

## **Thieveley Pike Fell Race** **(New) Route Description**

Start in the field (SD 875285) opposite the Church Hall (Registration) & next to the Ram Inn. After a circuit of the field, the Race follows the Burnley Way/Pennine Bridleway under the railway to 870287. Turn left through an iron gate & scramble up a steep, rough bank, sticking close to the fence. This section is not a right of way. At the top of the climb, continue uphill (SW) to a ruin (864283). Through the gate, across the dip in the field to the obvious gate opposite & to the gate in the bottom left hand corner of the next field (862279). Run parallel to the wall to another gate which leads onto a track. Go downhill over the cattle grid (865277) & turn right into the valley. Cross the stream to climb the slope opposite heading towards an obvious wall when you emerge onto the open moor (865274). Follow the wall to the summit of Thieveley Pike (873272). Take the obvious path north (downhill) to Dean Scout & a gate (874278). Turn left to follow the overgrown path to Black Clough. Cross the stream & head upward through two stiles to a gate at a wall corner (865282). Run along Stone House Edge to the ruin (864283) and turn right (north-ish) to run downhill (not the way you came up!). After about a quarter of a mile of rough moorland, there is a metal gate in the wall to your left. Go through this and straight down to the Burnley Way/Pennine Bridleway (867287). Turn right along the Burnley Way, skirting Scout Farm through 3 gates and re-trace your route back to the field. The finish is next to the prominent chestnut tree at the top of the field.

**NB: Some of the new route is not on rights of way or open access land. The future of the race may be jeopardised if you stray from permitted routes.**