THE BLOWHOLE HIKE

- ► Leave the Resort into Da Gama Road and turn immediately right into Osprey Road.
- ▶ Walk through the Irma Booysen Flora Reserve (1).
- ► Choose any path on the Reserve map, making sure you end up at the Village Garden (2).
- Walk down Maori Lane to the fence of Rocky Coast Farm (3).
- ► Follow the coastal footpath and jeep-track. You will come to a sandy beach with a shipwreck (The Osprey) and large heaps of shell deposits, middens (4).
- ▶ Proceed on past the first shack (5).
- ▶ Two hundred metres beyond the shack veer left off the path and on to the rocks.
- ▶ Look, listen and you will find the Blowhole. It 'fires' to different heights depending on the swell size and the tide.

TO RETURN

Choice 1

- ► Return on the same path, but before the sandy beach branch left up the Jeep track. This takes you over the hills for a good sea-view. Look out for whales and dolphins!
- ▶ Once back at the fence (3) continue to the lighthouse and home along the beach.

Approximate Time 2 to 3 hours

Choice 2

- ▶ Proceed further along the coastal path. Cross the fence, that borders Rocky Coast Farm's western border. Please note that you are now on private land. Keep a respectful distance below the houses that you pass! If you walk below the high water mark you are officially on state land and not trespassing on the farms.
- ► Walk around a large bay (6), past five houses, two of which have large conifer trees behind them.
- ► Walk past a sixth house with another large tree. Finally, past a further three houses.
- ► Here the road leaves the coast and turns a sharp hairpin bend (7) to move inland.
- As you walk up the hill you will pass over a boom (8).
- Continue up the road until you meet the intersection of the Rebels Rus road. Keep right back towards Cape St Francis.
- ▶ At point (9) you will cross over the old road leading back to Humansdorp. Keep straight on. Cross the new tar road, keeping to the old gravel road that will eventually lead you back to the resort.

Approximate Time 4 to 5 hours

