

Countryside Code

Our Islands for all to enjoy. Help us protect them by:

1. Always ask for permission before entering private land.
2. Keep to paths wherever possible. Leave gates, open or shut, as you find them.
3. Be aware of the high fire risk throughout the islands; particularly when lighting fires, BBQs or smoking.
4. Do not litter*. Take your rubbish home with you or use a bin provided.
5. Never feed, touch, handle, injure or kill any wild bird or animal*.
6. Always give animals the right of way. Do not block the routes of birds or animals coming home to their colonies. Do not startle or chase wildlife from resting or breeding areas*.
7. Prevent disturbance to wild birds and animals. Always stay on the outside of colonies, remain at least 6 m (20 ft) away.
8. When taking photographs or filming, stay low to the ground. Move slowly and quietly. Make sure your flash is turned off*. Always be aware of the location of your camera and equipment, including "selfie-sticks". Do not use this to get closer to wildlife.
9. Some plants are protected and should not be picked*. Wildflowers are there for all to enjoy.
10. Whalebones, skulls, eggs, etc. may not be exported from the Falkland Islands*. They should be left where they are found.
11. Do not disfigure rocks or buildings*.

*Such actions may constitute an offence in the Falkland Islands and could result in significant fines.

Stay Safe

Always seek local advice before heading out on any walk in the camp (countryside). Weather changes quickly and the terrain can be tough. **Permission is needed from the landowners to drive or walk off-road.** Always tell someone where you are going with an estimated return time. Ensure you have plenty to eat and drink along with additional warm clothing.

Any fence in the Falklands can be crossed, it is not necessary to find a gate, **unless it is electrified.** Please respect fences, stepping over or through the wires not onto them.

Following the hard work of the de-mining teams, the Falklands are now mine-free. In the extremely unlikely event of finding any suspect item, photograph, log and mark the position. Inform the landowners and/or the Royal Falkland Police on 28100. DO NOT touch the object.



EXPLORING PORT EDGAR

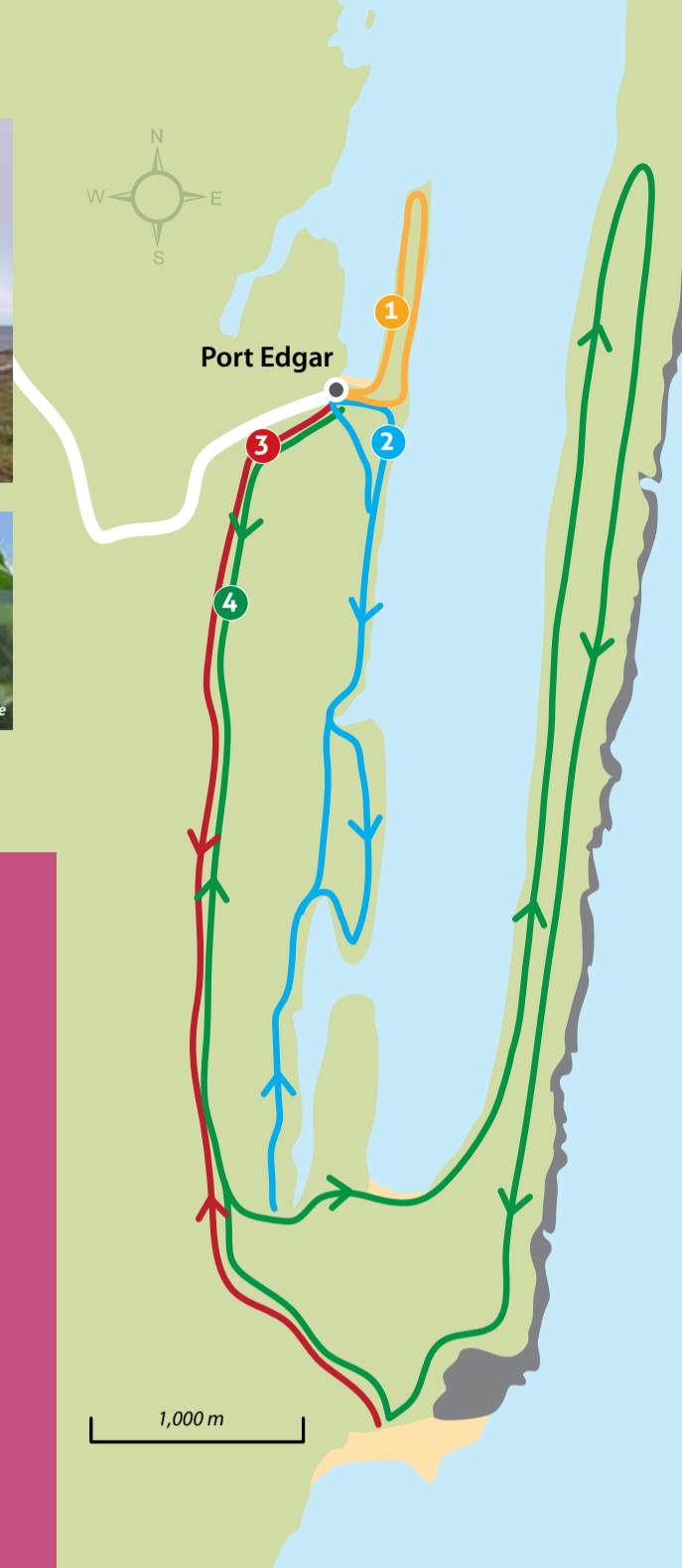
Permission must be obtained from the farm manager in advance of any visit. Information about vehicle tracks, if needed, can then be discussed at the same time. A smartphone map app is highly recommended to assist with all route finding in this area. At the time of writing, mobile telephone reception cannot be guaranteed everywhere so be sure to download all information required, ahead of visiting. Having a paper map and compass as back-up is also a good plan, if possible.

