## HARDMOORS 26.2 FARNDALE TRAIL HALF MARATHON 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 $\mathbf{2 0} \%$ gradient sign on left and graveyard on the right $\mathbf{M}$
22. Immediately opposite a bench, leave the road by turning left onto a hidden path $\mathbf{M}$
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 1.5 miles. Ignore any paths or roads to left or right
30. As road bends to the left leave road \& continue ahead on wide track CHECKPOINT 1 (4.5 miles)
31. Leave CP 1 \& pass the 'Not Suitable for motor vehicles on your left' sign
32. Continue ahead on track for about 3.5 miles ignore tracks to left or right
33. At crossroads turn right onto wide track passing metal pole on right \& 'Vehicles permitted on this track only' sign on the left M
34. Follow track as it descends \& eventually pass through wide wooden gate \& continue descending.
35. Pass through next wooden gate at bottom of track \& turn right onto road
36. Pass House on left.
37. At road junction continue ahead ignore road signed Castleton CHECKPOINT 2 ( 8.5 miles )
38. Leave CP \& after 0.10 miles leave road \& take stile on left (possibly overgrown) before bench on left
39. Descend field
40. Go over stile on left hand corner of field \& continue descending the next field
41. At bottom of field cross bridge over river.
42. Head to the right of the trees facing you
43. Continue past trees and go through gate straight ahead of you
44. Turn right onto the stone track
45. Pass Daffy Cafe and the Blacksmith House on left
46. Continue ahead through gate and onto stone path with river to your right
47. Continue on path
48. Pass through $\mathbf{1 3}$ small wooden gates
49. Cross bridge over the river you have been following
50. Pass through next gate and ascend path towards the road
51. Turn left onto road \& follow road through village (pass telephone box on right)
52. At crossroads continue ahead on road uphill (signed Gillamoor 4 miles)
53. Follow the road as it bends to the left (still ascending)
54. Take the next lane on the right (signed Keysbeck Farm)
55. Ascend lane passing Green Lane Cottage on your left
56. Just after next building on right turn left through gate (signed footpath)
57. Ascend path up the centre of the field.
58. Pass through next wooden gate into the woods.
59. Continue ahead through woods and ascend path
60. Pass through next wooden gate \& follow path to left ascending hillside
61. At top of climb continue ahead on fingerposted path
62. On reaching wide track, turn left onto track \& descend
63. Pass through large wooden gate
64. Continue descending track \& on reaching junction take track on the left
65. Pass by Harland moor service reservoir on the left
66. Continue on track until it reaches the road
67. Turn right onto the road (briefly)
68. Turn left into the large clearing \& CHECKPOINT 3 ( 12.5 miles)
69. Leave CP by continuing through clearing $\&$ head downhill briefly on grass path
70. Take the first turning to the right leaving the main path (Feint path possibly overgrown)
71. Descend path
72. At the bottom of the path turn right onto wide track
73. Continue on track and when the track forks left follow left fork briefly
74. Turn right to leave track, follow yellow arrow fingerpost. (Easy to miss)
75. Descend path down through woods
76. Cross stile at bottom of descent and cross straight over at crossroads.
77. Descend track through bracken and trees
78. At bottom of track turn right just before the bridge DO NOT CROSS OVER BRIDGE
79. Continue on footpath keeping river to your left
80. Continue on track
81. On reaching track junction turn left following river
82. On reaching bridge, cross bridge and turn right onto stone track
83. Continue on stone track keeping river to your right
84. Pass through large wooden gate \& continue on track until it reaches road $\mathbf{M}$
85. On reaching the road turn left onto the road and ascend road.
86. Stay on road until meeting the main road junction
87. Turn right on road heading for Hutton Le Hole
88. Pass over Cattle Grid and continue on road.
89. 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
