

SILVERMINE^{3.1} & HOUT BAY



—40 walks from the maps™

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APPROVED BY THE
MOUNTAIN CLUB
OF SOUTH AFRICA



ENDORSED BY THE
TABLE MOUNTAIN
NATIONAL PARK

www.themaps.co.za

TABLE MOUNTAIN NATIONAL PARK MAPS 2 & 3

Many of these walks are described in more detail in our
“WALKS with a FAT DOG” [see website for more details of this delightful book]

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BRIEF ROUTE DESCRIPTIONS WITH APPROXIMATE WALKING TIMES

Times do not include time for stopping/resting. Some walks may take more or less time if walked in the reverse direction. The condition of the paths in this area varies considerably, and could affect the time needed for your walk. Please try to avoid trampling out new paths next to the existing ones—you will only make eventual rehabilitation more difficult and more costly. In some areas, eg. near Muizenberg Cave, the Amphitheatre and Cave Peak, there are networks of little paths. Try to avoid these, in many instances for your own safety.

SILVERMINE

Most of the mountainous area covered by this map was once part of the old Silvermine Nature Reserve. In historic times the Steenberg was regarded by the Dutch colonists as the refuge of the Peninsular Khoi, but that did not prevent the Dutch from prospecting for silver here in the 1680s. Shafts were sunk and the remains of these have given their name—originally “Zilwermijn”—to the area. No silver was ever found, but a limited amount of manganese was extracted in later years.

In 1797 the eastern mountains looked down upon the Battle of Muizenberg, which ultimately led to British control of the Cape Colony. However, the British found, as the Dutch had before them, that these mountains formed a difficult barrier between Cape Town and the anchorage at Simon’s Bay. For many years the area remained virtually trackless, although a fisherman’s path led over the mountains between the villages of Hout Bay and Kalk Bay. By 1817 there was a farmstead— Kleinplaats—near the present Silvermine entrance gate, but it was poor farming and there never was a “wagon road” right over the mountains. When modern road builders punched the “Ou Kaapseweg” through here in the 1960s that name was based on pure romance.

In the late 1890s the Kalk Bay Municipality built the “Hansen’s Reservoir”, but the Municipality was soon absorbed by the City of Cape Town, and the reservoir (now the Silvermine Reservoir), which was provided with a very inadequate outlet pipe, was only ever used to provide water to the Clovelly Country Club. The Trigonometrical Survey Office’s 1934 map of the mountains shows only a few footpaths and a pipetrack to the dam. This angled up from Lakeside below the Steenberg Peaks. Of the reputed “Old Wagon Road” there is no sign; this road was only built by the Cape Town Municipality in the 1940s, and quite possibly has never, ever felt the wheels of any wagon.

At the turn of the 19th century the mining magnates Bailey and Rhodes adopted Muizenberg as their holiday playground. Abe Bailey, builder of Bailey’s Cottage, built a folly at the foot of Peck’s Valley (which is named for Farmer Peck, famous innkeeper of Muizenberg). Abe’s head gardener reputedly built the stone-laid paths on the mountainside above Muizenberg, we presume for his employer’s delight. In later years many more paths were stone-laid by the Cape Town Municipality.

TABLE MOUNTAIN NATIONAL PARK

The only South African National Park in the middle of a city, the Cape Peninsula National Park was created in 1998 to conserve the unspoiled natural areas of the Peninsula. Most of the undeveloped area covered by this map is managed by the SA National Parks, and further information is available from their offices at Westlake Park, near the southern end of the Simon van der Stel Freeway (M3). The Park’s contact details are:

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The mountains remained the preserve of enthusiastic walkers and mountaineers. In the 1940s a group of these—still remembered as “The Moles”—explored the mountains and discovered some sixty caves to add to the list of the few already known. The Mountain Club of South Africa’s 1944 Journal is essential reading for those interested in caving here. Some 107 caves are now known, many of them requiring specialised techniques for exploration (see note elsewhere on “Caves”).

