

R= Right L= left RH = right hand LH = Left hand FP= Finger Post E = East CW =Cleveland Way N= North **Flagged Path = Flagstone path**

## HARDMOORS 26.2 WAINSTONES HALF MARATHON ROUTE:

- Leave Chop Gate Car Park and pass through gate and over stile and continue straight ahead
- Turn L as the track starts to corner (follow public footpath sign)
- Continue up a grassy track
- As track reaches a T-Junction turn R uphill **IGNORE FIRST LEFT TURNING**
- At footpath sign turn L heading directly uphill
- Pass through gate and again head directly uphill, **IGNORE STILE TO THE LEFT** and continue uphill
- At next stile cross over and head straight uphill following path
- At the top of the steep climb continue on the path keeping the woods to your L
- After 1.25 miles from the start you will reach a junction take RH track keeping the cairn to your R
- At next junction (**MARSHALLED**) turn R onto track, stay on this track for 0.6 of a mile.
- At next junction take the R fork then next R onto track
- Keep on this track for 0.8 of a mile
- Cross the stile/gate and continue on the track.
- After 0.1 miles on the track bear L onto a minor track just before telegraph lines. (**MARSHALLED**)
- At FP bear L heading W. (Do not follow FP direction)
- Go through gate to descend hill to wall
- Keep wall on left follow path to road
- Bear R on road to pass through gate, **past farm house**
- Continue on road for 2m to **CHECKPOINT 1** (6 miles) **SCUGDALE**
- Leave checkpoint and go through gate directly ahead to **ascend Carlton Bank**
- Continue on path keeping wood on R
- Go through next gate and continue ascending path
- **Ascend up steep stepped climb** through woods, ignoring paths crossing.
- Go through **next gate that opens up onto the moor**
- Bear L up flagged path and follow path for 2 miles (ignoring any side tracks) to summit **trig point**
- **Descend Carlton Bank** and go straight through the gate
- Continue straight over track following CW signed path
- **Cross road** & continue through gate.
- Continue on path keeping **Lordstones café** to the R
- On reaching the clearing there are 3 gates. Take the far RH one
- **Keep to side of fence**
- When path/track forks ignore path to the left and take R fork between stone wall & fence (CW signed)
- Pass through next gate & **continue uphill on flagged path** keeping wall on L to **stone shelter at top of hill**
- From the **summit of Cringle Moor** follow flagged path round top of hill and down other side
- After descending Cringle Moor Keep heading E and take R turn at the T junction of paths
- Follow **CW** signed path
- R fork at next path junction
- Turn R to pass through the next gate
- Follow wall line on L
- Keep wall on L **up hill to gate**
- Continue through the next gate and head up hill (**Cold Moor**)
- Continue over the hill following the **Flagged path & descend the hill**
- Pass through the gate straight ahead and follow CW signed path
- Continue through **2 more gates** & continue on path heading up and over the **Wainstones**
- Initially keep rocks to R then find way through stones (not lower path to N)
- Continue ahead on flagged path for over 0.6 miles and **follow path as it descends hill**
- Take gate & immediately turn R to descend steps to reach roadside & **CHECKPOINT 2** (12.5 miles) **Clay Bank**

- Leave Checkpoint 2 & **CAUTIOUSLY CROSS ROAD**
- Go uphill through 2 gates, just after 3<sup>rd</sup> gate (on brow of the hill) **leave the CW** to take path marked Bridleway
- Follow path to cross small stone bridge and fork R marked by blue arrow
- At next blue arrow **DO NOT GO STRAIGHT ON**
- Turn R past wooden post down slope to cross beck by stepping stones and up other side & turn R
- Go straight on at crossed paths, then straight on at yellow arrow
- At next FP (fingerpost) go straight on.
- There is a FP ahead but you need to go to the one on your R & continue straight ahead along the **flagged path**
- Head past wall on R keeping straight ahead **following small ridge**
- **Go up hill keeping wood on R** towards rocky area to meet broad sandy track
- Turn R on track keeping straight on ignoring arrow to R downhill and a LH track
- At wall follow track to the L and then turn R
- Continue on track and take the next R (signposted William Beck) **MARSHALLED**
- Continue downhill pass through gate and continue straight ahead. **Ignore the RH tractor track.**
- **Continue on path through gate** and head downhill straight ahead across a field
- **Pass through signed gate.** Ignore gate to the L and follow track ahead
- At fork turn R through gate **heading towards farm.**
- Turn L past farm through **gate**
- **Pass barns on your R** and continue through gate onto track, head downhill to reach road.
- **At the road turn R** and follow road for 0.25 miles and turn L into carpark & the **Race finish**