

It would be only the most committed of walkers that would choose to walk this route of 26.6 km to reach Fanny Cove outside house! There is a clear off-road vehicle track to the house and all walks are described using that location as a start point.

Travelling to Fanny Cove

Permission must be obtained from the farm manager in advance of any visit. Information about the track, 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, there is no mobile telephone reception so be sure to download all information required, ahead of visiting. Having a paper map and compass as back-up is also a good idea, if possible.

At least two vehicles should travel together. Ensure that there is a plan in place to deal with any difficulties that may be encountered; again discuss this with the farm manager in advance.

The track begins, heading in a south-westerly direction from the main road, just before entering North Arm settlement. It skirts the upper ends of creeks before turning to the south. North-West Arm house is roughly 10km from the turn-off. Take care here to choose the correct onward route. The final stretch is south-easterly to reach Fanny Cove house. Allow one-and-a-half to two hours for this journey.



North West Arm house



Fanny Cove house

LANDOWNERS
Contact in advance to obtain permission to walk or drive off-road and to check for any land-access fees. Landowners can also advise on places to stay.
Email northarm@horizon.co.fk ; phone 32080 / 52750 / 52027



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.

Self-Guided WALKS

NORTH ARM WILDLIFE



Flora & Fauna highlights

Blackish oystercatcher	Southern giant petrel	Antarctic eyebright
Falkland flightless steamer duck	Tussac bird	Christmas bush
Falkland thrush	Two-banded plover	Coastal nassauvia
Kelp goose	Upland goose	Diddle dee
Kelp gull	White-bridled finch	Falkland lavender
Long tailed meadowlark	White-rumped sandpiper	Lady's slipper
Magellanic oystercatcher	Brown hare	Scurvy grass
Patagonian crested duck	Commerson's dolphins	Sea cabbage
Rock cormorant	Peale's dolphins	Silvery buttercup
Ruddy headed goose	Southern elephant seals	Southern dock
Skua	Southern sea lions	Vanilla daisy



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Self-Guided

WALKS

NORTH ARM WILDLIFE

Bull Point is situated at the southernmost tip of East Falkland, accessible by overland drive from North Arm settlement. Named originally as the area of North Arm farm where breeding bulls were held away from the main herd, today Bull Point peninsula is a haven for wildlife and has stunning scenery.

Discover impressive flora and fauna including endemic plants, inquisitive birds and marine mammals along with quirky "outside houses", the remains of Porpoise Point lighthouse and East Falklands' most southerly nautical navigational light.



1 TO THE BEACH

This out and back route is along a glorious, white sand beach, described by seasoned walkers as "one of the prettiest in the Falklands". There are gentoo and Magellanic penguins, along with many other shorebirds, and the most extensive known populations of nationally rare, southern dock. Low dunes flank some parts of the beach and provide sheltered areas to enjoy the stunning ocean views and sounds of the sea.

The walk is a combination of sandy beach and scrubland terrain.

Main route

From Fanny Cove house, the first section is easy to drive and this is recommended to make the most of walking or beach time. This drive is 4.6km and should take just 15 – 30 minutes. An obvious vehicle track heads south from the house, the continuation of the track from North Arm.

A gate is reached at 2km, above "Duck Pond". It is possible that this pond area may be dry, but it is very easily recognisable. The track travels along the west side of the pond and then turns to the east. Follow it until the beach comes into view and choose a suitable place to stop.

The 5.3km walk itself is a simple out-and-back stroll along the beach, setting out in a southerly direction i.e. with the sea on the left. Towards the end of the beach, after around 2.6km of walking, cut off into the scrubland and cross the small headland to reach a fence-line. The views are beautiful, looking out over "Bull Roads" and across to the peninsula of Bull Point. Turn around at the fence-line and return.

Walk further

There are more lovely areas of white sand which could be explored by keen walkers. Ensure that daylight hours are sufficient to make a safe return to the start-point of the whole outing.

Tips:

- ▶ "Let's go fly a kite" – highly recommended beach entertainment for all ages!
- ▶ Look out for Commerson's and Peale's dolphins playing in the surf.



Steamer ducks



Commerson's dolphin



Kelp geese



Magellanic penguin



Magellanic oystercatcher

Tips:

- ▶ Tread very, very carefully and slowly – because the terrain is uneven and to keep a look ahead for marine mammals in the tussock grass.
- ▶ Read and follow the guidance of the countryside code with respect to all wildlife.

