

Walk B1

Binsted, South Hay and Wheatley

Start at Binsted Recreation Ground

Cross road, turn right, follow pavement for a few metres and turn left up a footpath

Before the end of the footpath, turn left onto another path which leads to Hay Place

Turn right and follow farm metalled road for a few metres Continue ahead along field headland and across corner of field to trees, noticeboard and gap in fence [1]

Cross stile and descend steep bank through trees [2]

Cross marshy field [3] to gap in fence and turn left into lane

Walk up lane to South Hay

Turn left on track that soon becomes a path. Cross two stiles into large field

Continue in an easterly direction across field (head for hedge corner on skyline) [4]

Continue in same direction slightly downhill until a junction of paths is reached [5]

Turn left and walk along a former field headland [6]

After 200-300m join a firmer farm track heading in the same direction

Turn left at cottages at Wheatley and follow farm track. This continues to a barn, veers right and then left and joins a metalled lane near Hay Place

Turn right up lane and left onto road in Binsted village. There is a pavement along the road

Opposite the village pub turn right for the start

Risk assessment and general comments

This walk is not advisable in very wet conditions. It would be fine after prolonged dry weather and in the summer the paths crossing large fields [4 and 5] are likely to be well-defined by standing crops. Probably a good walk in frosty conditions when the ground is frozen.

Some nice views both west and east when crossing the fields between South Hay and Wheatley.

[1] Path across field is likely to be muddy.

[2] Steep descent of wooded bank could be slippery

[3] Path across field to lane crosses a very wet and boggy area

[4] Path not defined in autumn after ploughing; it can be very muddy indeed and is also uphill, which some might find very tiring

[5] Similar potentially muddy conditions, eased only by a slight descent

[6] The first section of path along the old field boundary is not well-defined and it may be necessary to walk on the edge of the field rather than attempt to stay on the old hedge bank.

Distance is 2.5 miles

Hazard	Who might be harmed	Consequences	Management	Applies to this Route
Road Crossing	Walkers and drivers	Collision	Inform walkers prior to setting off that they are responsible for crossing roads themselves.	X
Road without pavement	Walkers	Collision	Obey Highway code	X
Uneven ground - pavements, drains, tree roots.	Walkers, especially those with poor or partial sight	Falls resulting in injuries.	Warn walkers of hazard and remind walkers along the route when necessary.	X
Muddy paths and wet leaves.	Walkers	Walker slips and injures themselves	Inform walkers of hazard and caution. Remind walkers at appropriate times.	X
Overhanging branches	Walkers	Whiplash of branch onto another walker or walking into branch.	Warn walkers before setting off and at hazard	X
Thorny and overgrown vegetation	Walkers	Skin lesions and stings from thorns and nettles.	Warn walkers, carry secateurs in summer	
Walking next to water	Walkers	Falling into the water	Advise walkers and remind walkers at hazard	
Golf course	Walkers	Being struck by golf ball	Obey all notices posted by golf club	
Stiles	Walkers	Knee, hip or back problems	Advise before leaving and take alternative route if necessary.	X
Steps	Walkers	Fall resulting in injuries	Warn walkers before setting off and at	

			hazard	
Railway crossing	Walkers, Rail Passengers	Walkers being hit by a train, injury to rail passengers	Use extra caution when crossing and inform relevant rail personnel if a very large group is crossing.	
Cyclists	Walkers, Cyclists	Cyclist/walker could collide with each other	Inform walkers before and during walk	
Dogs, cattle, horses, bulls, livestock, etc	Walkers and animals	Bites, stampeding, kicks and other injuries	Avoid entering fields with bulls and be cautious with other livestock/animals	
Ploughed fields with undefined paths	Walkers	Fatigue, tripping and falling	Warn at start of walk	X