Although by the 1950s a steep zig-zag road had led to the Silvermine Reservoir and the Waterfall, it was the Ou Kaapseweg that opened up the area for recreation. Extensive pine plantations were planted and the area became severely invaded by alien vegetation and suffered devastating wild fires. In 1998 Silvermine became part of the Table Mountain National Park. Extensive clearing of alien vegetation has followed, and a start has been made on repair of damaged and eroded footpaths. Much remains to be done, but this should not detract from your enjoyment of some of the finest Fynbos vegetation in the Peninsula, with magnificent views and largely safe and easy walking routes. Approved mountain biking routes are also shown on the map. The animal life of the area has been severely depleted, but there are still many birds and smaller creatures present for your delight.

A. SILVERMINE (Western Section)

1. SILVERMINE RIVER WALK, 1 hour one way

Start either at the Entrance Gate parking area (uphill walk), or at the Silvermine Reservoir parking (downhill walk). A highly-recommended stroll, much of it on an attractive raised boardwalk, that follows the Silvermine Stream. There are patches of indigenous trees, wetland and features of historical interest.

2. SILVERMINE RESERVOIR CIRCUIT, 20–40 mins

From the Silvermine Reservoir parking area. A very short stroll around the reservoir on a boardwalk suitable for wheelchairs. The walk visits the wetlands above the reservoir, with attractive flora and interesting views. **NO DOGS ALLOWED.**

3. BOKKOP CIRCUIT (a), 2½ hrs circular route

Start either at the Entrance Gate parking, or the Silvermine Reservoir parking (recommended). From the latter cross the Silvermine Stream below the reservoir wall and follow the gravel track that leads up the hill to the south. At the summit the road swings to the right; just around the corner is a path to the left. Follow this for about 1km down the valley until you meet the next jeep track. Turn right and after about 100 m take a path to the left that descends through an attractive, shallow valley to the lower jeep track. Turn left on the jeep track and cross the Silvermine Stream at the picnic area. Turn left again and follow the Silvermine River Walk back to your starting point.

4. BOKKOP CIRCUIT (b), 3 hrs circular route

A variation of **3.** above; you could mix and match these two attractive strolls. Start as above but just after crossing the Silvermine Stream you'll see the sign indicating the Silvermine River Walk. Ignore that and turn left a few metres further on, on the jeep track. Follow this as it follows the valley down and then gently rises over the ridge and into the valley beyond. As you cross the nek, Bokkop (410 m) is the low hill straight ahead. The track meanders down into the valley and shortly after making a pair of zigzags it splits. Keep left and downhill, following the track all the way to the Silvermine Stream. Then return to the start via the Silvermine River Walk, as above.

5. THE "OLD WAGON ROAD", 2½ hrs one way

Start at the Silvermine Reservoir and follow the route as above for about 1 hr 20 min until you reach the junction north of Bokkop. The left-hand track swings down the hill back to the entrance gate. Take the right turn, cross the neck, and meander down to the Ou Kaapseweg, which you will join about 700 m below the old Silvermine. You'll need to have a car here unless you want a long walk back. Great views, even if this track, built in the 1940s, has never felt the imprint of a wagon wheel.

6. THE NOORDHOEK PEAK CIRCUIT, 3½ hrs circular

Slightly more strenuous than the above walks. Start at the Reservoir; cross the stream below the dam wall and follow the loose-gravel track up the hill and around the corner; watch out for speeding cyclists. Divert left to look at the breathtaking view over the Noordhoek valley. Continue winding up the hill, past another good viewpoint and beacon (see **6a** below). About 400m further on is a path on the left marked by a broken cairn. You'll soon see the pyramid-shape beacon that marks the summit of the peak; you'll gasp at the unexpected view of Hout Bay. There are often strong winds here—take care.