Tips:

- ▶ Look out for sealions on Porpoise Island.
- ▶ Plan to spend time enjoying a snack break in at least one location – the cove on the north-east corner provides shelter and overlooks an impressive stack.

Distance: 2.6 km Time: 0.75 - 1.25 hrs Terrain: Mod/Hard

3 TUSSAC POINT

This circular route rounds a small peninsula, Tussac Point, in the south-west of the region. Other walks boast more spectacular scenery, but this short excursion treads a different terrain and sightings of marine mammals are very likely, as the area provides a breeding habitat for southern sea lions. It can be a haul-out site for southern elephant seals from nearby Sea Lion Island. Magellanic penguins burrows may also be discovered.

The walk is on pebbly ground and through low level tussock grass.

Main route

From Fanny Cove house, the first section is easy to drive and this is highly recommended rather than a long, overland walk. This drive is around 9.5km and should take 40 – 50 minutes. An obvious track heads south from the house, the continuation of the track from North Arm.

A gate is reached at 2km, above "Duck Pond". It is possible that this pond area may be dry, but it is very easily recognisable. The track travels along the west side of the pond and then turns to the east. Follow it to the main white sand beach and continue in a south-easterly direction alongside.

5.2km after "Duck Pond" gate, a small corral and another gate is reached. Take care as tracks diverge here, using the right-most track, to head over to the western coast. Follow the vehicle tracks which lead to a gate above a steepish drop to the shore. Go through the gate and continue driving as far as is possible; the track becomes more difficult and eventually stops at a fence-line just before the northern tip of the peninsula.



Falkland Lavender



Diddle-dee in flower

In terms of direction finding, the mapped walk is fairly straightforward; aim for the pebbly land-bar which leads to a tussac area that can be circuited in either direction.

Walk further

There's a wide area of land at Tussac Point to explore, being mindful of marine mammals at all times by taking care not to surprise them or cut-off their route to the sea.

Male sea lion



Distance: 7.6 km Time: 1.5 - 2.25 hrs Terrain: Mod/Hard

2 BULL POINT PENINSULA

This circular route rounds the final peninsula of the area designated as "Bull Point". It's a fantastic walk including gentoo and Magellanic penguins, various shorebirds and the possibility of marine mammals close-at-hand or off-shore. The pebbly coastline is interspersed with pretty coves, stacks and other geological features. There are many native plants. Porpoise Point has the remains of an old lighthouse; a new navigational light stands out on the grassland. There are sweeping oceanic views.

The walk is a combination of pebbly beach, grass and scrubland terrain with some vehicle tracks.

Main route

From Fanny Cove house, the first section is easy to drive and this is recommended to allow plenty of time to enjoy the peninsula itself. This drive is around 12km and should take 50 – 60 minutes. An obvious track heads south from the house, the continuation of the track from North Arm.

A gate is reached at 2km, above "Duck Pond". It is possible that this pond area may be dry, but it is very easily recognisable. The track travels along the west side of the pond and then turns to the east. Follow it to the main sand beach and continue in a south-easterly direction alongside.

5.2km after "Duck Pond" gate, a small corral and another gate is reached. Take care as tracks diverge here, using the left-most track, closest to the eastern coast. Continue along the vehicle track, still heading generally south-east to the isthmus of land that leads to the final headland of Bull Point. There is small "dunny-like" building surrounded by white sand (i.e. has the look of an outdoor toilet) which is a convenient start point for the walk. Park suitably nearby.

The walk from here is straightforward and can be undertaken in either direction around the headland. Choosing clockwise (north-east), first pass through gentoo then Magellanic penguin colonies following any suitable route to respect the wildlife. Pass along pebbly beaches or carefully through low tussocky dunes to areas of green at the headland, then a lovely, low lying but accessible cove at the north-east point. The cove overlooks a stack; around 4km of walking will have been completed.

Continuing now in south-westerly direction, the nautical navigational light soon comes into view. There are vehicle tracks making the walking fairly easy and the open terrain should enable the start point to be seen. Vehicle tracks lead on to Porpoise Point to include the remains of a lighthouse built in 1932, then back to the isthmus.

Walk further

Competent, fit walkers may wish to link walks 1 and 2 for a whole day of walking exploration. This should be carefully considered and planned to ensure that daylight hours are sufficient to make a safe return to the start-point of the entire outing.