

1 SETTLEMENT TRAIL

This route takes in the main features of the settlement, giving visitors an overview of the history and farming life of Fitzroy. The "walk further" option takes in a short section of coastline and a walk across open ground to help work up an appetite! The walk is mainly on tracks and fairly level, flat ground.

Main route

Vehicles can park close to the farm managers' house, just before the white-fenced driveway (see map). Walk back around 100m to the main gate to the settlement, at a T-junction of roads.

From the T-junction, walk towards the main group of houses with a red telephone box just in front of them. (Please note that this is private property and don't enter it.) The land to either side of this road was recently used for potato growing which explains the undulations.

At the first junction, follow the road as it bends round to the left, a northerly direction with Fitzroy Ridge beyond. Pass two private houses and the cookhouse (self-catering house) on the left hand side to arrive at a gate. Go through the gate. Just ahead is a row of old farm machinery with a copse of evergreen trees to the left.

At this point, choose to continue with this, the main trail, or refer to "walk further".

To the right of the line of farm machinery is a large barn. Go through the gate to the right of this barn. Walk diagonally, roughly south-east, to the gate at the far corner of this field. Note the polytunnels to the right, which grow small quantities of vegetables for local consumption.

On the other side of the gate, turn right to follow a clear vehicle track towards a wooden corral and single wind turbine. Corrals are a feature of the Falklands and can be found in many locations, constructed from turf, stone, wood and more recently, steel fencing.

Follow the track to the left just before the corral, so remaining on the east side of the fence-line and aiming towards a pair of wind turbines. Pass through a gate just before them. Wind



Please note that Fitzroy settlement has many private houses. Respect privacy and do not enter gardens or homes without invitation.

power is widely used in the Falkland but there is also a generator shed alongside. Pass through another gate, beyond the turbines to see the shearing sheds straight ahead.

It's worth dropping down to the sheds themselves and the shoreline to see the old bridge which carries rail-tracks across to the remains of a jetty. Rail-trucks were used to transport the wool to be picked up by the inter-island shipping service and an old one can be seen here. Please do not walk on the bridge as it is now unstable. Today sheep and wool are transported by road.

Double back to the settlement road but before the gate to the two turbines, turn left with the road. The road immediately forks, take the right fork into the main settlement. Follow the road, passing a private house on the left, after which is a memorial for the 1982 conflict. There will be a flag flying alongside and the memorial is there to be viewed.

The road then passes the settlement clubhouse; it's on the right with two old cartwheels upfront and the old schoolhouse building to its right. At the next road junction, bear left to return to the settlement gate and back to the start point.

Walk further

This add-on to the main route includes a small drop down to the shoreline so is not suitable for those with mobility difficulties. It can only be followed if the tide is not high. It has seaweeds of red, green and brown, perhaps other beach-combing finds, and adds 1.4 km to the main route, about 25 - 40 minutes walking time.

At the row of old farm machinery, go through the gate immediately on the left of the large barn. Turn left to walk alongside the fence, with the old machinery now to the left on the other side. Continue, keeping the gorse hedge close on the left, heading slightly downwards in the direction of the coastline, towards another small copse of evergreen trees. To the right of these trees, a small picket-fence enclosure comes into view. This picket-fence surrounds an unmarked grave.

Just before the trees, there is a gate on the left. Go through this gate then immediately through another to the right and drop down to the coast. Take care here. Turn right and follow the coastline. Walk along to reach a clear fence-line running down into the sea (about 5 - 10 minutes).

Turn right to follow this fence inland. Keep the fence to the left, through a wire-gate just up from the coast and continue with the fence/gorse hedge on the left to a "gorse corner". Here there is a gate on the left, go through it to continue in the same direction but with the gorse hedge now on the right. Pass a wooden cross with a faint dedication to "Walter Falkland Summers" and then through another gate to pick up the main trail description as it heads on the vehicle track to the wooden corral (paragraph six of the main route).

Tips:

- ▶ This route is ideal for early morning or evening exploration, and can be started at any convenient point
- ▶ Read around the history of the Falklands to gain a greater understanding of times past and learn more about some of the items on the trail



It is essential to make contact in advance to obtain permission to walk or drive off-road and to check for any land-access fees.

Fitzroy Farm: fitzroy@horizon.co.fk Phone: 32256 / 52256 / 51655

No quads, motor bikes or dogs should be brought on the farm. Smoking and the use of bar-b-ques is not permitted. Many areas are important for breeding ewes and their lambs. Please take every care not to disturb them, especially in the spring (Oct /Nov).

