

Walk B3

Binsted Church, West Court, Isington circular

Start at Binsted Recreation Ground (parking for several cars)

Cross road and take path to the R of the pub

At end, cross road into churchyard

Follow path past the church and past Montgomery`s grave

Enter a field, continue to corner, turn right, then left

Cross field on well-defined path

Descend a few steps into a small valley, cross stream on a wooden bridge and ascend a few steps on the far side [1]

Turn right on path to West Court. There are a fallen tree and a muddy area en route [2]

Pass buildings on your left and bear half right through a kissing gate and on alongside a field to a second kissing gate

Descend to and cross the Holybourne to Binsted road [3]

Go through a kissing gate opposite and follow headland path which soon swings right

Turn left onto Isington Road and walk past buildings on your left

Turn left and follow a narrow metalled lane with good views across the Wey valley to Lower Froyle

Turn right at junction and follow metalled lane for a few metres until it rejoins Isington Road

Turn left and follow Isington Road (a minor lane) downhill towards the railway

Turn right onto a farm track before the railway bridge. After a short distance, go through kissing gate at end into field [4]

Avoid the worst of the mud in the gateway area and follow path along field headlands and past copse on your left

Keep ahead where another path comes in on your left. The path gently ascends the hill and passes woodland, emerging onto the plateau north of Binsted.

Continue until path dips down to meet Binsted road

Cross road with care [5] and turn right to walk along pavement

At the pub, turn R back to starting point

Risk assessment and general comments

This walk has no stiles at all and only one area of serious mud. There are some pleasant views across the Wey valley

[1] Some care is needed descending and ascending the steps, which may be slippery

[2] There is a fallen tree across the path but it is easily passed; further on an area of slippery mud may cause problems

[3] Care needed crossing the road, which may have fairly fast traffic at times

[4] A very muddy area, churned up by many walkers and horses

[5] Care is needed crossing the road

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	Walkers	Falling into the water	Advise walkers and	

to water			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.	
Steps	Walkers	Fall resulting in injuries	Warn walkers before setting off and at hazard	X
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	