From here you can either take the Skyline or Panorama Path to the top of Blackburn Kloof (great views, nerve-racking for vertigo sufferers) or you can return to the jeep-track. If you take the former route turn right at the cairn at the head of Blackburn Kloof until you meet the track again; if the latter, simply follow the jeep track all the way down the zigzags until your route back to the Reservoir is clearly visible.

6a. LONG VARIATION ON THE ABOVE,

5½ hrs circular

A full-day walk, and be sure you're fit enough for the long slog up Blackburn Kloof. From the viewpoint & beacon (see **6.** above) take the footpath left and wind down the slopes below Noordhoek Peak. At the intersection you can either take a long (2 hours return) diversion to Chapman's Peak or turn right on the contour path to Blackburn Kloof. The path down the hill ahead leads to Chapman's Peak Drive; the hard-left path leads down to private properties where you might not be welcomed. At Blackburn Kloof you can either divert left down the mountain to the second car you've left at East Fort (about 1 hour away) or you can slog up Blackburn Kloof, cross the nek and proceed until you meet the jeep-track that leads back to the Reservoir.

7. SILVERMINE AMPHITHEATRE, 2½ hrs circular

A walk of singular floral beauty with continuous great views, our recommended direction is anti-clockwise. From the Reservoir take the north-western track past the toilet block. Follow the track up the zigzags until you find a small cairn and path on the left. If you miss this path the jeep-track will suddenly swing left—go back 100m and look for the path.

The path is stony and faint in places but traverses around the eastern side of the Noordhoek Ridge through beautiful flora. Ignore all right-hand turns until the path descends sharply down stone steps and meets another path. Turn left and follow the track back to the Reservoir.

8. ELEPHANT'S EYE CAVE, 2½ hrs return

From the Reservoir ascend the zigzags (see **7.**); at the summit is a footpath right or, after another 200 m, a jeep-track. Follow either to the Tokai Fire Lookout. Beyond the Lookout there are two routes; the lower one involves a small exposure. The upper path zigzags up the hill for a short distance before you must branch right to the cave.

Return via the same route or, if you have left a car there, descend to the Tokai Arboretum (see **10.** below—**no dogs**).

9. CONSTANTIABERG CIRCUIT, 4½ hrs circular

A strenuous but magnificent walk to the highest peak on the Peninsula mountains south of Table Mountain. From the Reservoir follow the zig-zags (see **7.**) and proceed on the jeep-track until it swings sharply left. Follow the sandy path straight ahead to the top of Blackburn Kloof. Admire the view; then turn right up Constantiaberg and some 2 hours after leaving the Reservoir you'll be at the fence that surrounds the TV mast. It's worth exploring around the summit rocks, with 360° views. Pick up the tar road east of the mast; just past the first bend is a path to the right, which zigzags down into the Prinskasteel Valley to the Tokai Fire Lookout. You could divert left to Elephant's Eye cave here (see **8.**). From the Lookout follow the jeep-track or the more easterly footpath back to the top of the zigzags, where the rest of your route is clear.

10. THE WATERFALL & TOKAI ARBORETUM,

2 hrs one way

From the Reservoir ascend the zigzags (see **7.**). At the top turn right on the first footpath; after about 400 m you're above the waterfall. Take the right-hand branching path and descend via endless zigzags and crossing at least 8 plantation roads before you reach the Arboretum. At the 4th road divert right to see the stand of Californian redwood trees. A pleasant, shady walk, but you'll have to leave your doggy at home—**no dogs** allowed in the Arboretum.

11. STEENBERG RIDGE CIRCUIT, 1½ hrs circular

A short stroll with magnificent, unexpected views of Tokai. From the Reservoir ascend the zigzags (see **7.**). At the top take the first path right and after 80 metres turn right again. The rocky, well-marked path follows the ridge until it descends about 300 m from the parking area.

B. SILVERMINE (Eastern Section)

All the routes start at the parking area on the jeep-track to the Waterfall. There are endless possible variations and several routes across to Boyes Drive; we will describe a few major routes only.