If travelling by vehicle, at least two vehicles should travel together. Ensure that there is a plan in place to deal with any difficulties that may be encountered; discuss this with the farm manager in advance.

The area by Gibraltar coast is very scenic. Although not covered in detail here, it can be explored on foot, following an initial drive. This also can be discussed with the farm manager.

Contact details:

email dar14pink@yahoo.co.uk; phone 42010 / 52298



3 TO THE BEACH

South of the settlement, close to the airstrip, is a beautiful white sand beach with a magellanic penguin colony, southern giant petrels circling overhead and lovely views across to a tussac island and along the coastline. There is a clear vehicle track so a combination of driving and walking can be used to reach and enjoy the beach.

This out-and-back route is mainly over white grass with a well-marked vehicle trail to follow.

Main route

Leave the settlement by road, so heading in a westerly direction. At the top of the nearby ridge, just 400m from the houses, there is a "corral" of six gates. Go through the gate on the left towards the communications mast. The vehicle track is easy to follow. After around 3.8km of either driving or walking, a wire-gate is reached, then at around 4km the track turns to the left and downwards towards the airstrip.

Whether walking or driving, the track is the easiest option, passing lamb marking pens and through a gate at 4.9km and then on to the airstrip.

Walking is now necessary, across the northern end of the airstrip to the fence-line. Carefully cross the fence and stroll down by any sensible route, looking out for penguin burrows, to the beach. Enjoy time here then return by the same route.

Tips:

Plan to spend time exploring the beach area and enjoying the lovely views.

A good parking place is at the top of the ridge, at the 4km point, overlooking the airstrip and beach.



Distance: 3 km Time: 40 - 50 min Terrain: moderate

1 SETTLEMENT SPIT

This short, circular route provides an easy introduction to the area. Enjoy the birdlife, sea cabbage, lichen and rock striations or beachcombing for shells, pebbles, calcified seaweed and sea glass. The end of the spit provides beautiful views of South Head and tiny tussac islands with the larger land mass of West Falkland beyond. The walk combines grass and scrubland heath with rocky, pebbly and sandy shores.

Main route

From Port Edgar's houses, settlement spit is easy to pick out. Walk down to the northerly facing beach and turn right, first to head east and then follow the coastline north along the spit. It's around 1.2km to the end of the spit and easy to continue on around the coast to head south.

After around 2km of walking, a white picket fence surrounds two graves from the settlement of the 1890s. Just beyond are the remains of an old stone building, now enclosing a more modern metal hut-on-a-sleigh. This unfinished building is somewhat of a mystery, but referred to 'the woolshed' and thought to remain incomplete simply because money to build it, ran out.

Turn right at the stone building to return to the start point.

