

## HARDMOORS 26.2 FARNDALE TRAIL 10k **M** = Marshal

1. After leaving village hall turn left & head up road, ignoring the first right turn.
2. Continue ahead up a slight hill,
3. Pass underneath telephone wires and **take signed path on your left** (Tabular Hills signed) **M**
4. **Pass through gate and turn right** keeping to the bottom edge of the field
5. **Go through gate cut across field & through next gate turn left onto track**
6. Follow along edge of field & **pass through next gate**
7. Head slightly left across moor picking up path (not going uphill, follow finger post)
8. At next finger post turn left towards farm.
9. As path divides, follow finger post on **right hand side track downhill**
10. Turn left on track briefly and **take signed path on right through gate across stream.**
11. Turn left and **cut diagonally right across field to stile**
12. Cross stile and cross next field to stile (top far corner)
13. **Turn left after stile** and head downhill alongside the hedge
14. Pass through gate and **head straight ahead.**
15. Climb stile and continue over bridge, **follow path, keeping farm to the left.**
16. Go through the **metal gates** continue ahead to join farm track to the right.
17. At junction, take **track on left heading uphill.** (Signed Tabular Hills)
18. **Ascend path** through trees
19. At top of climb continue ahead on tarmac path **passing church on right**
20. Turn right onto the **road** Just after passing cross on right
21. Pass **20% gradient sign on left and graveyard** on the right **M**
22. Immediately opposite a bench, **leave the road by turning left onto a hidden path** **M**
23. **Continue on path** through trees/bushes for about 0.5 miles.
24. At end of trees/bushes **turn right downhill** keeping tree line to your right
25. Follow tree line as it bends left
26. When tree line turns right again **head straight across field** heading for bushes & telegraph wires
27. On reaching the **road turn right**
28. At road junction **continue ahead** (signed Bransdale)
29. Continue on **road for 1 mile.** Ignore any paths or roads to left or right **CHECKPOINT 1 (4 miles)**
30. Leave CP1 & **turn right through gate** (signed) into woods.
31. Follow footpath through woods & across open moorland
32. **Pass through open gate** and follow diagonal path across marshy field.
33. **Turn right on path** alongside ruined stone wall and head downhill.
34. Cross over the stream by the **bridge** and turn right on the track
35. **Climb over stile** and continue on path straight ahead
36. When path reaches road turn right briefly and **then left into the large clearing** **M**

37. **Pass through clearing & head downhill briefly on path**
38. **Take the first turning to the right** leaving the main path (Feint path possibly overgrown)
39. **Descend path**
40. At the bottom of the path **turn right onto wide track**
41. Continue on track and when the track forks left **follow left fork briefly**
42. Turn right to leave track, follow **yellow arrow fingerpost**. (Easy to miss)
43. **Descend path** down through woods
44. **Cross stile** at bottom of descent and cross straight over at crossroads.
45. **Descend track** through bracken and trees
46. At bottom of track **turn right** just before the bridge **DO NOT CROSS OVER BRIDGE**
47. **Continue on footpath** keeping river to your left
48. **Continue on track**
49. On reaching track junction **turn left** following river
50. On reaching bridge, **cross bridge** and turn right onto stone track
51. **Continue on stone track** keeping river to your right
52. Pass through **large wooden gate** & continue on track until it reaches road **M**
53. On reaching the road **turn left onto the road and ascend road**.
54. Stay on road until meeting the **main road junction**
55. Turn right on road heading for **Hutton Le Hole**
56. Pass over **Cattle Grid** and continue on road.
57. Ignore road leading off to the left & continue straight ahead through centre of Hutton Le Hole passing Forge Tea Room & Telephone Box on the left to reach **the Village Hall** & the **Race Finish**