

THE UNLIVING MUSEUM OF THE NORTH



E(B....





Entrance Tram Stop

- · Beware the call of the drums with our mesmerising samba band, Drumdin.
- Watch out! The spooky stiltwalker looms nearby...



1900s Town

- Collect your stamp card (available from our emigration office, Co-op, chemist, garage and bank) and complete a series of daring challenges around The 1900s Town to become a fully-fledged witch or wizard. Certificates available from the print shop.
- Join us for a truly haunting music party in our Masonic Hall throughout the night. Be sure to enter our Best Dressed Visitor competitions at 7.30pm and 8.30pm!
- Meet the curious creatures in the museum room, upstairs in the Masonic Hall.
- Head to the bank to collect your very own magical coin.
- Be spellbound in our emigration office as you make your own magic charms.
- There are spooky sights to see at the carriage house.
- · Do you dare to set foot in Ravensworth Terrace, Miss Smith isn't her usual self at all...
- Our park bandstand is home to fantastic fire displays at 7pm, 8pm and 9pm, and the amazing bubbleologist at 7.30pm, 8.30pm and 9.15pm.
- At our Co-op, be sure to complete your magical look, with face painting, costume try-on and wand making.
- Our garage is home to a very different kind of transport, stop in and enjoy a broom flying lesson.
- Make your scariest face and have your photograph taken in the photographers' studio (extra charge applies, appointments available on a first come, first served basis).
- No tricks, just delicious treats from Herron's Bakery, Jubilee Sweet Shop, Beamish Delicious Ices and The Sun Inn.

Fairground

· Don't forget to visit the frightful Fairground for a spin on the thrilling rides!

1950s Welfare Hall

 Play the night away with family-friendly fun and games!



1950s Front Street Terrace

- · Listen to the pirate storyteller telling nautical tales by the fire Ooh Arr!
- Things are getting hairy at Elizabeth's Hairdresser's, step in and get a haunting hairstyle (extra charge applies, appointments available on a first come, first served basis).
- · Look out for mysterious visitors to the street you won't be-leaf your eyes...

1900s Pit Village

- Things are getting mystical in Francis Street, with tarot (No. 1) and crystal ball readings (No. 2). Pit cottage No. 3 is all ready for the spooky season, though we'd think twice before entering No. 4... Oh and watch out for the stiltwalker as you wander the back lane.
- There's nothing like the screech of the saw violinist to calm your nerves in the chapel, or stay for a tale or two with the spooky storyteller.
- Something sinister is roaming the halls of our school...
- · Rein in your fears as you visit the peculiar pit pony stables.
- · Make your own magic potion in the band hall.

Colliery Yard

- The night's aflame with fantastic fire shows at 6.45pm, 7.45pm and 8.45pm.
- T'wit T'woo, these feathered friends can't wait to meet you (lamp cabin).
- Beware the gibbet near the Heapstead.

Birch Wood

 A walk in the woods could be lovely. But wait, what's that moving in the trees?



1820s Pockerley Old Hall (advised for adults and older teens)

- There are more than a few ghosts roaming the grounds of Pockerley Old Hall do you dare to visit the oldest original building in Beamish after dark?
- See the creepy contortionist in the undercroft, mind that statue in the gardens as you go...
- · There's something truly devilish down at Pockerley tram stop.

Catering that you can really sink your teeth into...

- 1900s Town: Tea Rooms, WH Smith's.
- 1900s Pit Village: Sinkers' Bait Cabin, Davy's Fish and Chip Shop.
- 1950s Terrace: Middleton's Fish and Chip Shop, John's Cafe.
- Takeaway catering also available on the Events Field.

