



# Guernsey

with Alderney, Sark and Herm



1 DRIVE

30 WALKS/GPS

ONLINE UPDATES

This is a sample from the  
PDF edition of

*Landscapes of*  
**GUERNSEY**  
with Alderney, Sark and Herm

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*a countryside guide*

Seventh edition



Geoff Daniel  
updated by Sunflower Books

This shorter sampler includes some of the introductory text, and an example car tour and walk. There is a total of 64 pages, plus a pull-out island map, in the full book.



SUNFLOWER BOOKS



# Preface

Any traveller who takes the trouble to invest a little time and curiosity in Guernsey — and the smaller neighbouring islands of Alderney, Sark and Herm in the same bailiwick — will be richly rewarded.

To the walker, these islands expand beyond mere geographical size with every step, for they provide so much visual delight, and so much history to stir the imagination.

To the motorist (barred from Sark and Herm, sorry!) distances on paper mean very little when translated to mph/kmph, for whichever route is planned, there will be many a reason to stop and enjoy scenery, watering hole or man-made attraction.

While the picnicker is not well served with official sites and barbecue facilities (these islands are not best suited to such organised leisure), there is an endless variety of quiet spots to choose from on any of the walks described in the book.

*Landscapes of Guernsey* has been written for countryside enthusiasts and is divided into three main sections: picnics, a car tour and walks. You will not find details of restaurants, hotels, shop opening hours or other conventional guide book information here: these subjects are amply covered in free guides. Instead, I've concentrated on giving clear instructions for the car tour and walks, with some of my personal observations that may add interest to your exploration.

Whether you are a walker or motorist, or simply taking a family holiday, you are assured of a warm Channel Islands welcome and if not a guarantee, then at least a fair chance of good weather. The Gulf Stream washes all the islands and they have a good sunshine record, above the UK average. Even in winter, frosts are rare and snow even rarer, though at any season, sea breezes are normal. Photographers will appreciate the special quality of light on the islands on any clear day.

## **Guernsey's past**

Invasion and conflict in one form or another have figured in Guernsey's history for a thousand years. Now thousands of visitors 'invade' every year, and very welcome they are made, too. But in the 9th century it was Viking raiders who

plundered all the Channel Islands, regarding them as a bonus on voyages of pillage to Britain and France.

Between the 13th and 15th centuries, France repeatedly tried to regain control of what was once theirs — for the islands were (and still are) part of the Duchy of Normandy. The then Duke of Normandy, King John, relinquished the mainland Duchy to France in 1204, but the Channel Islands remained faithful to the king, who fortified them with a chain of castles and rewarded them with their own charters, a gift which accounts for the way the islands are governed today.

Castle Cornet at St Peter Port on Guernsey was the last Royalist stronghold in Britain to surrender to Parliamentary forces in the 17th-century Civil War. The citizens of the town supported Cromwell, but the castle was held by the Royalist Lt Governor Sir Peter Osborne. His forces, supported and supplied by Royalist Jersey, kept the populace he was supposedly 'defending' under bombardment for nine years. This could be one reason for long-lasting enmity between the islands which has now mellowed, thankfully, to keen rivalry!

Guernsey, along with Jersey, was occupied for five years during the Second World War by Nazi forces who were convinced that the Allies would use the Channel Islands as a stepping stone into Europe. But though concrete bunkers and watchtowers are still much in evidence, they seem to add a dimension to the landscape, rather than ruin it. Alderney was evacuated of its citizens when the Germans invaded, and the island became a concentration camp, the full story of which emerged in 1992, and makes grim reading.

Sark and Herm were occupied but barely touched by the Nazis, and while offering modern facilities to today's visitors, are essentially the same unspoiled, feudal retreats they have been for centuries.

### ***Guernsey's present***

If anyone tried to invade Guernsey now, the island would be defended as if it were part of the UK, but all internal affairs are managed by the bailiwick's parliament, The States, presided over by a Crown-appointed Bailiff.

There is much that is familiar on Guernsey to British visitors. Indeed many Britons have settled here. However, scores of roads have French names, and the local accent derives from a time when the Guernsey-Norman patois was far more widely used than it is now. The Normandy coast is only 28 miles distant.