12. SILVERMINE VALLEY, 1½ hrs one way

Follow the jeep-track to the waterfall and take the right hand turn. Keep right at all junctions until you've crossed the next valley and the path starts to contour. Turn down a prominent path to the right; it zigzags into the Silvermine Valley, passes old mine workings and the ruins of the old Powder House and eventually reaches the Sunbird Environmental Education Centre, where you need to leave a second car for your return.

13. HIGHER STEENBERG PEAK, 2½ hrs circular

The anti-clockwise direction avoids a long slog up the Wolfkop steps. Follow the jeep-track past the waterfall, keeping left at the first junction and passing Maiden's Pool. From here there is an alternative footpath parallel to the jeep-track. Ascend past several right turns to Junction Pool. Carry on up the jeep-track as it winds to the left and take the next left-turn. The path becomes badly eroded; keep right to the end of the dongas, then turn left and wind up Higher Steenberg Peak. This is a fine viewpoint. The path descends through sandy sections and drops down stone steps before turning around Wolfkop back to the start.

14. ST JAMES/MUIZENBERG PEAK, 5 hrs circular

As above to Junction Pool. Turn right up the concrete strip road over the nek. Descend to Nellie's Pool and rest in the shade. Just beyond the pool ascend left up St James Peak. There is a network of confusing paths here; make your way to the summit ridge and stroll east to the beacon. Enjoy the view before turning back on the same path until it forks right. Take the right and drop down to the head of Peck's Valley, passing an old Manganese mine. Cross the valley next to the aerials and ascend the opposite hill to the summit of Muizenberg Peak. Enjoy the view, but do NOT try to descend here. Follow the path westwards until it drops and passes a right turn (see 14a below). Pick up the jeep-track next to an aerial fence and, keeping left, follow it down to Junction Pool. From here retrace your steps to your car. This is a superb walk, and your dog can enjoy a muddy swim in Nellie's Pool.

14a AS ABOVE, DESCENDING TO LAKESIDE,

4½ hrs one way

Where the path drops off Muizenberg Peak (see 14.) take the right-hand path and wind down a knee-cracking path to Boyes Drive above Lakeside, where you will need to leave a second car to return in.

14b AS ABOVE, DESCENDING PECK'S VALLEY,

3½ hrs one way

At the head of Peck's Valley, before ascending Muizenberg Peak (see 14.), turn right down Farmer Peck's Valley to Boyes Drive. This is a long, knee-cracking descent down endless stone steps laid a century ago by magnate Abe Bailey's head gardener. You'll need a return car at the end.

14c AS ABOVE, DESCENDING BAILEY'S KLOOF,

3 hrs one way

Instead of turning back from the St James Peak beacon (see 14.), descend on the path left of the beacon to the head of Bailey's Kloof. Alternatively, instead of ascending St James Peak from Nellie's Pool you could follow the jeep-track for 100 m before turning left down the beautiful Mimetes Valley (named after the beautiful *Mimetes fimbriifolius* trees that are so common here) to the head of Bailey's Kloof, saving about 30 minutes. Now either drop down the stone steps or traverse right on the spectacular path that eventually descends St James Ravine (add 20 mins). You'll need a return car.

15. NELLIE'S POOL CIRCUIT, 2½ hrs circular

Follow the jeep-track as far as the waterfall junction; turn right. Swing west around Maiden Peak, with great views of the Silvermine Plateau. At the next junction turn left up a badly-eroded jeep-track; in early summer the mountain dahlias are superb. After 20 minutes find a path angling up on the left; follow this to the nek, ignoring side paths. You're back on the jeep-track here; follow this to a stone beacon on your right. Turn left here, passing through groves of Mimetes trees until you emerge at Nellie's Pool (1½ hrs), across another jeep-track. Enjoy the shade; then climb up the jeep-track, which soon descends sharply to Junction Pool. Turn left and follow the jeep-track back to your car.

