

HARDMOORS 26.2 GOATHLAND HALF ROUTE DESCRIPTION

- From **RACE START (Village Hall)** , turn left onto road. Ignore first left (Orchard Lane)
- At bottom of hill (0.2m) turn left by green grit bin
- Go through gate onto footpath (signposted Beck Hole) then through a 2nd gate
- At Incline Cottage turn left (signed "To the Mallyan")
- Keeping river on the right, go through 2 gates, up steps and through 2 more gates
- Down steps, through 2 gates
- Down steps and over bridge
- Down steps and through gate onto wooden boarding
- At footpath go straight on towards Mallyan (river on right)
- Go past waterfall, up steps and over bridge
- Down steps, over roots, over 2 bridges, past the penny tree trunk
- Over stile and up steps
- At footpath go left "Goathland ½ mile"
- Up steps – at top of steps bear right & follow path on the embankment
- Continue along path on the embankment until it eventually stops at a road
- Turn left onto the road and ascend hill on the road
- Continue over cattlegrid & continue on road
- Take the next road on the right (Signed Hunt House 1 mile)
- Continue on the road for the next mile to reach **CHECKPOINT 1 (Hunt House rd)**
- Leave checkpoint and continue on road.
- Pass farm buildings on the right and continue over the bridge (Road is now a wide track)
- When track starts to corner to the right turn left to leave main track (yellow arrow marked)
- Continue ahead on new track
- After 0.3 miles turn left uphill leaving the track, **marked LW** (Lyke Wake)
- Continue up hill on track/path
- At cairn at top of hill, **CHECKPOINT 2 (Simon Howe)** turn right
- Follow track over moorland ignoring any tracks off the main path
- Cross over bridge and pass through the gate.
- Keeping woods to your left, ascend hillside on path, cross directly over stone track
- Pass through gate (may be open) and carry on ascending.
- Pass through next gate
- Continue on footpath directly across field and pass through another gate
- Cross track and continue straight ahead down a grassy/muddy footpath
- At end of footpath and after a steel gate is **CHECKPOINT 3 (Wardle Rigg)**
- Leave Checkpoint and turn left on forestry road and pass by steel barrier/gate.
- Ignore left track and continue directly ahead
- When main track bears R leave track and go straight ahead on footpath (Signed Hut Slack)
- Descend path
- Ignore L fork and follow green and black arrow down steep hill
- At bottom of track turn left onto the wide stone track following the green directional arrow.
- Continue ahead on track for 0.3 miles & turn right to leave wide track (**signed Newton Dale Halt**)
- Follow path down hill
- Cross stile alongside metal gate and pass under tunnel
- Turn left alongside river, river to your right
- At end of path turn right to cross the river by the wooden bridge

- Continue directly ahead on path
- Up Alongside trees. Cross stile
- And continue steeply uphill with stream to your right and woods to your left
- Continue ahead ascending steps. Pass through gate near top of climb
- Continue ahead on path uphill through bracken
- At top of hill take the path to the left keeping to the top of the embankment
- As the path turns right on reaching the wall continue on path following wall & then fence.
- On reaching metal gate on left reach. **CHECKPOINT 4 (Yewtree Scar)**
- Leave checkpoint and turn right & head for small wooden gate
- Pass through gate and continue ahead on path as it hugs the bank side.
- Continue on path as it descends steeply
- Pass through gate and continue descending.
- Just before the stream turn left (following yellow directional arrow)
- Cross over stile & follow path through spooky haunted wood. Following directional arrows
- Cross stile to leave wood.
- Cross small bridge and head towards the railway line.
- Pass through wooden gate
- Cross wooden bridge and then across railway line. **CAUTION**
- Pass through next gate and follow grass path
- Continue across next wooden bridge then turn immediately left on path ignoring path straight ahead
- Follow path as it ascends to the gate.
- Pass through gate and go up steps to reach wide concrete track.
- Turn left on track & continue ahead for 1mile. Ignore any tracks to the left
- Leave track by turning right (Directional Arrow signed)
- Continue steeply uphill on muddy track (retracing earlier route in reverse)
- At the top of the climb, end of track turn right onto wide track
- Continue straight on and ignore track off to the right
- Pass by Large Metal Gate to reach (**Wardle Rigg**) **CHECKPOINT 5**
- Leave CP 5, turn right, pass by metal gate & continue ahead on wide grassy footpath (woods to the right)
- When footpath meets track, cross track and continue straight ahead through gate
- Continue on footpath directly across field to the next gate
- Pass through gate and follow footpath downhill through next gate (may be open)
- Continue on footpath downhill heading for woods, cross over stone track and continue on footpath keeping woods to your right and head towards open moorland
- Cross through gate and over bridge
- Continue on main path straight ahead (ignore any side tracks/paths)
- When path forks take right fork up towards the big Cairn (**Simon Howe**) **CHECKPOINT 6**
- Leave CHECKPOINT & continue on path straight ahead passing standing stones on your right.
- At first fork take left path
- At the next path junction, go right.
- When path splits, going downhill, go right. Descend hill
- Keeping water on left, stay on main track
- Go straight across track then fork right to road
- On road, go straight over roundabout, (Signed "Whitby")
- Go past Mallyan Spout Hotel, then left towards Beck Hole and to the village hall
- **FINISH**