## 6 Landscapes of Guernsey

In many respects, a stay in Guernsey is like holidaying in a time-warp. The pace of life is slower, and people have time for you. In many parts of the island it's almost like stepping back into a 1930s holiday, and the scenery — with so many little houses and bungalows finished with touches of art-deco — supports that illusion. Islanders trust you; wherever you go, you'll see collections of produce on the side of the road — tomatoes, vegetables, melons and other fruit — with a jam jar or box left for you to put your money in if you wish to purchase. A veritable paradise for the self-catering family, who can buy superbly-fresh produce at a fraction of the price they'd pay in a supermarket at home.

Guernsey's reputation as an offshore financial centre is well known, and many major banks and finance companies have their base here, where the top rate of income tax is only 20 per cent, and where neither VAT nor other customs and excise duties trouble the resident or visitor. But you may have to put hand in pocket on returning to the mainland after a shopping spree ...

### Acknowledgements

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The States of Guernsey Tourist Board ('Visit Guernsey'), Aurigny.com, Travel Trident, the Isle of Sark Shipping Company, Tim Earl, and my publishers/updaters at Sunflower Books.

### Books

*Landscapes of Guernsey* is primarily a guide to countryside exploration and is intended to be used together with a standard guide and the official booklets available on the three smaller islands. You will also find it well worth investing in a copy of *Perry's Professional Guernsey Guide*. This contains a very large-scale map, naming every road and

track on the island — enabling you to locate all the roads referred to in this book. More specific reference might include *The Water Lanes and Green Lanes of Guernsey*, by Herbert Winterflood (Toucan Press), *Victor Hugo in Guernsey* by David Shayer (Toucan Press), *Guernsey Bird Guide and Map*, by Vic and Jill Froome (La Societe Guernesiaise), *These Haunted Islands* by Chris Lake (Redberry), and *Toilers of the Sea* by Victor Hugo (various publishers). Visit Guernsey (the Tourist Board) publishes a number of booklets (available from their shop in the Esplanade), some detailing more walks you might enjoy.

### Also of interest

*Landscapes of Jersey*, by Geoff Daniel (Sunflower Books)



# Picnicking

Tucking into a box of goodies out of doors is a particular pleasure on these islands ... such is the variety of sites where you can sit and admire the view. Most beaches make good picnic bases, especially for young families, and throughout the Channel Islands they are clean and well maintained. For every walk in the book I have chosen at least one suitable spot for a comfortable picnic break, even in bustling St Peter Port.

All the information you need to get to these picnic spots is given below, where *picnic numbers correspond to walk numbers*. Beside the picnic title you'll find a map reference: the exact location of the picnic spot is shown on this *walking map* by the symbol **P**. I also include transport details (bus: how to get there by bus; car: where to park), how long a walk you will have, and any other information you might find useful.

Please remember that if more than a few minutes' walking is required, you will need to wear **sensible shoes** and to take a **sunhat** (○ indicates a picnic in full sun). A groundsheet also comes in handy, in case the ground is damp or prickly.

If your hotel or guest house doesn't provide packed lunches, you can find a wide selection of ready-prepared picnic fare on sale at Marks & Spencers' in Creasey's department store in St Peter Port or the 'Simply Foods' shops in L'Islet and St Martins. Moreover, several of my suggested picnic spots are near to family-owned kiosks or tea gardens (indicated by the symbol ■), where you can buy picnic fare on the spot.

## 1 CASTLE CORNET (town plan on page 24; photo on page 13)

bus by bus: 10min on foot. Bus to St Peter Port bus station.

car by car: 10min on foot. Park in St Peter Port.

*Spend a morning at Castle Cornet, soaking up all that history, then climb to its highest point and park yourself on a bench from where there are excellent views seawards and across St Port Harbour.*

## 2 FERMAIN BAY (map on page 28; photos on pages 10, 26-27) ■

bus by bus: 15min on foot; routes 91, 92, 93, 94, 95 to Fort Road (Fermain Tavern).

Walk from St Peter Port or from the bus stop on Fort Road. Difficult for parking, so don't bother with the car!

*A lovely wooded valley with a stream; pleasant beach; refreshments.*



Fermain Bay (Picnic 2 and Walk 2); see also photo on pages 26-27.

