

HARDMOORS 26.2 GOATHLAND MARATHON 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) 3 miles**
- 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) 5 miles** 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) 7 miles**
- 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 downhill then 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 to reach the embankment
- Continue directly ahead across the moor keeping the stream to your right.
- On reaching the main path turn right onto the path & continue ahead
- When path splits take the slightly lower righthand path
- At path junction continue straight ahead along path **Ignore path uphill on left**
- After 0.75 miles when path forks take right hand path still continuing along edge of embankment
- When path reaches junction turn right heading towards **Skelton Tower**
- On reaching the Tower (**Marshalled**) take the track on your left heading bank towards the embankment
- At path junction continue straight ahead on path
- Continue on path as it ascends up onto the embankment
- At top of embankment ignore track to the left & continue directly ahead on path at edge of embankment
- On reaching next junction of paths turn right & descend path off the embankment
- Continue on path as it descends down to the road and **CHECKPOINT 4 (Levisham Elbow) 11 miles**
- After leaving CP turn left onto the road & follow road briefly
- Leave road at next bridleway sign on the right
- As track splits in 2 keep on the left track
- When track forks take right fork following track along the fence line
- Pass through large wooden gate and descend downhill on path
- Pass through next gate and then continue on path directly ahead (**Railway line on your right**)
- Pass through next gate and continue ahead on path
- Pass through next gate and again continue directly ahead
- Pass through next gate and continue directly ahead on path/track between trees
- Follow path as it forks to the right to pass through a small wooden gate & continue directly ahead
- Pass through next gate and continue on track between trees
- Pass through next small wooden gate & continue ahead on path keeping wire fence close on your left
- Continue directly ahead across field & pass through next large wooden gate (possibly open and tied back)
- Cut across next field (Farm on right) to reach river.
- Cross wooden bridge and on reaching lane turn left onto lane (signed public bridleway)
- Continue directly ahead through large wooden gate and when track forks take left fork
- Pass through next large wooden gate and continue on wide track
- Pass through wide metal gate & continue directly ahead on wide track gradually ascending
- Pass through next metal gate and then continue directly ahead on track
- Pass through next gate and then continue directly ahead on track
- Pass through next wooden gate and continue directly ahead
- On reaching the road turn left & follow road descending over bridge & by buildings before ascending road.
- As road corners to left, leave road to follow public footpath sign, ascend hill steeply by path into the woods
- At path junction continue steeply ahead uphill
- just before the bench on the left turn right following the public footpath sign.
- Continue ahead on this single-track path as it descends and ascends (Ignoring any tracks to the right.)
- After 1.5 miles pass through small wooden gate and continue on path
- At path junction & Dundale pond sign turn left uphill (keeping stream to your right)
- Continue uphill on footpath
- Near top of climb & where paths forks take left path steeply uphill (leaving the main path behind)

- Continue steeply uphill to reach **CHECKPOINT 5 (Dundale) 16.5 miles**
- Leave the CP & descend the main wide track straight downhill
- At junction of paths carry on straight ahead on wide track (signed Saltergate)
- Pass Dundale pond on the left
- Carry on wide track for just over 2 miles (ignoring any paths/tracks off to the left or right)
- Just before the wide wooden gate turn left ignoring stile on your right
- Go through small wooden gate directly ahead of you. Descend path.
- Pass through next gate and continue ahead on path
- At path junction turn right continue straight ahead on path
- On reaching path/ track junction turn left (almost continue directly ahead)
- Head for small wooden gate (**POSSIBLY MARSHALLED**)
- 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 **CHECKPOINT 6 (Wardle Rigg) 23 miles**
- Leave Wardle Rigg, turn right, pass by metal gate & continue ahead on wide path (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 & continue on path keeping woods to the right & 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 **CHECKPOINT 7 (Simon Howe) 25 miles**
- Leave CP & continue on path straight ahead passing standing stones on your right.
- At first fork take left path. At 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 27.5 miles**