

UP FOR IT?






If you're a **large fund raising group** then we can organize the event more specifically to your requirements.

For **Individuals & Smaller Groups** why not book yourself in to one of our quarterly challenges?

To find out more about **The Spike Challenge** and **Spike Dinners** please get in touch:

The Charlotteville Jubilee Trust
Tel: 01483 598420
Email: omgp@charlotteville.co.uk
www.charlotteville.co.uk/challenges.html

-  thespikeguildford
-  @JubileeTrust
-  Spike Heritage Centre



Organised by the Charlotteville Jubilee Trust – Reg. Charity No. 1103768

THE SPIKE

THE SPIKE CHALLENGE!



Choose one or all as part of your Spike Challenge

WALK

12 Miles from Dorking to Guildford

EAT

A Workhouse Dinner

SLEEP

In the Spike

A Unique Opportunity to raise funds for your chosen charity

THE SPIKE CHALLENGE

Abseiling down a cathedral, running through mud, running through colour or just running, these are a few of the great fund raising challenges that the fittest amongst us can take on to raise money for good causes.

But we have something different for those of you who are, shall we say, just average. We call it **The Spike Challenge.**

Take up the challenge and you can choose one, two or three trials aimed to be both fun and challenging. A great way to raise funds for your charity and one you will remember forever.

One good thing is you'll be paying for the pleasure of this so there will be no need to carry out a task of hard labour as bestowed in the past on those who couldn't pay.

WALK

A guided walk from the site of the Dorking Workhouse to the site of the Guildford Union Workhouse, a distance of 12 miles (19.2KM) across the North Downs. This is typical of the journey taken by tramps and journeymen when 'On The Toby*'. At the end of your walk you will queue up on Warren Road and await entry into the Spike. Once let in you will be given a mug of Tea or Cocoa and a tour of the premises.

You won't be searched or be required to have a bath when you arrive nor will you have a medical inspection both were compulsory in the Poor Law days.



*slang for on the road or highway

EAT

The Spike Dinner is not as bad as it could be, you're lucky, the meal will be chosen from the dietary menu of dishes available after 1901 served up with a glass of ale. Behave yourselves and you may get a traditional English pudding as well**.

TYPICAL MENU

- ➔ **Meat Stew (or Scouse) and dumplings**
- ➔ **Stewed Fruit**
- ➔ **Served with Ale**



**We can cater for special dietary requirements, please let us know, but don't think for a minute it'll taste any better!

SLEEP



For the brave ones, a night in the Spike is an option. You can sleep in your clothes, we won't be delousing them, but you won't be able to sleep in the cells for the wayfarer as these are too cold and unsafe. You will be housed in one of the larger rooms and may be unfortunate enough to meet Amy or Steve as we have named the two 'permanent residents' occasionally seen around the place at night.

In the morning you will be treated to a typical breakfast of skilly and a mug of tea or cocoa.

For those who survive breakfast a tour of the Spike is on offer should you have missed it the evening before.

If you've behaved then, on departure, you'll be supplied with a meal ticket for a local café.