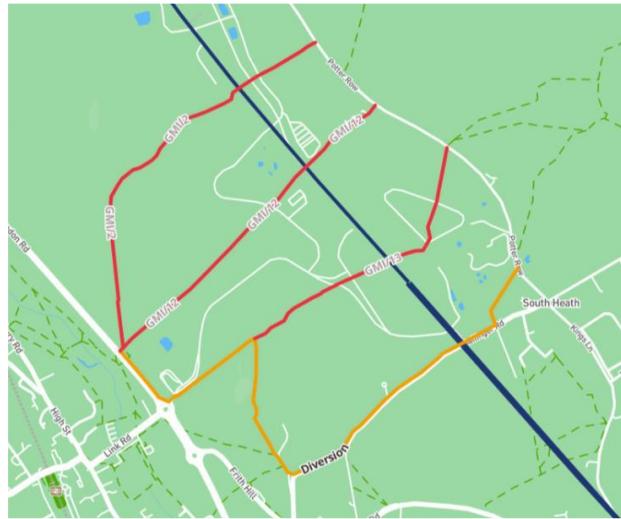


## **Endurance route changes since 2025**

HS2 have put in footpath closure for key route use in past events between start and CP1A ( E40/60/80) or CP1A and finish (E10 and E40) . The suggested Diversion is not idea for our needs due to the section of road walk and the numbers of people we have involved in the event.



An alternative route has been identified, which means CP 1A and CP 1 have been re located to suit the revised route. This affects second half of E10, the other events from the start to new CP1 location and the last part of the E40 route from CP8 to Finish. Please see revised route cards for full details. CP1 is now located at the end of Herberts hole bridle way SP 922 024. CP1A is now located at SP 917 012 road crossing of B485 Hyde end ( see unmanned CP information sheet) . Care need at this road crossing. (we anticipate manning this crossing for safety during the event)

\*\*\*note E40/60/80 participants must not use not use Hyde lane directly to approach CP1A, but follow the footpaths as per route card\*\*\*

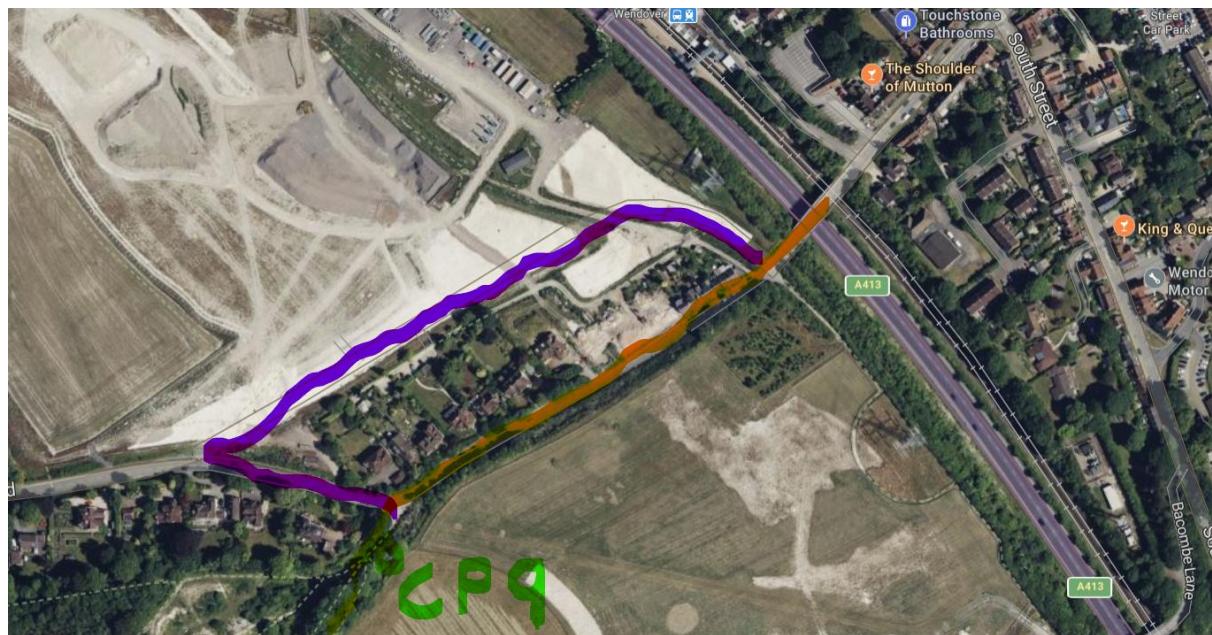
### Checkpoint 16 relocation

Due to carpark resurfacing, the previous location of CP is not accessible. It has been relocated to SU 741967 Aston Rowant Nature Reserve / Cherry Tree corner car park the route from CP15-16 has also changed. Follow the footpath that runs behind the environmental center, up the edge of Beacon hill SU 727 976 to SU 724 968, bear right on footpath to checkpoint 16

## **Endurance route changes since 2024 event**

- 1) The primary change in the route (E60/80 only) is the changes/Diversion to the Ridgeway path from Wendover station to CP9 (unmanned). The original route of the ridgeway path/Endurance route to CP9 is noted with the orange lines, however this road is now

closed and not passable. HS2 have built a new road and bridge (Ellesborough road) with pedestrian walkway that replaces it (noted with the purple lines. Depending on the version of your OS map then this road and diversion of ridgeway path may not be shown.





V1.2

