

Route Key, Check Points and Crew Points

Route Key

Loops	Route Key	Marked with
40km (Red Loop)	V – 1 – C1 – 2 – 3 – 2 – C2 – V	Red arrows on white background & RED spray paint
30km (Yellow loop)	V – 1 – C1 – 2 – 2 – C2 – V	Yellow arrows on white background and YELLOW spray paint
20km (Blue Loop)	V – 1 – C1 – 2 – C2 – V	Blue arrows on white background and BLUE spray paint

The loops will be marked with coloured spray paint on the ground, and there will be coloured arrows on wooden stakes for junctions and route diversions.

Loop Key

	Sat	Loop1	Hold	Loop 2	Hold	Loop 3	Hold	Loop 4	Hold	KM
120km FEI**	120	40	40	30	40	30	50	20	F	120
120km FEI** YR	120	40	40	30	40	30	50	20	F	120
120km CER	120	40	40	30	40	30	50	20	F	120
100km FEI*	100	40	40	30	40	30	F			100
100km FEI* YR	100	40	40	30	40	30	F			100
80km CER	80	30	40	30	40	20	F			80
80km GER	80	30	40	30	40	20	F			80
60km GER	60	40	40	20	F					60
40km Novice GER	40	40	F							40
40km GER	40	40	F							40
30km Novice GER	30	30	F							30
30km GER	30	30	F							30
20km Foundation GER	20	20	F							20
20km PR	20	20	F							20

What3words:

Location	Map Key	W3W
Venue	V	///workbook.backed.solid
Check Point 1 – Barrard's Hall	1	///dock.songs.costumed
Crew Point 1 – Whatfield Road	C1	///populate.manliness.diets
Check Point 2 – Boarded Barns	2	///strutting.outline.else
Check Point 3 – Maskell's Hall	3	///forehand.paying.widen
Crew Point 2 – Semer Road	C2	///aged.deform.bypasses

Crewing can be done at all checkpoints. We have also included some alternative crew point options. Please respect the locals and do not speed through the villages.

