

START & FINISH = 5 from right side of Drain inline with corner of school - (2 x to left align with streetlight)

A = Inline edge of School Block x3 then x3

B = Inline edge of Sports Block x5 then x3

(Advice - Turn lights on to make it easier to line up J & I to H)

( K is Turning Point back to Finish and must be taped off -

Must go around to left of B spike nearest Sports Block)

C = Inline with Primary School tall railings x3 ( Looking towards railing to the right x2)

D = Where Primary School Pavement juts out x3 (Then x2 to right)

E = Spike as close as possible to corner of Primary School pavement (Then x2 inline with pavement to left)

F = Inline with Fence x1 then x2

G = Right hand side Gate Post with Cable tie x1 then x2  
(Crucial Spike x3 out)

H = Cable tie nearest to gate on left. x1 then x2

(Crucial Spike must be 3 out - This must be taped of directing back to B)

(Advice 0 Turn lights on to make it easier to line up I & J to B)

I & J = At intervals between H & B approx x2 apart - Must be inline with B & H)

IMPORTANT ( After the start of the Race turn of light on A - This prevents members running towards A and not B on each lap)