MIDACK ATHLETIC CLUB

Midack AC Night Race Route

17 January 2024, 19:00

Kees Taljaard Stadium, Middelburg

Midack AC 4.9 km Night FunRun – 17 Jan 2024

Start at the Northern entrance of Kees Taljaard Stadium, in Bokmakierie street

Head north up Bokmakierie street, past the public pool Turn LEFT into Impala str and turn RIGHT into Asalia street Cross Protea str into Mimosa str.

Turn LEFT into Korhaan str towards Karee str

Turn LEFT into Karee str and RIGHT into Pelican street.

Turn LEFT into Sipres street and immediately RIGHT into Piet Grobler ave.

Turn RIGHT into Helen Joseph street to the water point.

Turn Around at the waterpoint (follow same route back)

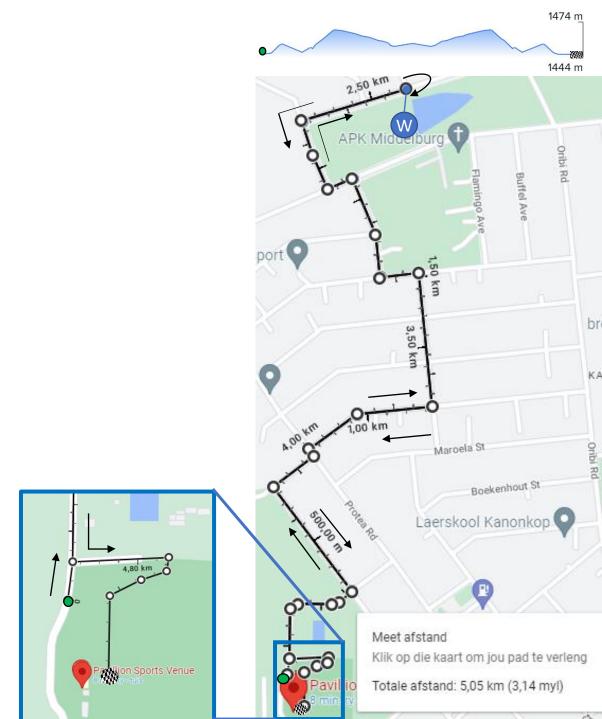
Turn RIGHT into Piet Grobler Avenue

Turn LEFT into Sipres road

Turn RIGHT into Pelican str, LEFT in Karee str and RIGHT in to Korhaan str.

Turn RIGHT into Mimosa str, Cross Protea str into Asalia str Turn LEFT into Impala str then turn RIGHT into Bokmakierie Turn LEFT at wrestling club entrance

Turn RIGHT into stadium towards the finish line



Midack AC 10 km Night Race – 17 Jan 2024

Start at the Northern entrance of Kees Taljaard Stadium, in Bokmakierie street

Head north up Bokmakierie street, past the public pool Turn LEFT into Impala str and turn RIGHT into Asalia street Cross Protea str into Mimosa str.

Turn LEFT into Korhaan str towards Karee str

Turn LEFT into Karee str and RIGHT into Pelican street.

Turn LEFT into Sipres street and RIGHT into Piet Grobler ave.

Turn RIGHT into Helen Joseph street, past the water point, all the way up Helen Joseph street.

Turn LEFT into Sipres road. Follow the roadway, down Harry Gwala str.

Turn LEFT into Verkenner street and follow roadway down Verkenner and Piet Grobler street

Turn LEFT into Sipres road

Turn RIGHT into Pelican str, LEFT in Karee str and RIGHT in to Korhaan str.

Turn RIGHT into Mimosa str, Cross Protea str into Asalia str, Turn LEFT into Impala str then turn RIGHT into Bokmakierie, Turn LEFT at wrestling club entrance

Turn RIGHT into stadium towards the finish line

