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**
4.9	**SS**	**IF Red Barn on L:** **GAS PUMP:** **L if Mobil, R if Shell, Str if Citgo,** **Turn around if Texaco** **IF School Zone Ahead:** **GAS PUMP:** **L if Dancing, R if Sitting, Str if Shooting,** **Turn around if Flying**
2.35	**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**	**<u>Follow</u> 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.)**