including nightjar, woodlark and yellowhammer. The higher parts of the Reserve give panoramic views across the Alde estuary.

The coastal town of Aldeburgh is a popular place for holidays. In medieval times, the town had a successful shipbuilding industry. Fishing has also played an important role in the town’s economy. Aldeburgh still has a small fishing fleet and fresh fish can be bought from huts on the beach.

One of Aldeburgh’s distinctive buildings is the timber framed Moot Hall. The Hall dates from the 1500s and was built as a market place and meeting room. Aldeburgh has attracted writers, artists and musicians. Writers Wilkie Collins and Edward FitzGerald knew the town well. Aldeburgh Festival founders Benjamin Britten and Peter Pears lived in the Red House. Another resident was the poet George Crabbe, born in 1754. His poem, ‘The Borough’, was inspired by the town and its fishermen. It became the basis for Benjamin Britten’s opera ‘Peter Grimes’.

5. F: Family of Man – Barbara Hepworth’s memorial to Britten and Pears
G: Aldeburgh Moot Hall – FitzGerald knew the town well
H: Snape Warren – Nature Reserve
J: Snape Marshes – managed by Suffolk Wildlife Trust
K: Snape Maltings – Local businessman Newson Garrett built the Maltings in stages from 1846

The Suffolk Coast & Heaths Area of Outstanding Natural Beauty (AONB) is one of Britain’s finest landscapes. It extends from the Stour Estuary in the south to the eastern fringe of Ipswich and, in the north, to Kessingland. It covers 403 square kilometres, including wildlife rich wetlands, ancient heaths, windswept shingle beaches and historic towns and villages.

Visiting Snape & Aldeburgh

Key to Map
- Snape Warren Nature Reserve
- Snape Marshes
- Snape Maltings
- Aldeburgh Moot Hall
- Snape Marshes and Snape Maltings Path
- Snape Warren and Snape Maltings Path

Ordnance Survey Explorer Map No.212
(Woodbridge and Saxmundham)

Easy access via the A12, A1094 and B1069. Plenty of parking at Snape.

Public transport information: www.suffolkonboard.com or call 0845 606 6171

Aldeburgh Tourist Information: www.suffolkcoastal.gov.uk/tourism/tics or call 01728 453637

Suffolk Coast & Heaths AONB 01394 445225 www.suffolkcoastandeasts.org

Sailors’ Path Explorer has been produced with the generous support of Suffolk Secrets Ltd. 01502 722717 www.suffolk-secrets.co.uk

Snape Maltings Information 01728 688303 www.snapemaltings.co.uk

Suffolk Coast & Heaths AONB is a partner of the Balance project, partly-funded by the European Union through the Interreg IV A 2 Seas Cross-border Programme.


Printed by Westwood Press
© 2012 Suffolk County Council. All rights reserved. Sailor’s Path 2012. Printed on Recycled, Forest Stewardship Council certified, Carbon Balanced paper.
‘The Sailors’ Path’

Distance: 6 miles (9.5 km)

Time: 3-4 hours (allow time for return bus journey)
Terrain: Well-surfaced paths and tracks. Includes sections beside busy road and road crossings. Take great care. We recommend high visibility clothing.

Optional longer route (allow extra 30 minutes)

Follow the Sailors’ Path route to Snape Warren car park. Turn sharp right along a tarmacked lane, signposted ‘Aldeburgh’.

Pass cottages and continue over heathland and beside woodland to a metal kissing gate on right. Go through gate into Snape Warren. Red marker posts guide you across the warren.

Cross track and go straight ahead. Path follows wire fence. The posts lead to a kissing gate on right.

Follow the Countryside Code: Plan ahead and follow any signs Leave things as you find them Protect plants and animals; control fires and take your litter home. Dogs are very welcome, but please keep on lead as advised. Thank you.

Find out more about the Countryside Code: www.countrysideaccess.gov.uk

Some walks take you onto or across public highways. Please be aware of traffic.

Leave Snape Maltings, turning right directly after bridge. Here you pick up signs for the Sailors’ Path, which guide you all the way to Aldeburgh.

On reaching the main Aldeburgh road, follow Footpath to the right. Pass the entrance to Aldeburgh Golf Club (which is on other side of road). Follow road into Aldeburgh.

‘Views across the Heather’

Distance: 3.5 miles (5.5 km)

Time: 2 hours
Terrain: Mostly well-made paths and tracks. Return path from Snape Warren floods at very high tides. Some walks take you onto public highways. Take great care. We recommend high visibility clothing.

Follow the Sailors’ Path route to Snape Warren car park. Turn sharp right along a tarmacked lane, signposted ‘Aldeburgh’.

Pass cottages and continue over heathland and beside woodland to a metal kissing gate on right. Go through gate into Snape Warren. Red marker posts guide you across the warren.

Cross track and go straight ahead. Path follows wire fence. The posts lead to a kissing gate on right.

Follow the Countryside Code: Plan ahead and follow any signs Leave things as you find them Protect plants and animals; control fires and take your litter home. Dogs are very welcome, but please keep on lead as advised. Thank you.

Find out more about the Countryside Code: www.countrysideaccess.gov.uk

Some walks take you onto or across public highways. Please be aware of traffic.

Follow the Sailors’ Path route to Snape Warren car park. Turn sharp right along a tarmacked lane, signposted ‘Aldeburgh’.

Pass cottages and continue over heathland and beside woodland to a metal kissing gate on right. Go through gate into Snape Warren. Red marker posts guide you across the warren.

Cross track and go straight ahead. Path follows wire fence. The posts lead to a kissing gate on right.

Follow the Countryside Code: Plan ahead and follow any signs Leave things as you find them Protect plants and animals; control fires and take your litter home. Dogs are very welcome, but please keep on lead as advised. Thank you.

Find out more about the Countryside Code: www.countrysideaccess.gov.uk

Some walks take you onto or across public highways. Please be aware of traffic.

Follow the Sailors’ Path route to Snape Warren car park. Turn sharp right along a tarmacked lane, signposted ‘Aldeburgh’.

Pass cottages and continue over heathland and beside woodland to a metal kissing gate on right. Go through gate into Snape Warren. Red marker posts guide you across the warren.

Cross track and go straight ahead. Path follows wire fence. The posts lead to a kissing gate on right.

Follow the Countryside Code: Plan ahead and follow any signs Leave things as you find them Protect plants and animals; control fires and take your litter home. Dogs are very welcome, but please keep on lead as advised. Thank you.

Find out more about the Countryside Code: www.countrysideaccess.gov.uk

Some walks take you onto or across public highways. Please be aware of traffic.

‘Snape Stroll’

Distance: 2.5 miles (4 km)

Time: 1 hour
Terrain: Mostly well made paths and tracks; some sections on minor roads and pavements. Take great care.

Follow the Sailors’ Path route to Snape Warren woods. When you enter the woodland, turn left. At next junction, take path to left to walk along the edge of marshes. At end of path turn right along track. If path is very muddy, return to previous path. Turn left to reach the road and turn left. Walk along road to village to re-join the route.

Turn left into Snape village. Cross straight over the main road to continue between houses on to open countryside.

Just before a flint walled cottage take the path left. Follow straight path to track and turn left. Continue on track to main road, turn right. Return to the Maltings.