### **3 JERBOURG (map on page 30; photos on pages 20-21, 29)**

by bus: up to 15min on foot; route 81 to Jerbourg Point.  
by car: up to 15min on foot; park as for Walk 3 (see page 29). From the car park or bus stop, head west along the coastal path. *Benches and pleasant grassy spots overlooking the sea, especially between Jerbourg and Le Petit Port. Kiosk for beverages and snacks.*

### **4 MOULIN HUET (map on page 33; photos on page 33)**

by bus: 20min on foot; route 81 to Bella Luce Hotel (see page 32).  
by car: 5min on foot; park at Moulin Huet (official car park). *Note: the approach road is very narrow.*

*The beach at Moulin Huet makes a lovely warm and sheltered picnic spot, or there are benches on the little slipway overlooking the beach. Tea garden near the beach.*

### **5a ICART (map on page 35; photos on pages 8, 16)**

by bus: up to 30min on foot;

route 81 to Icart Corner.

by car: up to 15min on foot; park at Icart Point.

*Cliff-top benches near Icart Point; possibly a kiosk in seasonal van by the car park.*

### **5b SAINTS BAY (map page 35)**

by bus: 15min on foot; route 81 to Saints Corner.

by car: no walking; park at Saints Bay harbour (very limited space).

*Saints Bay harbour is a beautiful, cool place for an outdoor feast on a sunny day; kiosk by the car park.*

### **6 SOUTH COAST PATH (map on pages 36-38; photos on pages 38 and 63)**

by bus (routes 91, 92, 93, 94) or by car: up to 30min on foot. See recommended bus stops/car parks on the map, to reach the coastal path.

*While a picnic almost anywhere along the path between Petit Bot and Pleinmont is a pleasure, I especially recommend the stretch just west of La Corbiere and the secluded area near the Table des Pions.*



# Touring

Guernsey is an approximately triangular island covering 24 square miles, but it has just over 300 miles of good, if sometimes narrow, roads to explore. This takes more time than you might imagine, both because there is much to see and do and because **there is an island-wide speed limit of 35mph/55kmph**. And rightly so. This is not an island to be taken in a hurry.

Many visitors like to hire a car during their stay. You can take your own car if you wish, by Condor's catamaran service from Poole (the sea crossing takes about three hours). Driving and seat belt laws are even more stringent than those on mainland Britain and are keenly enforced, especially regarding drink-driving. Visiting drivers must carry their licence with them whenever using their car. For further tips on driving on the island, see page 7. Bear in mind also that, because the total distance to be travelled is quite modest, **it is as practical to tour by bicycle as by car**.

The touring notes are brief: they include little information readily available in standard guides. Instead, I concentrate on taking you to my favourite natural and man-made attractions, and I emphasise possibilities for **picnicking** and **walking**, with a good selection of circular walks for motorists (see the Contents on page 3).

**The pull-out touring map is designed to be held out opposite the touring notes.** It highlights major roads (wide enough for two vehicles to pass in comfort, but a few of them *one-way!*) and the best routes to the walks and picnics. However, I urge you to keep another, more detailed map in the car: a good sectional road

*St Peter Port is the starting point for the island tour. This view is similar to the outlook you'll have when you visit Castle Cornet (Picnic 1 and Walk 1).*



map like *Perry's Professional Guernsey Guide* (see page 6), stocked at bookshops and stationers on the island.

If you are a first-time visitor, don't take it for granted that you couldn't possibly get lost on such a small island. On the contrary, it is *very easy* to find yourself driving round in circles once you venture away from the coast and the few main inland roads!

*Cumulative* distances are given from St Peter Port (see town plan, page 24). A key to the symbols in the notes is on the touring map.

Cars are banned on tiny **Herm** and the island of **Sark** (where you can instead hire a horse-drawn 'taxi'). On the larger island of **Alderney**, hire cars are available, though it's far preferable to explore on foot.

