

Autumn Handicap: Course Description

START and **FINISH** at the green gates on the first left hand bend going up Altar Lane.

Go up Altar Lane, past the electrical pylon and turn right through wall stile at the fingerpost ("Marley 1.6km"). Go through the field, keeping the wall on your right, to a metal gate in a gap in the wall then immediately take the right-hand track ("Public Footpath"). Follow the track for 300m and when it bends right downhill, go straight ahead onto a grassy path (do not follow the track downhill).

After 250m go through a gap in a wall and continue on. After a further 100m pass a wooden seat on the left and keep going with the wall on your left and steep bank falling away to the right. Eventually, join a track going downhill to a wooden gate (in a gap on your right-hand side). Drop down about 20m and continue forward to join another track to a metal gate (in a gap on your right-hand side). Continue 150m on a grassy track, cross over a wooden step-stile, then immediately turn left and climb a steep track (at the start of Marley Hill). Continue up the winding track, through a metal gate, until you reach a kissing gate, where you continue up the steep path to the wall corner where you turn sharp left.

Keep the wall on your right and after 250m take the step-stile in the wall and head straight up the field, aiming between the two big pylons (go to the left of the fenced compound and then to the right of the smaller fenced compound) and then look out for a fingerpost and stiles leading on to Altar Lane.

Go straight across Altar Lane, through the metal kissing gate, continuing straight ahead taking the right-hand track. After 50m pick up a wall on the left and follow the path for 600m. At a wooden gate in the wall turn right to leave the obvious path and head out across the heathery moor on a faint path at first, but then becoming rocky and winding across the moor. It eventually meets a bridleway adjacent to the estate boundary wall (Keighley Road is on the other side).

Turn left and follow the bridleway (watch out for cyclists and horse riders), keeping the wall on your right, down to the estate road entrance near the lodge house. Go slightly left across the estate road and take the path bearing right away from the road (there's a yellow triangle on a tree at the start of the path) and follow for 250m to a fingerpost (ignore the fingerpost direction) and turn right down the track, dropping down to Cuckoo Nest. At the new house on the right turn left through a wooden kissing gate, go up the path for 50m and turn right at a fingerpost ("Low Park"). Follow this path for 150m and at another fingerpost ("Low Park") leave the path and branch right through woodland. Follow path (not obvious in places) to metal gate leading into an open field.

Go straight ahead through the fields, over two further wooden step-stiles, and at the end of the fields go over two more wooden step-stiles close together leading on to the estate road (near the car park). Turn right down the estate road and after 30m turn left at a fingerpost ("Bridleway – Aire Calder Link") on to a path. After 20m take the left-hand branch and follow for 200m to a wall corner on the left. Continue forward and slightly uphill on a vague path for 50m to meet an obvious path at a picnic table. Continue forward on the path, with the picnic table on the right, bearing left, past the 'cobra' woodcarving on the right and continue for a further 50m. Look out for an indistinct path off to the right going downhill and follow it to a small stream crossing and a low stone wall. Go over the wall and immediately bear left onto a faint path. After 100m look up to the right and aim for the gap in a high wall leading on to Altar Lane. Turn immediately right down Altar Lane to the **FINISH**.

Dave Weatherhead