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.

Walkers not familiar with wire gates may prefer to carefully climb the fences at the side. 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, and leave all gates as found; they are there for a reason!

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

FITZROY SETTLEMENT



Flora & Fauna highlights

Christmas bush	Blackish and Magellanic oystercatcher	Magellanic snipe
Diddle dee	Crested duck	Ruddy-headed goose
Dusty miller	Dark-faced ground tyrant	Southern giant petrel
Falkland lavender	Falkland steamer duck	Tussac bird
Pig vine	Falkland pipit	Two-banded plover
Scurvy grass	Kelp goose	Upland goose
Teaberry	Long-tailed meadowlark	



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Self-Guided

WALKS

FITZROY SETTLEMENT

Fitzroy is named after Admiral Robert Fitzroy who captained the Beagle, visiting in 1833 and 1834 with Charles Darwin aboard. The pretty settlement is the perfect start point for many interesting walks. Discover a remarkable range of birdlife, explore the "camp", and pay respects at the memorials for the Welsh Guards and others who lost their lives in the 1982 conflict.



2 1982 MEMORIALS

There is a direct driving track to the main 1982 memorials, skirting the settlement, but if time permits and the weather is good, a walk from the settlement main gate provides opportunities to enjoy lovely views in all directions, including different perspectives of the settlement itself. The tranquil, sheltered cove where the main memorials are situated has seating for quiet contemplation.

The route can be a simple out-and-back on a gravel road or a circular walk taking in a pretty peninsula and walking over scrub terrain. The route undulates but climbs no higher than 40m.

Main route

Vehicles can park close to the farm managers' house, just before the white-fenced driveway (see map). Walk back around 100m to the main gate to the settlement, to a T-junction of roads. Head into the main part of the settlement, towards a red telephone box. (Please note that this is private property.) At the telephone box, follow the road round to the right, passing a house with a Welsh flag on the right and the Clubhouse, with two cartwheels outside, on the left. Take in the settlement memorial which is just to the right here.

Returning to the road, continue onwards. The farm shearing sheds are down to the right but stay with the road that bears to the left, passing farm buildings and then "Mucky Paws" (boarding for cats and dogs) on the right. Go through the gate marked "memorials ahead".

Follow the road. At the top of the rise there are good views towards Mount Challenger, Wall Mountain and Mount Harriet with stone runs prominent, as well as across to "Fitzroy Parks" with large ponds, and back to the settlement itself. Walking down, the three areas of memorials are easy to see. Take a clockwise direction, visiting first a group of four, then the "Celtic Cross" and finally the granite memorial which includes Chinese characters at its foot.

This gives the perfect position to choose a return route around the coast if wished. Simply continue west and follow the coastline as shown on the map, but please do not be tempted to try to short-cut across the wooden causeway. There is a variety of birdlife around this peninsula of low cliffs and pebbly coves. The walking is reasonably easy across the scrub or along vehicle tracks. Alternatively return along the road. Either route leads back through the gate by "Mucky Paws" with a difference of just 1km in overall distance.