*Right: be prepared to drive on roads as narrow as this — now you'll understand why the maximum speed limit is 35mph. Most narrow roads have passing places at intervals, but you may need to reverse some distance. Incidentally, the arrow does not mean it is a one-way road; it warns you of a junction ahead, at which you must come to a halt.*



## THE COASTAL TOUR

**St Peter Port • Jerbourg Point • St Martin's • St Andrew's • Icart Point • Petit Bot Bay • Pleinmont • Lihou Island • St Saviour's Reservoir • Cobo Bay • L'Ancrelle • Beaucette Marina • St Sampson's • St Peter Port**

about 36mi/58km; 2-3 hours' driving time

On route: Picnics (see pages 9-11): 1, 3, 5a-b, 6-10; Walks 1-3, 5-11. (Picnics 4 and 11 and Walk 4 are off the main route, but easily reached by a detour; Picnic 2 is best reached by boat from St Peter Port.)

*The coast road is of reasonable width, in good condition, and should give you no problems in navigation, but I have given very detailed instructions for the few inland sections, as it is easier than you would imagine to get lost. Remember to keep within the 35mph speed limit.*

**P**lanning a tour on such a small island doesn't take a great deal of wit but, as I've warned you, many of the cross-island roads are *very* narrow and are like a maze to the newly-arrived visitor. For this reason I suggest just *one* main circuit following the coastal roads, with some forays inland to the starting points for the walks, or to selected tourist highlights.

From the roundabout at St Julian's Pier (large car parks, ferry points) head south on North Esplanade, passing the starting point for Walk 1 and Castle Cornet (P1) off to the left. On coming to apartments incorporating the former Guernsey Brewery on the right, note the minor road signposted to the aquarium and open-air swimming pools: Walk 2 begins here. Keep on the main road (Le Val des Terres), twisting up quite a steep hill. At a roundabout at the top, turn left along Fort Road.

Come to Sausmarez Manor★ on the right, a stately home with attractions for all the family (✿ WC). At the traffic lights soon after (2mi), turn sharp left on the road signposted for Jerbourg. First come to the Doyle Column (✿ WC) on your left, a monument erected in memory of a former lieutenant governor. There's a car park behind it and another in the minor road on your right. But continue nearly a quarter of a mile

further, past the hotel, to Jerbourg Point★ (3mi ✿ WC 3), for fine views of the south coast. Walk 3 begins and ends here; this stretch of coastal path is shown on pages 20-21.

Return by the same route to the traffic lights and go straight across, to come into St Martin's (5mi ✿). In the centre of the village, there is a 'filter in turn' junction where you have to bear left into the one-way system on Rue Maze. Park on the right, 50 yards along, if you would like to see the famous 'Grandmother Stone'★, an ancient menhir. Walk back to the main road, turn left and immediately right to the churchyard shown on page 2. The church itself was founded in the early 13th century.

Return the 150 yards to your car and continue on Rue Maze for about 300 yards to traffic lights, then turn right on Rue des Caches. Continue for under half a mile, come to a halt where your road



*The Little Chapel was built largely from shells and pottery fragments by a monk who made it his life's work. The interior is equally intricate.*

joins Rue Poudreuse, then continue in the same direction when the road is clear. Again, in less than half a mile, at a mini-roundabout (with a modern petrol station on your right), take the first road on your left. You are now in Oberlands Road, and soon you pass the hospital on your right. Keep on this road until you reach a crossroads; here turn right into La Brigade. When you reach a set of traffic lights at Bailiff's Cross (a former pub is facing you across the road), turn left along Les Mauxmarquis (later La route de St Andre). You pass Les Poidevins Road up to the Talbot Valley on your right; it leads to a disused water mill and the delightful 'Ron Short Walk' (P11; photos on pages 52 and 53).

Pass St Andrew's Church (†) on your right (where Walk 11 begins and ends) and almost at once a turning left to the German Military Underground Hospital★ (M). Continue along the main road for about a mile, as it bends

first right and then left past Blanchelande College. To visit the **Little Chapel**★ (8mi †) — perhaps the smallest in the world — follow the road to the right, then take the second right turn.

