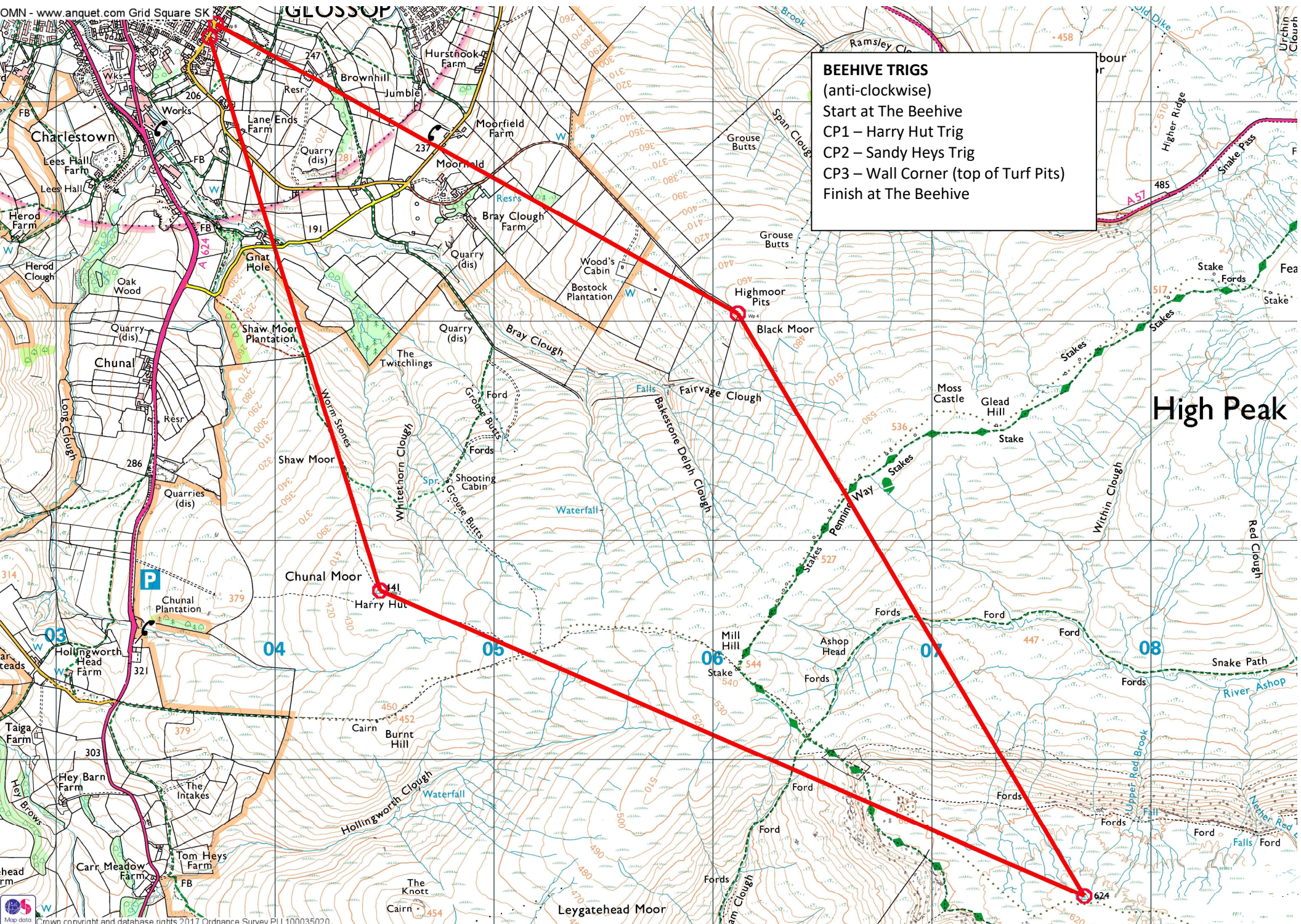




BEEHIVE TRIGS
 (anti-clockwise)
 Start at The Beehive
 CP1 – Harry Hut Trig
 CP2 – Sandy Heys Trig
 CP3 – Wall Corner (top of Turf Pits)
 Finish at The Beehive

High Peak