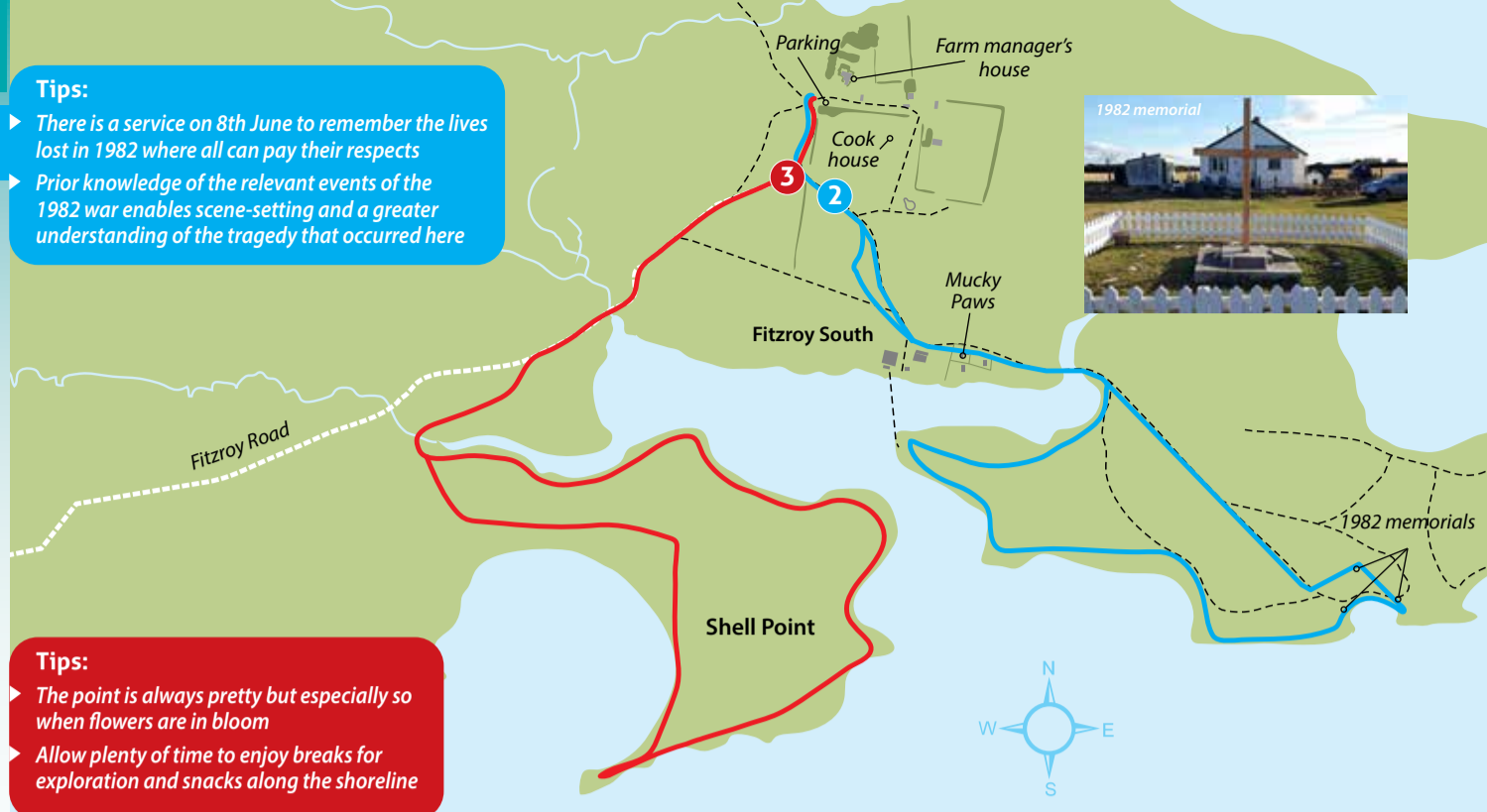
Memorial

Tips:

- There is a service on 8th June to remember the lives lost in 1982 where all can pay their respects
- Prior knowledge of the relevant events of the 1982 war enables scene-setting and a greater understanding of the tragedy that occurred here

Tips:

- The point is always pretty but especially so when flowers are in bloom
- Allow plenty of time to enjoy breaks for exploration and snacks along the shoreline



1982 memorial

Distance: 7 km Time: 1.5 - 2 hrs Terrain: Moderate

3 SHELL POINT

This circular walk explores a lovely flat area of land, close to the settlement. It includes small beaches and coves, interesting rock formations and birding opportunities. There is a profusion of Falkland lavender and dusty miller amongst other native species. Many places are perfect for picnics with views out to small tussac islands and the settlement itself.

The route undulates but climbs no higher than 30m. The terrain is a mix of vehicle tracks, rocky shores and scrub-heath.

Main route

Vehicles can park close to the farm managers' house, just before the white-fenced driveway hard standing (see map), and pass the "Welcome to Fitzroy" sign with the cartwheel. Continue along the road to the south-west and cross an inlet, a cattle-grid then another stream. There is a vehicle track to the left which short-cuts over a small ridge in a southerly direction, to a clearer track heading in from the road and then in an easterly direction to the peninsula of Shell Point.

Follow the vehicle track. A beach soon comes into view to the right. A track bends down to the beach in a southerly direction. The end of the peninsula can easily be seen. Aim for it. Look for coloured rock strata on the coast to the south and birds en-route. The point provides a lovely view of not-so-lovely named Rat Island but it appears as an attractive, tiny tussac island!

Return from the outmost part of the peninsula via the coastline to discover a range of coves, beaches, shells, pebbles, native plants and birds. The northern section passes close to the settlement and provides excellent views. As the inlet narrows, there is a fish-wall; take a look for any unfortunate fish!

Join the road to the settlement and return to the start point.