Tips:

- ▶ A perfect stroll for morning, evening or for orientation on arrival at Port Edgar.
- ▶ The sheltered beach close to the houses is also a great fishing spot.

Distance: 9.5 km Time: 2.5 - 3 hrs Terrain: Moderate

2 FOLLOW THE SHORE

This out-and-back route is easy to navigate and leads to a small, sheltered white sand beach and on to the remains of a stone house/corral. It's lovely to listen to the sounds of the shore and to look out for birds including rock cormorants, crested ducks, steamer ducks, turkey vultures, southern giant petrel, two-banded plovers and perhaps even a striated caracara ('johnny rook').

The walk is over scrubland heath with vehicle tracks for most of the way.

Main route

From Port Edgar's houses, walk straight ahead, in an easterly direction to the unfinished, old stone building on the eastern shore of settlement spit. Turn right on reaching the coast.

Navigation is straightforward, simply following the shoreline. Mostly, the walk can be undertaken on vehicle / rotivated tracks which lead around to a small, pleasant, white sand beach after around 3.5km of walking. Walk onward for a further 1.5km to reach the stone house remains – vehicle tracks are less well defined for this last part.

Return via the same route or following the fence-line.

Tips:

- ▶ Consider this as a short social walk to enjoy the sounds of the shore.
- ▶ The stone house remains can be found at what3words interns. peacekeeper.toasted, right at the side of the shore.



Two-banded plover



White-tufted grebe

Self-Guided WALKS

PORT EDGAR



Flora & Fauna highlights

Balsam bog
Christmas bush
Diddle dee
Falkland lavender
Mountain berry
Pig vine
Sea cabbage
Scurvy grass
Small fern

Tall fern
Teaberry
Black-crowned night-heron
Dark-faced ground tyrant
Falkland skua
Falkland steamer duck
Kelp goose
Long-tailed meadowlark
Magellanic oystercatcher

Magellanic penguin
Magellanic snipe
Patagonian crested duck
Rock cormorant
Striated caracara
Southern giant petrel
Turkey vulture
Two-banded plover
Upland goose
Variable hawk
White tufted grebe



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Self-Guided WALKS

PORT EDGAR

With over 16,000 Hectares, there is plenty of land at Port Edgar to explore and enjoy. Walking opportunities are varied; from strolls along the coastline to bracing hikes on the hills, ridges and cliffs providing spectacular views across land and sea. The stunning scenery includes superb coastal features and glorious white sand beaches.

Named after Lieutenant Thomas Edgar, who surveyed the Falkland Islands in 1786 – 87, Port Edgar became an independent farm in the 1980s, when split from Port Stephens.



Falkland Islands
TOURIST BOARD

Distance: min 6.5 km, max 30km Time: a day Terrain: Hard

4 EDGAR RIDGE

Start with the beach then head uphill to enjoy spectacular views of dramatic cliffs, sparkling ever-changing seas and stunning scenery in all directions. It's a very long way to South Head with a full day needed, but simply climbing to the end of the ridge near the white sand beach is worthwhile to enjoy amazing vistas.

This out-and-back route begins mainly over white grass with a well-marked vehicle trail to follow then is a mix of everything – sand, scree, shale, clay, grass, rocks! There is a fairly steep climb to reach the ridge

Main route

Begin with the instructions “to the beach”. Again, this route can start with a drive and the simplest way to reach the end of the ridge, is to find, and indeed enjoy, the beach first.

From the beach it is easy to head upwards to the high point at the end of the ridge and then turn to walk along it, clearly in a northerly direction. After the initial climb, there is shortly an excellent sheltered spot to admire the views. Alongside the remains of a fence it is what 3 words legacy.bandage,leathery After approximately 7.5km of walking, a fence-line is reached which can be followed down to a beach at the southern end of Port Edgar harbour. This offers a shorter route to return to the white-grass track (see map).

If the intention is to walk further, particularly to reach South Head, there should be no difficulty with route finding as it's simply along the ridge. It is important to keep an eye on the time and don't over-stretch, ensuring there will be plenty of time to walk all the way back before light fails. Only continue if the terrain feels safe to do so. This advice may seem obvious, but it is easy to be carried away by the challenge of reaching the Head. It's about 30km there-and-back to get to South Head from the settlement.