Return from the chapel to the main road, then turn right on La route des Blicqs. Carry on for two-thirds of a mile, to the Le Chene traffic lights at the junction with busy Forest Road. Here turn left, back towards St Martin's. In another two-thirds of a mile, you will see a water tower on your left. Watch for a small blue sign to the Renoir Tea Gardens on your right, about 300 yards past the water tower. Take this turning. Unless you want to risk finding yourself in a rural traffic jam, it's best to save a visit to Moulin Huet (Walk 4 and Picnic 4) for another day, so ignore the Moulin Huet signs and follow those for Icart. Keep on to the car park at the cliff-edge, **Icart Point** (11mi WCP5a; Walk 5). You have just (I hope) successfully made your first excursion into the



*Fort Grey*

maze of roads that makes up inland Guernsey! Stretch your legs with a short stroll along the cliff path (left if you want a view over Saints Bay (P5b), right to look out over La Bette Bay and Petit Bot Bay.

Retrace your journey a little way\* but, at the first junction (you'll see a blue post box in the wall), turn left. A few hundred yards along, bear left again into La route des Longs Tracs. Shortly after a little S-bend, ignore the right-hand turn, but take the left turn that follows immediately (by a concrete lamp standard). You are now in La rue de la Falaise, descending into the Petit Bot valley. When you come to a T-junction, halt before turning sharp left downhill. Soon you will reach delightful **Petit Bot Bay** (13mi WC), with its defence tower overlooking the beach. Walk 6 begins here. At the very attractive café (with gardens and a mill stream running through the building), keep left round the tiny one-way system, to climb out of the valley on Petit Bot Road.

Continue uphill past the Manor Hotel until you reach Forest Road again. Turn left onto La rue des Landes, immediately passing turnings left to the German

Occupation Musuem★ (M) and right to the airport. Once past the airport, take the first *main* turn-off left (La rue de la Villiaz, with another 'filter in turn' junction), and very soon pass the Mallard Country Club on the left. Stay on this road for a couple of miles, passing the turn-off left to La Corbiere (P6). Off to the right you will see the distinctive and unusual round tower and spire of Torteval Church (†), shown on page 19. Less than a mile beyond the church, on a downhill section, you need to keep *straight on, uphill*, where the main road swings to the right. It's signposted — but not very clearly — to **Pleinmont Point** (17mi ). There are several very narrow roads here, but head for the transmitter mast and pass to the right of it, coming to a choice of parking places near an old German bunker, a good area for Dartford warblers. The sea views are wonderful; *do* stroll along some of the coastal path (P6): see Walk 6 and photos on pages 38 and 63.

Then retrace your route to the main road and continue downhill to **Portelet Bay** (WC). Turn left at the Imperial Hotel if you wish to park and stroll, otherwise turn right, with the granite sea defence wall and Rocquaine Bay



# Walking

The walks in this Seventh edition of *Landscapes of Guernsey* are designed to show you the best of the four islands: Guernsey, Alderney, Sark and Herm.

**Beginners:** You can do most of the walks without problems, but the less nimble might find some stretches of the south coast path too strenuous.

**Experienced walkers:** All these walks are within your capability, including the south coast. This could be achieved in a day, but I would strongly suggest making at least two days of it, to enjoy its sights fully.

**All walkers:** Please follow routes as described in the notes. If at any stage you are uncertain of the way forward, go back to your last 'sure' point and start again. Do *not* try to continue a walk which for some reason has become impassable. And I cannot emphasise too strongly the need for caution when exploring beaches, rocks or caves at low tide. *Be absolutely sure of the tide times and always allow plenty of time to reach a safe point.* The range of tide in Guernsey, that is from low to high, is *almost double that in the UK*. Tide-tables are available on the Guernsey Harbours website ([harbours.gg](http://harbours.gg)), from Visit Guernsey on North Esplanade, St Peter Port (see the town plan on page 24) and are printed in the *Guernsey Press* — use them!

## Weather

Guernsey has a summer average of 8 sunny hours a day (among the best in Britain);

*Picnic 3 and Walk 3: The coastal path just west of Jerbourg is typical of the enjoyable walking on Guernsey. Here, nestling in the bracken and brambles, ever watchful for an attack that never came, a German observation post of the Second World War continues its lonely vigil, so much a part of the scenery that it is scarcely noticed by those who pass by. In the distance is the island of Herm.*



rainfall averages 33-39 inches (80-100 centimetres) a year. May to July are generally considered the best months to visit. August is warm, but can be thundery. March and April are often dry and sunny, and Guernsey has known many an autumn 'Indian summer'.