16. KALK BAY PEAK via SPECIOSA VALLEY,

2 hrs one way

Follow the jeep-track as far as the waterfall junction; turn right. Find a path left a few metres after crossing the stream. Ascend north-east around Maiden Peak until you meet a path angling away to your left (see 17.). Follow this to a jeep-track. Continue along the jeep-track to a stone beacon on the right. Take the path to the right here up Speciosa Valley, passing many beautiful proteas (*Protea speciosa*) and enjoying great views until you zigzag steeply up to Kalk Bay Peak. Avoid the dark hole of Tartarus Cave which appears right in the path. You can either descend via several routes to Boyes Drive, or return via Crassula Path (see 17.).

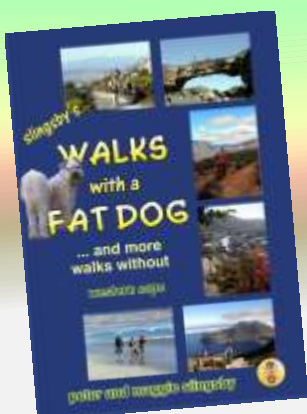
17. KALK BAY PEAK via CRASSULA PATH,

2 hrs one way

Follow the route as in 16., but do not take the angling path—carry on to the jeep track. A few metres up the track find a cairn and path to the right. This is Crassula Path; it rises steeply, then levels out; after the sandy plain where the steps start, keep left at all junctions until the Amphitheatre is below you. You can either bear left at once, or go down and take one of the paths that rises out of the Amphitheatre on the north-eastern side. All of these routes will take you to the head of Spes Bona ("good hope") Valley, where the northern-most path takes you up Kalk Bay Peak.

18. GRAND CIRCLE, 7+ hrs circular route

This ambitious, full day walk needs an early start; make sure you are carrying plenty of water. Follow the route as in 15. but do not turn up the eroded jeep-track beyond Maiden Peak. Cross the valley ahead and stay on the contour until you ascend Klein-Tuinkloof. At the highest point of the valley take the Cave Peak path to the right; keep on the main path as it descends past the Devil's Pit (**caution:** stay outside the fence—there have been fatalities here). You'll pass Boomslang and White Dome caves; cross the ridge left and descend into Echo Valley. From Wandering Willy's Weary Wait (usually corrupted to "Weary Willy's") climb the zigzags until the path becomes a jeep track. Where the road levels take the Hilltop Path to the right, cross the head of Bailey's Kloof, and ascend St James Peak. You've now joined the route described in 14.; follow the rest of that route back to your car. You will have circumnavigated the entire Kalk Bay Mountain Range.



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C. ROUTES FROM BOYES DRIVE and CLOVELLY

Walks can be started from above Lakeside, Farmer Peck's Valley and Bailey's Kloof, but we have already described descents to these points elsewhere, and so they are not repeated here.

19. "OLD MULE PATH" TO THE FORESTS, 3½ hrs circular

The so-called "Old Mule Path" (a name of doubtful historical reality) is the gentlest ascent of the Kalk Bay mountains. The path contours slowly up to Ou Kraal. At Ou Kraal descend left to Wandering Willy's Weary Wait, a small weir with huge old wild almond trees (*Brabejum stellatifolium*). Turn right beyond the weir and ascend up the stone steps of Echo Valley to Kroon se Bos (also called "Amazon Forest"), where there is a delightful picnic clearing with a circle of wooden seats. At the head of the valley cross right around the sinkhole and ascend to the Amphitheatre, a fascinating feature with indigenous trees concealing dangerous caves. Cross the Ridge Peak ridge over one of three north-easterly paths to the head of Spes Bona Valley. Turn right down the valley into the forest; the path emerges and joins the end of a jeep-track. Follow the zigzags down to Ou Kraal. The forests, protected by boardwalks, are well worth a visit. You could shorten this route by 15 minutes by ascending via the Ou Kraal path, about 1½ km south of the "Old Mule Path".