There are wonderful, ever-changing views along the ridge and a walk of any length is worthwhile. There is a “standing man” after approximately 12km of travelling from the settlement. Return the same way or cut down the fence-line noted at 7.5km on the outward journey. The distance walked and route taken by the writer can be seen on the map.

Tips:

- ▶ Utilise the same parking point recommended in “to the beach”.
- ▶ If aiming for South Head, walk with at least one other person and ensure someone knows where you are going.

Distance: 1.3 km Time: 1 hour Terrain: Hard

7 MOUNT EMERY

This out-and-back, up-and-down route is quite simply a hill walk to gain fantastic views across this part of West Falkland. And the vistas really are amazing in all directions – well worth the effort of the uphill. It puts the area into perspective, giving an overview of all other walks that may be undertaken around Port Edgar farm. The highest point is 354m.

The walk is over scrubland heath and is a steep slope.

Main route

There are many ‘lay-bys’ providing ideal parking spots to pick a starting point for the uphill hike. Make a choice, then it's a simple matter of walking to the top. Mount Emery is a typical Falkland hill – it looks as though the top is about to be reached and then there's a bit further to go! Eventually a ‘standing man’ comes into view – aim for it.

Return via any convenient route.

Walk further

Walking enthusiasts, with half a day to set aside, may choose to start from the settlement. Simply follow the road and begin the hill climb as wished. The road distance to a suitable start point is roughly 3km.

Further exploration of the hill may also be rewarding – there's a natural ‘cave’ formed under a large rock, apparently used as a shelter or lookout by shepherds.

Tips:

- ▶ Utilise the same parking point recommended in “to the beach”.
- ▶ If aiming for South Head, walk with at least one other person and ensure someone knows where you are going.

Distance: 10 km Time: 3-4 hours Terrain: Hard

5 FISH CREEK & STARFISH CREEK

This lovely circular walk takes in Fish Creek, for a little fishing if time (there's a net), birding opportunities, pretty little coves, the wonderful Starfish Creek, named for its ‘arms’, and a brisk walk along a ridge. There are excellent views of Edgar Ridge and fascinating islets, from the coast and the ridge return; the latter also provides great views across to settlement spit and the settlement itself.

The walk is over mainly scrubland heath, uneven underfoot and is extremely undulating.

Main route

From Port Edgar settlement, walk past the garden with evergreen trees behind, heading in a northerly direction on the western coast of settlement creek. Follow the coast around to an old shed and jetty at the inlet to Fish Creek. There's a fence-line to cross to get to it.

Cross the second fence of this ‘race’ and continue round the coast, to the head of Fish Creek. Walk all the way to the head to cross the creek carefully. There is a reasonably flat crossing point of flattish stones. Then, a small stone run is straight ahead; turn right and walk down to the head of the creek where the stone run can be crossed easily on flat ground.

No path exists, so it's a matter of choosing a favoured approach to maybe follow the contours of the land or consider what's underfoot. Either way the latter is important as the ground is very uneven. Keep the coast in sight to roughly follow its direction and perhaps use a mapping app for extra security. Head down to the shoreline at some point to take in the tiny coves and look for birds – there are many kelp geese, night herons, steamer ducks, crested ducks and possibly white tufted grebes.

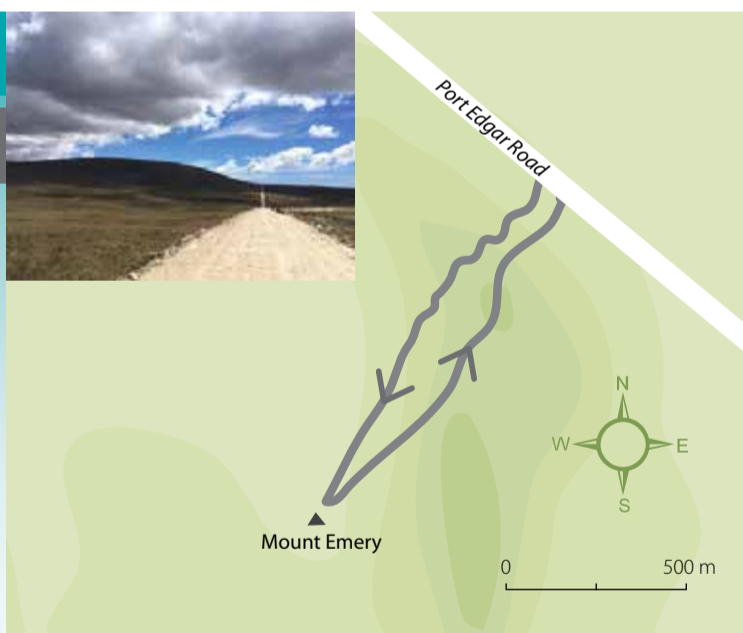
Following the shoreline, it's easy to recognise when Starfish Creek is reached. There is a ‘narrows’ at ‘Letterbox Point’ with ‘Starfish Creek’ just beyond. ‘Letterbox Point’ is so named as it was the site of a letterbox for mails to and from Fox Bay (from ‘Falkland Rural Heritage – Joan Spruce & Natalie Smith’).

