

Tod Harriers Winter Series

Fell race - 7th November – 9km / 434m ascent

Start 10am prompt, runners depart in groups of 6 at 1min intervals.

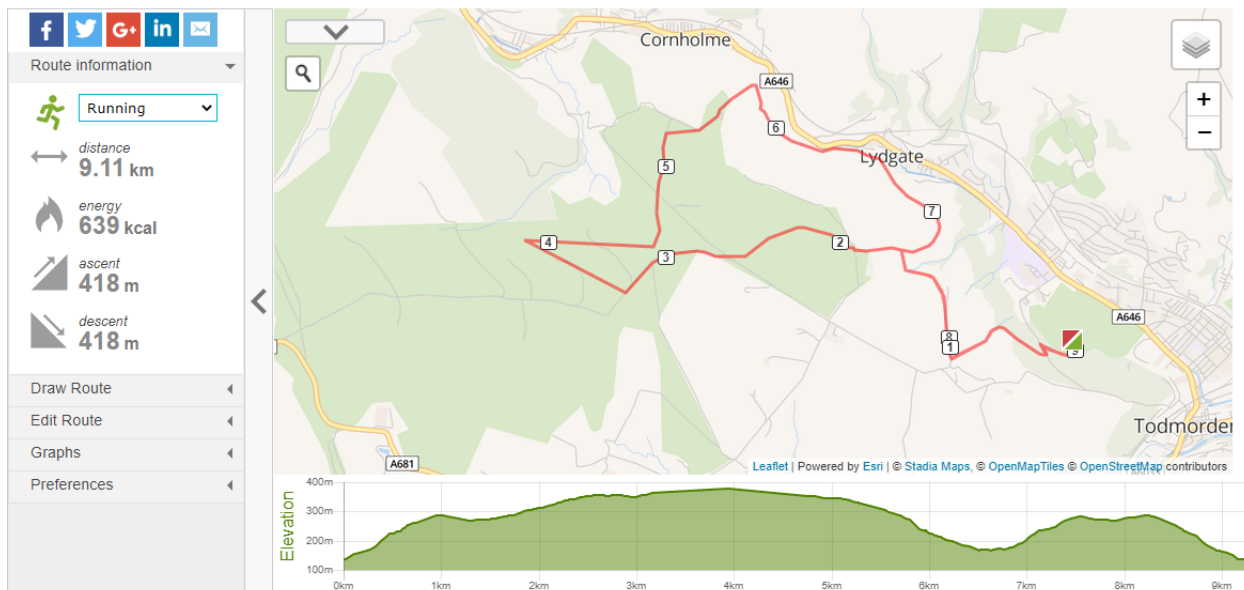
All runs to be self-timed using a sports watch or phone – the timekeeper will take times at the end

All runner to be familiar with the route and self-sufficient, Contact in case of emergency or retirement :
Stu - 07721 432378

The event is run in accordance with Todmorden Harriers current covid risk assessment/action plan.

There are gates and styles enroute so the carrying and use of hand-gel is essential.

Route map:



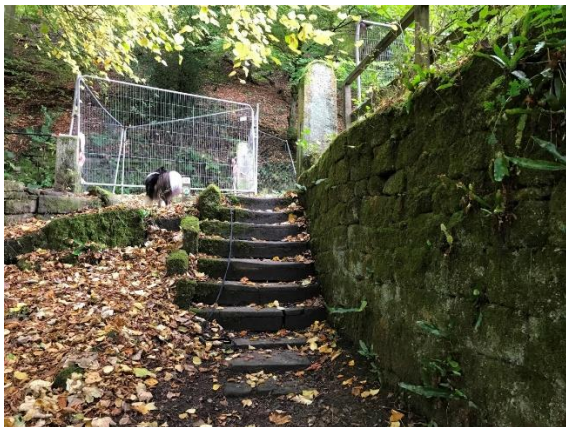
Route : Start at Centre vale Park, Todmorden, from the field above the Fielden statue :



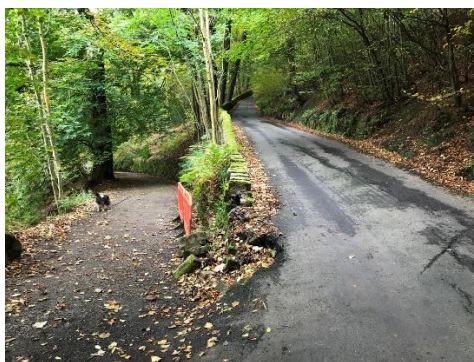
Start :



At the top of the field/steps turn right. Then fork left :



Turn sharp left onto the road :



Take the first right onto this path :



Keep to the left after the gate :



Over the style and up the track :



Turn right at the top and head down the track



Where the track forks, head onto the path on the left (the wooden walkway can be slippery)



Through the gate :



Follow the track to the top of the field :



Over the double style and head uphill along the boggy track to the next style :



Follow the yellow markers, to the road :



Cross the road continue onto the track :



Peel off the track headed for the summit :



At the marker on the summit (don't worry – it won't be the dog) turn and descend heading towards the wall :



The trail will lead you to the road and hieghts farm :



Before heights farm (private property!) peel off and head (through the bog) toward the dead tree



You'll then pick up a trail headed towards the ruin :



With the ruin on your right follow the trail down to the bottom of the field :



The style is very rickety so heading right over the collapsed wall and around is recommended



Follow the grassy path and descend into the valley :



Through the gate and keep right onto the tarmac :



Leave the road at the first gate on the right, Keep heading UP!



After the stile keep right/up



Join the path between the walls, heading up :



At the top turn left and retrace your steps back to the finish :