20. CLOVELLY/KALK BAY to AMPHITHEATRE, 2 hrs one way

Start either at the first sharp left bend on Clovelly Road, or at the end of the extension of Boyes Drive above Kalk Bay. At the nek, with Trappieskop to the south, turn up the slopes of Cave Peak. The path is not always clear; there are several alternatives. Ascend about 200 m, to where the path drops into Echo Valley. The climb is quite steep and the path is somewhat debatable at times. Turn left up the valley to the Amphitheatre as in 19. above.

21. CLOVELLY RIDGE CIRCLE, 4½ hrs circular

Start at the first sharp left bend on Clovelly Road. Follow the route as in 20. and 19. above to the head of Echo Valley. Go straight on here until you find yourself descending the long Klein-Tuinkloof. The path emerges in a long swing to the right; on the contour find a path on the left that zigzags down into the Silvermine Valley. Keep left at all junctions, passing the ruins of the old Powder House, until you find yourself on the road that follows the Silvermine Stream past the golf course, back to your car. A fine walk.

D. PEER'S CAVE, 1½ hrs return

Start beyond the first bend on Ou Kaapseweg beyond the Noordhoek intersection. The path meanders up to the base of Skildersgatkop, then zigzags sharply up through the rocks. There's a bit of a scramble through a rocky cleft that looks as though it's the wrong way; emerge into a strip of forest and follow the path with the rock face on your left until you emerge at Peer's Cave. Excavated in 1926, the cave has a few San rock paintings; ancient bones were found here. Visit the Fish Hoek Valley museum for more details. You can return the same way, descend across the Fish Hoek Valley, or, beyond the cave, climb steeply up over the ridge and turn right before descending left to drop down to the Sunbird Centre. You may want to leave a second car here for your return.

E. THE MUIZENBERG—ST JAMES CATWALK, 1 hr return

This is a delightful stroll along the coast between the railway line and the sea. At high tide there are spots where you might get splashed. If you start at Muizenberg Station you can follow the concrete walkway all the way to Danger Beach, beyond St James. There are rockpools to study and a fine tidal pool at St James if you'd like a dip. You might want to avoid the St James pool area in the high summer season, though! You can walk back or take a train to your car. **No dogs.**

F. ROUTES IN THE HOUT BAY AREA

24. KARBONKELBERG, 5 hrs return [with longer/shorter variations]

From the top of Bay View Drive, Harbour Heights, Hout Bay (the road route is self-explanatory on the map) the old dirt track leads up to the World War II radar station. At the point where the old road turns to sand and becomes eroded there are some alternatives: left, for an awe-inspiring view down over the Brako ("The Drop"); right, for a short scramble up Kaptein's Peak, or, half-right, an interesting 40-minute traverse onto private property that peters out just when the views are getting interesting.

If you go all the way to the old Radar station, be careful on the cliff tops beyond, especially in strong winds—these are the highest, most sheer cliffs in the Peninsula.

25. LLANDUDNO to OUDE SCHIP, 4 hrs return

Start at the bottom of Sunset Ave, Llandudno (off Fisherman's Bend, follow the signs to "Sandy Bay"): get there early if you like easy parking! The walk is a pleasant stroll to Sandy Bay, with a bit of boardwalk over a marshy spot. Cross Sandy Bay beach—you don't have to take all your clothes off—and manoeuvre your way across the boulders at the far end, keeping closest to the landward side. You'll get to an umbrella-shaped tree that overhangs a granite boulder—turn sharply up the bank here and find your way onto a path through the coastal bush that follows the coast about 30 m above sea-level (**Warning: don't try boulder-hopping along next to the sea, you'll never get to the end**). The path is clear but rough, and eventually you'll reach the isthmus that separates Oude Schip from the mainland at high tides.

This is one of the most remote places on the Cape Peninsula, with seascapes, shipwrecks and wild mountain views that will take your breath away. Return by the same route, or climb up to the old Rocket House for a less-exacting return, but one that starts with a stiff climb. Do this walk early in the day: the whole route is very exposed to the midday and afternoon sun.

Highly recommended.