## Where to stay

This should never pose a problem (except during July and August) because Guernsey in particular has a wide range of hotels, guest houses and self-catering facilities, all of which are inspected and graded regularly by Visit Guernsey, the island's tourist board: log on to [visitguernsey.com](http://visitguernsey.com) and click on 'Accommodation'. The website includes details of some accommodation on Sark and Herm as well. Accommodation on Alderney ought to be booked before travelling to the island: go to [visitlderney.com](http://visitlderney.com) for details. UK visitors to Alderney can fly from Guernsey in one of Aurigny's ([aurigny.com](http://aurigny.com)) distinctive yellow-tailed aircraft.

## What to take

For much of the country walking in this book, you will need little special equipment. Some walkers find training shoes adequate, but I always recommend lightweight boots which cope with almost any conditions underfoot. These might include long wet grass, rock pools, sand dunes, muddy



## 22 Landscapes of Guernsey

tracks and tarmac roads ... all on the same walk! Here's a checklist of items you could find useful, depending on the time of year:

long-sleeved shirt	binoculars
long trousers	camera
raingear	small rucksack
spare bootlaces	spare jumper, extra socks
groundsheet (picnic sit-upon)	sunhat, suncream, sunglasses
numbers of taxi operators	bathing things/towel
whistle (if you get stuck or lost)	first aid kit
mobile or smartphone	bus timetable

### A country code for walkers and motorists

The experienced rambler is used to following a 'country code', but tourists who rarely venture into the countryside may unwittingly cause damage or harm animals. Be aware of the following when walking:

- **Do not light fires** except at barbecues. Never allow youngsters to play with matches and never throw cigarette ends away. Fires are a very real hazard on cliffs and headlands during dry summers and can be difficult to deal with because of inaccessibility.
- **Keep dogs under proper control** and fasten all gates behind you. Note, too, that dogs are not permitted on some beaches in summer.
- **Keep to paths** across farmland, and avoid damage to fences, hedges and walls.
- **Leave no litter** — take it home or put it in the nearest litter bin.
- **Protect wild and cultivated plants**, and never walk over cultivated land.
- **Go carefully** on narrow country roads — don't block them by parking carelessly.
- **Respect the countryside** and the country way of life.
- The bird life of coastal regions is very important. **Do not disturb or annoy the birds**, especially during the nesting season (spring and early summer).

Here are some other points, particularly directed to walkers planning a lengthy ramble along, for example, the more remote parts of the south coast:

- **Do not walk alone**, and always tell a responsible person *exactly* where you are going and what time you expect to return. If you walk in a group and someone is injured, others can seek help, and there will be **no need for panic in an emergency**.
- **Do not overestimate your speed**; your pace will depend on the slowest walker in the group.

- If a walk becomes unsafe, do not try to press ahead.
- Transport at the end of a long walk is important.
- If you start a long walk after midday, carry some warm clothing and extra rations, even in summer, in case you are delayed beyond sunset.

## Grading, signposting, maps, GPS

The Contents on page 3 give you a quick overview of each walk's grade. Here are more details:

- very easy — more or less level (perhaps with a short climb to a viewpoint); good surfaces underfoot; easily followed
- easy-moderate — ascents/descents of no more than about 650ft/200m; usually good surfaces underfoot; easily followed
- moderate-strenuous — ascents/descents may be over 650ft/200m; variable surfaces underfoot: in some cases you must be sure-footed and agile; there may be many steps; the route may be fairly long

On established routes like the coastal path there are many signposts, but elsewhere on these islands you may not encounter much signposting, simply because they do not have extensive systems of public footpaths.

For all routes described in the book, the maps accompanying the text should suffice. They are based on tape-recorded notes made 'in the field' and were prepared with reference to 1:25,000 HMSO/MOD maps which went out of print in the 1970s. Although they are again available, the maps in this edition (all 1:25,000) are adapted from Openstreetmap. We have found them to be *very* accurate on the ground and clearer than the original HMSO/MOD maps.

