

Bilsdale Fell Race Description

Note that, unlike some races on the North York Moors, this race is to be run as a fell race which means any route can be used between the checkpoints. The description below gives one possible route which follows paths most of the way.

Brief Summary

Registration at Chop Gate village hall.

Start: 562 003 – Road bridge over Bilsdale Beck east of B1257 (1km walk from Chop Gate car park)

CP1: 594 016 – Round Hill trig column

CP2: 567 032 – Disused quarry above Hasty Bank Farm

CP3: 551 035 – Northern summit of Cold Moor (cut off time here of 2hrs and runners not making cut off directed back to Chop Gate south over Cold Moor)

CP4: 542 038 – SE fence corner of Kirkby scout hut

CP5: 535 034 – Falconer Seat on Cleveland way

CP6: 526 036 – Stream on Busby Moor

CP7: 517 027 – Path junction below Carlton Trig

CP8: 528 010 – Gate on public right of way

CP9: 518 000 – Scugdale Hall

CP10: 543 984 – Cock Howe cairn

Finish: 559 993 – Chop Gate car park

Full Guide

Registration is at Chop Gate Village Hall from 9am to 10.30am. Note that there is a 10 minute walk (1km) to the start of the race. Please leave plenty of time to get there. The race will start promptly at 11am.

The race starts on the minor road on the bridge over Bilsdale Beck at Seave Green at the northern end of Chop Gate. Please be at the start by 10.50am at the latest for a random kit check.

CP1 – Round Hill trig, Urra Moor. There is a steady climb of about 3km (2 miles) with 300m (1000 feet) of ascent up to CP1, the trig column on Round Hill and the highest point on the whole of the North York Moors. The climb follows the road briefly before turning right at Bilsdale Hall onto a clear track for most of the way and is all runnable. Local runners who have done Clay Bank East will be familiar with the top section. For those familiar with the Osmotherly Phoenix it is the reverse of the descent route. Runners will be directed over the last 100m or so to the trig on a one way system to avoid contra flow. Please follow the marshals' instructions.

CP2 – Disused quarry above Hasty Bank Farm. From the trig there is fast running following the Cleveland Way down to the B1257. Between the intake wall and the next gate there are a couple of options for the descent. At the road, which can be busy, there will be a marshal supervising. After crossing the road head up the Cleveland Way and then when it goes through a kissing gate leave it and bear left to follow a gradually rising trod above Hasty Bank Farm to the disused quarry at CP2.

CP3 – Cold Moor northern summit. Continue on the trod to the Wain Stones then pick a way through the boulders to join back up with the Cleveland Way. Follow this to the top of Cold Moor.

Cut off time here of 2 hours.

If timed out head south along Cold Moor back to Chop Gate.

CP4 – SE fence corner of Kirkby Scout Hut. A path or track can be followed all the way down to the Scout Hut near Toft Hill (a white building with an orange roof).

CP5 – Falconer Seat on Cleveland way. A grassy track leads up to a gate then pick a way up to the contour path and on up to the viewpoint on Cringle Moor. Some rough, pathless ground may be encountered here.

CP6 – Stream on Busby Moor. Drop down slightly, then climb the fence to follow a trod over the nose off Cringle Moor. At the contour path pick a way down to the stream in roughly the same direction over rough ground.

CP7 – Path junction below Carlton Trig. Between the stream and the minor road is the only part of the whole race route which will be marked. The flags/tape must be followed to avoid upsetting the owners of Lord Stones cafe. From the stream head up slightly then turn right to follow a track below the crags before climbing up to the minor road. At the minor road any route can be taken to CP8 but it is probably easiest to follow the road for about 300m up to the contour path then turn right along it.

CP8 – Gate on public right of way below a small crag. It is mandatory to climb up to Carlton Trig from CP8. The marshal here will indicate the way. From Carlton Trig head south along a choice of tracks and at some point bear left crossing rough ground to find CP8.

CP9 – Scugdale Hall. A trod leads back up to the ridge at Brian's Pond then continues over to Barker's Crags and down to Scugdale Hall on the other side of the ridge. Worth a recce as there are quite a few trods here.

CP10 – Cock Howe cairn. Runners will be directed onto the track which climbs back up to the main ridge. From here it is the best part of 3km (2 miles) along a gradually rising track up to the cairn at Cock Howe.

Finish – Chop Gate car park. Turn left at the cairn to follow a narrow trod keeping the trees on your right. After about a kilometre the car park should be a welcome sight. The last descent is quite steep with a choice of a couple of paths to bring you out in the car park and the finish.

Prize giving will be at roughly 2.30pm.