26. KLEIN-LEEUKOPPIE NEK to OUDE SCHIP, 3 hrs return

A shorter version of the above. By car, turn up or cross over to Edgar Road from Victoria Drive, Hout Bay, and carry straight on up as far as you can (Edgar becomes Eustegia—who thought up these names?) to the parking area. Walk up the brick road until the turn to Sandy Bay is obvious. Here, turn left along the contouring dirt road to the Rocket House; then clamber down the log-barred steps to Oude Schip (this is a bit of a lousy climb on your return!) Do this walk early in the day: the whole route is very exposed to the midday and afternoon sun.

Highly recommended.

27. HOUT BAY NEK to MYBURGH'S WATERFALL RAVINE, 2 hrs return

(or the other way round, from **Farrier's Way**, off Valley Rd)

An easy, contouring stroll that starts at the Ruyteplaats gate, with good views of the Hout Bay Valley and Constantiaberg. Head up behind Suikerbossie, past the rather suspect labourer's accommodation (!!!), and turn right on the contour above the pine trees.

28a. VLAKKENBERG CIRCLE, 3 hrs return

Park at Constantia Nek; walk down Hout Bay Rd for 200 m to a gate marked "Pedestrian Access". The climb up Vlakkenberg is a bit broken, but not difficult. On the plateau look for a left-hand turn; follow this eastwards to one of the finest lookout points in the Peninsula. Climb down below the lookout; stroll north across the plateau, then turn left down a slippery gully until you intersect the way you came up.

28b. VLAKKENBERG to SKOORSTEENBERG,**4½ hrs return**

Same starting point as **28a**, but cross the Vlakkenberg Plateau and descend to the head of Bokkemanskloof. Cross the valley without turning left or right until you meet the tarred road up Constantiëberg. Follow the road for 100 m around the bend, then turn sharply right. The path you're on is faint in places but leads to the three peaks of Skoorsteenberg ("chimney pot mountain"), with fabulous views across the 'Republic' of Hout Bay. Return *via* the same route.

28c. VLAKKENBERG to EAST FORT and the Manganese Mines, 4 hrs one way

A long, maybe hot, but rewarding walk: go one way and leave a car at East Fort. Follow the route as in **28b** above, but take the right-hand path after you leave the Constantiëberg tarred road. This is part of the Hoerikwaggo Hiking Trail route: after an hour or so of wonderful views you descend sharply—with the old mines on your right—to East Fort on Chapman's Peak Drive.

28d. VLAKKENBERG to CONSTANTIËBERG / SILVERMINE, 3 hrs one way

As **28c** above but stay on the tarred road; a blistering climb, but the views are worth it. From the top you can retrace your steps or descend to Silvermine, if you've left a car there (add 1 hour).

ALTERNATIVE STARTING POINTS for WALKS 28a to 28d above

- i] From the top of **BLUE VALLEY ROAD**, Bokkemanskloof—but parking is tricky; **subtract 30 minutes**.
- ii] From the top of **PRICE DRIVE**, Constantia—**add ten minutes**. Traverses one of the most beautiful stands of Silvertrees (*Leucadendron argenteum*) in the Cape.

29. HOUT BAY PIPE TRACK, 1½ hrs return

Start at the old gate 200 m below Constantia Nek on the Hout Bay side. An easy ramble that will make you wonder why this isn't the main motor-road into Hout Bay. Beware of mountain bikers!

30. TOKAI FOREST: any time

There is a vast network of routes, including the Arboretum and routes all the way up Constantiëberg—but **NO DOGS ARE ALLOWED** in the Arboretum and mountain plantation areas.

31. BLACKBURN KLOOF / CHAPMAN'S NEK CONTOUR, 2—2½ hrs one way

Start at East Fort. The old Fisherman's Path zigzags up Blackburn Kloof before dropping down into Silvermine, but there's a useful contour path that will lead you south from a weir all the way to Chapman's Peak. Allow **1½ hrs extra** to ascend the latter and return.