On leaving the creek, aim for the high point of land on the ridge behind. Once on the ridge, the shoreline should be visible to the left and Edgar Ridge beyond. The ridge is easier walking than the outward route and the direction obvious. The views are great! Keep Edgar Ridge and the shoreline in sight; eventually settlement spit and the settlement itself come into view, along with Fish Creek. Aim for Fish Creek, heading down carefully and traversing the lower end of the stone run and then the top of the creek as before.

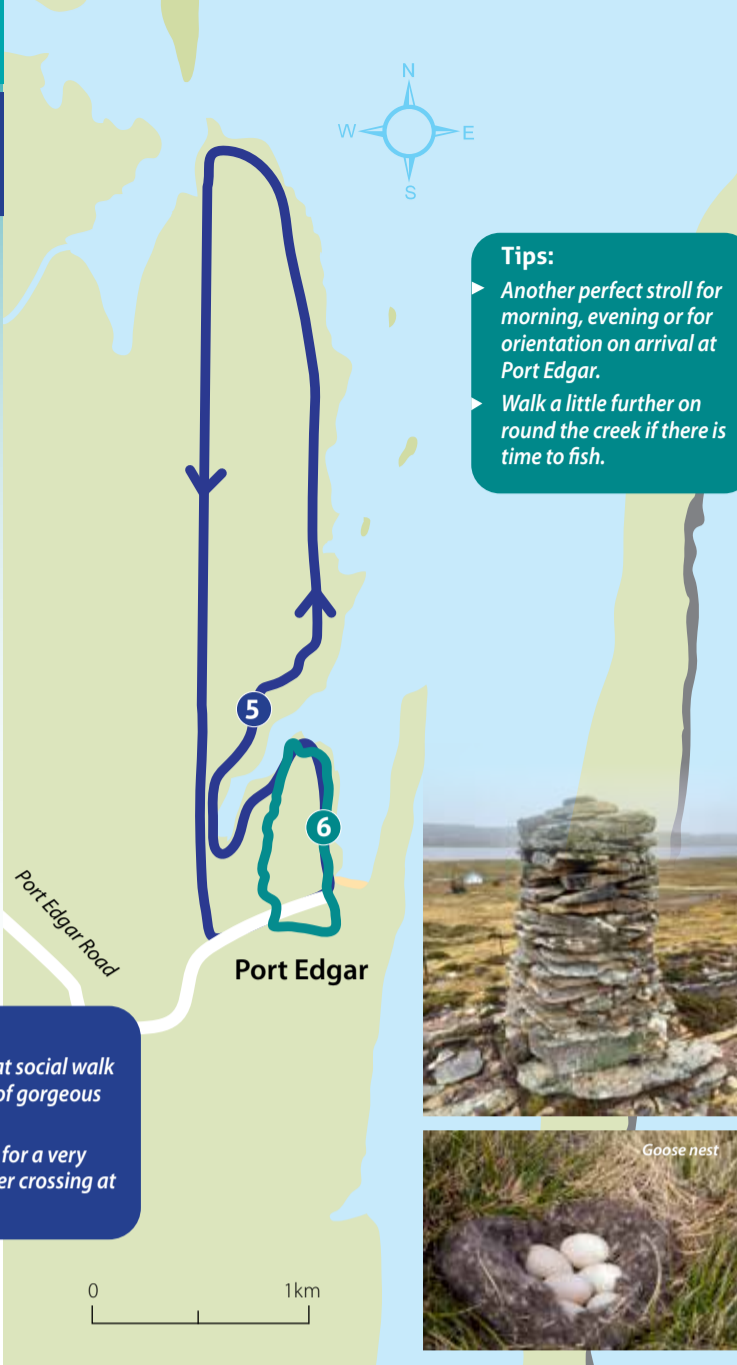
Retrace original steps or, from the top of Fish Creek, follow the fence-line upwards and keep going until the road is reached. Turn left to head back down to the start point.

