Miles	*Look For*	*Do*
0	**Start: Stow Cafe**	**Go with citizen, F(higher)NR**
1.35	**Prayers**	**Take One Stack**
0.75	**SS**	**Up you go**
1.9	**Fork**	**Count MAILBOXES.** **Choose a name and stick with it**
1.15	**SS @ T**	**Take 1311**
0.5	**Town Line**	**Cross The Line**
1.15	**SL**	**Cross the road**
0.7	**Dead-end ahead**	**You do what you gotta do**
1.5	**SS @ T**	**Be Friendly**
2	**SS @ T**	**Don't play with Mutants**
0.15	**SS**	**Take X**
0.15	**SL @ T**	**L if 42 and 6, R if 201 and 7**
1.2	**Bridge ahead**	**Don't Cross it**
1.5	**SS**	**Go where some cannot**
0.5	**Road on L (with flowers island)**	**Take it**
0.3	**SS @ T**	**Note COUNTRY STORE DATE** **Away from big things**
0.35	**Mailbox on R**	**Take next side road**
1.6	**SS @ T**	**FV**
0.7	**Brick building on R**	**Note BRICK BUILDING dates and name** **Continue**
0.1	**Rail Road**	**Get a sub**

1.6	**Building on R**	**Note BUILDING's (original) FUNCTION** **Continue straight**
0.85	**YT**	**Yield and go**
1	**Jct**	**TuTo house**
4.8	**SS @ T**	**TuTo flag. FNR**
1.35	**Road curves L**	**Turn R**
0.45	**Yield**	**One way is not your way**
0.5	**YT**	**TAF Bridge**
2.2	**SS**	**GR**
1.75	**SL @ T**	**TuTo river, follow its path**
3.15	**Clock-tower. Monument on L**	**Note MONUMENT SQ info** **TuTo SLSP**
0.15	**Yield**	**Go M7 . FNR**
9.5	**SL**	**Cross the wires, FNaRd**
0.55	**School**	**Note SCHOOL,** **Take the newer road**
4.8	**Sharp curve ahead**	**I hope you know that language. Follow it.**
2.1	**180**	**Turn there**
2.5	**T**	**TuTo Schoolhouse**
0.4	**Wetland**	**Go There**
1.1	**T**	**MAILBOXES:** **L if more than 6, R if less than 6**
2.1	**SS**	**Go 30**
0.4	**SS**	**FlowerNR**

10.05	**SS**	**Building on R:** **IF Dental:** **MONUMENT SQ: Peter Powers was:** **L if Colonel, R if Major, Str if Captain,** **Turn around if Lieutenant** **IF Store:** **MONUMENT SQ: Men marched on April ___?** **L if 19, R if 20, Str if 21,** **Turn around if 22**
3	**SS @ T**	**COUNTRY STORE DATE** **L if 40 , R if 30**
3.45	**White barn/Garage.** **An old Gas Pump**	**Turn Before it, but note GAS PUMP**
1.3	**SS @ T**	**Don't Go uphill, FNaRd**
3.2	**SS @ T**	**Don't follow holy path...**
0.3	**Fork**	**Go to the falls, FNaR**
1.95	**SS @ T**	**BRICK BUILDING DATES: Average of all digits rounded to the nearest whole number** **L if even, R if odd**
1.1	**Bl Yel**	**Don't go CPB**
2.5	**Jct**	**GAS PUMP:** **L if Shell, R if Mobil, Str if Citgo,** **Turn around if Texaco**
1	**Jct**	**Freeze**
0.6	**Side Road**	**Take it**
1	**SS @ T**	**TAF Row of Big Rocks**
1.3	**Jct**	**Find dirt road, FNaRd**

3.3	**SS @ T**	**Take that curve.**
0.6	**SL @ T**	**TuTo Motorcycles**
6	**Michelin on L, Jct ahead**	**Go uphill**
1.95	**SS @ T**	**You don't need no safety! FNR**
12.8	**SS @ T**	**Time is not on your side**
0.05	**Salon**	**TAF that place, FNaRd**
3.5	**SS**	**MONUMENT SQ Info - Powers Name : L if Kate, R if Anna, Str if Mary FNR**
10.65	**County Landscape**	**Take next turn**
4	**T**	**TuTo House with green roof**
4.3	**SS @ T**	**Turn L**
3.8	**Jct**	**BUILDING's FUNCTION: L if Power, R if Metal, Str if Textile, Turn around if Paper**
0.9	**Road goes up**	**Get on that Ridge**
2.4	**SS**	**Crimea is: L if moisturizer, R if peninsula, Str if breaking of law**
2.15	**SS @ T**	**TuTo Red House. FNR**
7.7	**Gazebo on L. Road curves L**	**Get dirty**
1.8	**Side road**	**Take it**

2.1	**SS @ YT**	**TuTo Brick Chimneys, FNR**
22.45	**Monument**	**Don't look at soldier's back**
2.1	**Jct**	**BRICK BUILDING NAME:** **L if Father, R if Mother, Str if Son,** **Turn Around if Camel**
1	**Red House Ahead**	**Go down the mountain**
4.9	**SS @ T**	**Follow L6**
3	**White House on L** **Road curves L**	**TAF House**
2.2	**SS @ T**	**TAF cemetery**
0.4	**SS**	**Turn R, and then keep 10, discard 12**
6.1	**SS @ T**	**Go South and take first L**
0.75	**Camping**	**Turn there.** **(Camping field is ~0.2 miles on L. Look for boat trailers.)**