Free GPS track downloads are available for all these walks: see the Guernsey page on the Sunflower website. Please bear in mind, however, that GPS readings should *never* be relied upon as your sole reference point, as conditions can change overnight. *But even if you don't use GPS, our maps are now so accurate that you can easily compare them with Google Maps on your smartphone and pinpoint your exact position. And it's great fun opening our GPX files in Google Earth to preview the walks in advance!*

Below is a key to the symbols on our walking maps.

	main road		other walk		picnic tables
	secondary road		church.chapel		picnic (see page 9)
	minor road/track		cemetery.cross		best views
	rough track		bus stop.parking		castle, fort
	footpath		water source, etc		page reference: map continuation
	route of main walk and direction		ancient site.aerial		start/end of walk
	alternative route		Towers		waypoints
			windmill.statue/folly		

## Walk 2: ST PETER PORT TO FERMAIN BAY

See also photo on page 10

**Distance:** 2mi/3.2km; 1h20min

**Grade:** ● quite easy, but many steps up from the aquarium

**You will need:** lightweight boots or stout shoes

**How to get there:**  to the bus station at St Peter Port or : park at any park allowing at least 2h waiting (see Walk 1). Walk starting point coordinates 49° 27.022'N, 2° 32.133'W

**To return:**  (routes 91, 92, 93, 94, 95) from Fort Road or retrace your outward route (add up to 1h)

**Short walk: Circuit via Belvedere Field** (1.5mi/2.2km; 45min;

● easy). Follow the main walk to

③ (25min), but instead of taking the path to Fermain Bay, turn right (north) on La Corniche and walk through the Fort George estate to **Belvedere Field**, from where there is a spectacular view of St Peter Port and Castle Cornet. A short path leads from the field down to La Valette and your starting point.

**Alternative walk: St Peter Port to Jerbourg** (3mi/5km; 1h40min;

● moderate, with quite a few steps). From Fermain Bay continue along the coastal path to Jerbourg; return by  (route 81).

**T**his short but popular walk takes you to one of the island's most attractive bays, which has been featured on innumerable publicity photographs.

**Start the walk** at the southern end of South Esplanade (●), opposite the new apartment development

focused on the FORMER BREWERY (where the original building, with its arched entrance, still stands).

*Bluebells in springtime, alongside the path to Fermain Bay*





From the corner of the gardens known as **La Valette**, first follow the lower road (La Valette) past the open-air **SWIMMING BATHS** (1; also newly restored) and a military museum, to the **AQUARIUM** (2) built into a wartime tunnel. At the aquarium, take the steps up on the left, to where the coastal path begins. At the top of the steps there are excellent views to the north, east and south. From here follow the path to Fort George, a

19th-century military site, now an exclusive housing estate, built in the '60s.

Walk briefly along the private road **LA CORNICHE** (3; 25min), then turn left on the path signposted to Fermain Bay (but for the Short walk turn *right* on La Corniche). Continue with the walls of **Fort George** to your right.

At 45min go down the steps over the embankment. When you come to a T-junction, first head right to the British garrison **CEMETERY AND MEMORIAL** (4) of two world wars. More than 100 German soldiers are also buried here, and it is a quiet, poignant place. Return to the coastal path which descends through the bluebell wood shown on the previous page, where breaks in the trees offer striking distant views. Soon pass the top of the 88

**Ozanne Steps** (5) which lead to a small rocky beach and a diving platform for the capable swimmer.

Continue to a junction of ways above Fermain Bay; excluding any birdwatching or refreshment-taking, you should be here in about 1h. A left turn leads to Le Becquet moorings, excellent for swimming or angling, and a right turn leads to Fort Road and a bus stop.

Take the steps in front of you and reach a broader path which descends to the left and **Fermain Bay** proper (6; 1h05min; Picnic 2; photo on page 10), a most agreeable place, with a wooded valley and stream, a pleasant beach, refreshments and a choice of return routes. A 15 minute walk up the valley leads to Fort Road and a **BUS STOP** (7; 1h20min).

## Guernsey

Seventh edition

This guide covers not only Guernsey, but **Alderney, Sark** and **Herm**. Apart from marvellous coastal scenery, there is much to explore of the islands' past. **Walkers** are particularly well catered for, with many centuries-old paths. Among the relics to be explored are prehistoric burial grounds and remnants of the Occupation during World War II.

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