



HALLOWEEN 5 MILE TRAIL RUN

- Key:
- UH = uphill **HELL**; DH = downhill **HELL**; X = Crossing paths with the **devil**
 - TL = turn left (to avoid **DEATH**) TR = turn right (to avoid a sprite 😊)
 - LHF = left hand fork; RHF = right hand fork; G = Gate & **ghosts**
 - ♣ BW Bridleway (of **DRAacula**) sign; SA = straight ahead (Souls 🧛‍♂️ aghast 🎃)
 - 👤 FP = footpath (**Foul Phantoms**); VGW = Vanguard Way
 - FTK = fire tracks (to **hell**); SDW = South Downs Way ♣
 - WW = Wealden Walks / **WEREWOLVES**; S = Stile/♣ **spooks** ♣

(Distance shown in **KILLER** Meters):

- START.** By pub / carpark. **TR** onto The Street. Caution cars!
- 0.1 **TL UH** on Clapham Lane. **RHF** on farm tracks.
 - 0.75 Bear left after farmyard to stay on **BW**. Lots of **G**'s on way (please close gates behind you) ♣
 - 1.75 **SA BW** right hand field edge.
 - 2k **SA** through **G** into the woods.
 - 2.3 **X TR** at post on grass **BW**.
 - 2.6 **G. X LHF UH** towards the tree of the **DEAD**.
 - 3k **TR** through gate onto **BW**. Then **SA** at **X DH** on **WW**.
 - 3.7 **X Sharp TL** to join **FTK UH**. **SA UH** on **FTK** until...
 - 4.2 **TR DH** through forest on **FP** (Newbarn Drove on Strava.) **LHF** to stay on **FP DH**.
 - 4.55 Follow path around the **haunted house** . **TR** on **FTK**.
 - 5.8 **TR** onto **VGW / The Lane**. **UH** on track to **SDW / VGW**. **G. UH**
 - 6.1 **TL** to stay on **SDW**. 6.3 **RHF**.
 - 6.66 **SA** on **SDW / VGW** 6.9 **DH** on steps.
 - 7.1 **TR** and over **S**. **UH** on Left hand field edge. **VGW / SDW**.
Few more **VAMPIRE** kissing **G**'s etc. 7.6 Right hand field edge.
 - 8.1 **TL** on Clapham Lane then **TR** onto The Street. Caution cars!



Enter the pub at rear door. See Andy the time lord and stop your watch.
Put on your pumpkin medal, hand your race number and soul in at the bar to claim your finishers drink and calm your frazzled nerves!