Tips:

- ▶ This is a great social walk with plenty of gorgeous picnic spots.
- ▶ Be prepared for a very shallow water crossing at Fish Creek.



Mount Emery



Tips:

- ▶ Another perfect stroll for morning, evening or for orientation on arrival at Port Edgar.
- ▶ Walk a little further on round the creek if there is time to fish.



Goose nest

Distance: 2-3 km Time: 30-50 mins Terrain: Moderate

6 FISH CREEK JETTY & TWO STANDING MEN

This short, circular route is another good introduction to the immediate area, taking in the jetty from which animals and wool were once transported, an excellent creek for fishing, two ‘standing men’ and the ‘road stone’. A ‘standing man’ was often, in the past, constructed to provide a waypoint and, more recently, just to denote having reached a particular place.

The walk is over mainly scrubland heath and involves walking up, then down a small hill.

Main route

From Port Edgar's houses, walk past the enclosed garden with evergreen trees behind, heading in a northerly direction on the western coast of settlement creek. Simply follow the coast; there is no path as such but occasional animal tracks can be seen.

The coast routes around to an old shed and jetty at the inlet to Fish Creek. There's a fence-line to cross to get to it.

To fish, cross the second fence of the ‘race’ and continue round the coast, picking up the return directions afterwards.

To take in the two standing men, turn left before the second fence of the ‘race’ and follow the remains of an old track, southwards to the first, smallest ‘man’ along a ridge. Another fence-line is reached, cross this and turn left to walk down to the second ‘man’. Return to the settlement via the large orange coloured ‘road stone’ which describes and dates the construction and opening of the Port Edgar section of the West road network.



Kelp geese

Lichen

Distance: 14 km Time: 7 – 8 hours (including driving)

Terrain: Moderate/hard

8 ESPERENZA

This is an excellent, often bracing, walk for enthusiasts with a love of open landscapes, glorious seascapes and fascinating coastal scenery. There are many amazing features including stacks-information, a ‘big hole’ and Albemarle Rock. Look inland to see large ponds and keep an eye out for a ‘johnny rook’ (striated caracara) landing nearby.

This out-and-back route begins with a drive over white grass. Walking continues mainly on the vehicle track with options to shortcut across rocky scrubland. To reach the views of Chaffers Gullet and Esperanza beach requires a walk over short scrub. There are ups-and-downs but no steep climbs.

Main route

Begin with a drive, leaving the settlement by road to the top of the nearby ridge. Around 400m from the houses, there is a “corral” of six gates. Go through the gate on the left towards the communications mast. The vehicle track is easy to follow. After 3.8km of either driving or walking, a wire-gate is reached, then at around 4km the track splits. Take the right hand route. (Reaching the lamb-marking pens and/or airstrip is not the right way!)

The track is reasonably clear and marked out with white posts. There are gates at 5.3km, 6.2km and 8.5km. The suggested 14km starts from the 8.5km gate. There is a spectacular, sheer cliff just alongside. Do be aware that all Falkland cliff edges can be crumbly and the winds often gusty and strong so take appropriate care.

The white-post vehicle track turns away from the cliff and routes inland before turning back round to join the coast. Choose to follow it in entirety for easy route finding. However, this first (and later final) section can be short-cut by carefully following the line of the cliffs. If this option is chosen, the vehicle track will come into view and can easily be joined. Enjoy the spectacular views both inland and across the ocean, with marvellous coastal features and perhaps a whale-blow too. Many places make excellent snack-stops with stunning vistas.

The white markers continue to the ‘big hole’. It's worth walking beyond this point to enjoy the wonderful views across Chaffers Gullet and Esperanza beach. Keep the shoreline roughly in sight and keep going! Return via the same route.

Tips:

- ▶ Use the white posts carefully on the drive and the walk; it still pays to think about direction.
- ▶ A map app that works offline or gps system of some kind is highly recommended; this area is huge and it's easy to make mistakes, so plot key points.

