

# **TT12 Iso5 Sykes**

- (clockwise) – take extreme care around Torside and Wildboar Clough
- Start at Turning Circle
- CP1 - Wall corner
  - CP2 - Hazels well
  - CP3 - Crazy rock formation (like a half pipe thing)- you'll know if you're there.
  - CP4 - Wall Corner (acute)
  - CP5 - Plane wreck
  - CP6 - Top of The Pike (or the platypus stone if you want- it's the stone with the beak like a platypus)
  - CP7 – Stile
- Finish at Turning Circle