Goose on her nest



Dusty miller

Distance: 9 km Time: 3 - 4 hours Terrain: Moderate/Challenging

4 TO THE BRIDGE

This hill walk is essentially an out-and-back route, though some variation can be built into the return if wished. It's a lovely hike to a now broken-down but interesting wooden bridge, via streams which are pretty places for fishing or just a relaxing snack-break. The views from the ridge are spectacular – all the way to the masts of Sapper Hill above Stanley on a clear day. There are some pretty coves at the waters' edge.

The ridge height is just over 100m. Terrain is varied with a combination of old vehicle tracks and scrubland.

Main route

Vehicles can park close to the farm managers' house, just before the white-fenced driveway (see map). From this point, an outline of a route over the end of the ridge, to the north, can be seen.

Walk ahead, towards the ridge, to pass through the left of two vehicle gates; the one at the left end of the gorse hedge. Cross the stream and then a fence. There are vehicle tracks to follow up over the hill or strike a careful path through the scrub-heath. If the highest point is approached, there are two old telegraph poles – follow the line of these.

From the top, as well as lovely views of the surroundings, the remains of the bridge which once linked this farm to Bluff Cove can be seen. This is the target point!

Telegraph poles route to it but do not always make the easiest path. Head first for a wooden gate, down the hill. At the other side of the gate a track leads down to an inlet. Vehicles can cross at this point but it is too deep for walkers. Either walk around the inlet or, anticipate and cut across a little from the last telegraph pole on this side. Once across, the walk is straightforward, following the track to reach the bridge.

Take a break, explore the coves, enjoy the gentle lapping of the waves on a calm day but please do not try to walk onto the bridge. As is obvious, it does not connect to the other side and is dangerous.

Return via the same route or strike out in a different direction over the ridge. An easy return goes straight up from the head of the inlet, aiming for a small rocky outcrop by following a fence-line. The views from the top at this point, on a clear day, stretch to Sapper Hill above Stanley. From the top, it's a simple drop back down to the start point.

Tips:

- There are lovely fishing spots for smelt en-route
- Waterproof footwear is advisable

Distance: 20 km Time: 5 - 6 hours Terrain: Moderate/Challenging

5 FITZROY PARKS

This circular walk provides excellent views to nearby islands and opportunities to see a surprising variety of birds. There are many small cormorant colonies along the southern shores. The coastline is a mix of sand, shingle and pebbly beaches, and with jagged rocks protruding from the sea. Keep an eye out for marine mammals.

The route undulates but climbs no higher than 20m. Terrain is varied; mostly on vehicle or rotivated tracks but some across scrubland where the walking is a little more difficult.

Main route

Vehicles can park close to the farm managers' house, just before the white-fenced driveway hard standing (see map). Walk back around 100m to the main gate to the settlement, to a T-junction of roads. Head into the settlement, towards a red telephone box. (Please note that this is private property.) At the telephone box, follow the road round to the right, passing a house with a Welsh dragon on the right and the Clubhouse, with two cartwheels outside, on the left.

Pass the farm shearing sheds to the right, bearing left on the road to then pass large farm sheds, followed by "Mucky Paws" (boarding for cats and dogs), both also on the right. Go through the gate marked "memorials ahead".



Tips:

- This a great walk for a sociable group of keen walkers on a summer day
- Explore the pebbly beaches carefully for pretty pebbles but please do not take too many away

Follow the road, dropping down to a river valley. Use the road to cross the river, then bear left on a grassy vehicle track towards a gate. Do not go through the gate, instead, walk along the fence-line to the right of it, heading in an easterly direction. A clear track leads towards a large pond. Continue along the track on the upper, south side of the pond. The track forks after a gate; keep right and then right again to walk along the coastline.

The track seems to fade from time to time but can always be seen ahead and it's a matter of preference whether to stick with it or choose a route closer to the shore. An inlet around 4km from the start point requires careful crossing.

The peninsula has two "fingers", Cattle or South-East Point and North-East Point. The mapped route omits the former but takes in the latter, necessitating a northerly turn alongside a broad inlet, continuing north and around the western end of Loafers Cove. North-East Point is a tranquil spot for a stop to enjoy the sounds of waves breaking and to take in the views and perhaps greet a tussac-bird.

Return along the northern coast. There is a choice of tracks or the shoreline itself but all lead home! The shoreline includes opportunities to explore pretty pebble beaches.

On approaching the settlement, there are large polytunnels and a storage barn ahead by a gap in the gorse hedge. Go through the gap and then either gate close to the big shed and return to the start point.

Walk further

Add in South-East Point – roughly an extra 2.5km.