MOUNTAIN BIKING

Tracks in the Silvermine and Hout Bay area, and in the Tokai Plantation where mountain biking is allowed, are indicated with the "Mountain biking" symbol. Please note that mountain biking is no longer allowed in the mountain area east of Ou Kaapseweg. The tracks are severely eroded and have yet to be rehabilitated. Biking is also not allowed on the Clovelly Country Club road, east of the dead bluegum trees.

THE CHAPMAN'S PEAK TOLL ROAD

At the time of going to press considerable controversy surrounded the siting (and the size) of the proposed Toll Plazas for this road. The information provided on this map about paths above Chapman's Peak Drive, and whether or not you'll have to pay to access them, may therefore change. Please check with the Table Mountain National Park before planning walks in this area.

FOR SAFETY'S SAKE

Never ascend the mountain without a sun hat and warm and/or waterproof clothing: sudden and dangerous changes in weather occur frequently. If caught by **bad weather**, especially mist, do NOT push on regardless—find shelter behind rocks from wind and rain. **ALWAYS CARRY A MAP!!!**

If **LOST** or forced to a halt by **weather, injury, etc.**, find shelter and **STAY THERE** until conditions improve or you are rescued. Remember that **a moving target is much harder for rescuers to find than a stationary one**.

Carry a **cellular telephone**, if possible (switched OFF, please!!!).

Always carry water with you, especially in summer, as well as food.

Always tell someone your intended route—write down place names and leave them with someone at home—and then stick to your route.

Never hike alone. Your party should include **at least four people**. You should stick together at all times, even if you get lost, **UNLESS IN CASE OF INJURY IN CLEAR WEATHER** (see below). **Walk at the pace of your slowest member and do not separate**.

Make sure that you do not attempt routes that are **too long or strenuous** for all in your party. Keep an eye on the time; if darkness threatens, **shorten your route** if possible.

Stick to well-used, authorised paths. Remember that climbing down is much more difficult—and often more dangerous—than climbing up.

Read the notes on **DANGEROUS AREAS** below.

DANGEROUS AREAS

The following areas are potentially dangerous and should be especially avoided if you are not an experienced mountaineer, and/or if you are not properly equipped for mountaineering:—

- # **All caves in the mapped areas** [see below];
- # **Cliff edges** everywhere but especially on the northern slopes in the **Steenberg—Muizenberg Peak** areas; parts of the eastern slopes above St James; the southern slopes of **Cave Peak, Ridge Peak** and **Kalk Bay Mountain**; the western slopes between **Noordhoek Peak** and **Blackburn Kloof**; the vicinity of **Elephant's Eye Cave**; the western edge of **Karbonkelberg**; the **Brako**; the **Hout Bay Corner** area.
- # The vicinity of any **wild bees' nests** that might be encountered.
- # The **Hout Bay Corner** ascent of Table Mountain, the **coastal path from the Rocket House to Duiker Island via the Brako**, and the **coastal route south of the Sentinel** are not recommended for **inexperienced, ill-equipped and/or nervous hikers** (or anyone, in fact!)
- # There may be **personal security concerns** in the vicinity of **Duiker Island, The Sentinel** and on the slopes below Skoorsteenberg.

IT IS FOOLHARDY FOR INEXPERIENCED HIKERS TO ATTEMPT ANY ROUTES NOT CLEARLY DEMARCATED AS FOOT-PATHS OR TRACKS ON THESE MAPS.

CAVES

Many of the Kalk Bay caves are extremely dangerous and amateurs without experience and/or the proper equipment should keep away! All caves in the **Table Mountain National Park** have been placed under the authority of the **S.A. Speleological Association, P O Box 4812, Cape Town 8000**, and they should be contacted for permission to explore the caves. Hiking off established paths, especially in the **Cave Peak** area, can be very dangerous as there are hidden holes and vertical drops of as much as 15 metres. **Dogs should be kept securely leashed in this area—you'd hate to lose your inquisitive pooch down an inaccessible hole!**