

Moodus Tour de Lakes (Sonya's version)

Start: Rt.9 Exit 8 CPL (Rt. 148) in Chester

Ride Write-up:

www.ctbikeroutes.org

Mile	Dir	Road Info/Description
0.0	O	Start
0.0+	R	Out of CPL onto Rt. 148
1.4	L	@ SS onto N. Main St (in Chester)
1.6	ST	Goose Hill Rd (N. Main goes left)
3.1	BL	@ SS onto Old County Rd >> Chester Rd @ town line
4.2	R	Dudley Clark Rd (downhill)
4.4	L	@ end w/ SS onto Rt. 154
5.2	R	@ TL onto Rt. 82
5.8	O	<i>Connecticut River Swing Bridge</i>
6.0	O	<i>Goodspeed Opera House and Gelston House on right</i>
6.1	BL	@ fork onto Rt. 149 (to Moodus)
8.8	L	Johnsonville Rd (careful turn)
9.3	O	<i>Views of Johnsonville</i>
9.3+	R	@ SS onto Neptune Rd (n/s)
9.4	R	@ SS onto Leesville Rd (n/s)
9.7	L	@ island w/ SS onto Rt. 149

Mile	Dir	Road Info/Description
19.1	L	@ end w/ SS on Millington Rd
19.9	Look	Millington Green on right
20.7	R	Hopyard Rd
21.5	L	Foxtown Rd (Chapman Falls)
21.5+	O	<i>Lunch @ Chapman Falls</i>
-	RD	Retrace out to Hopyard Rd
21.6	L	@ SS onto Hopyard Rd
25.1	R	@ end w/ SS onto Rt. 82 (traffic)
28.7	ST	@ SS onto Rt. 148 (to ferry)
30.3	ST	Board ferry (\$1.00) to cross Connecticut River
-	ST	Leave ferry TCO Rt. 148
30.9	ST	Cross Rt. 154 @ TL TCO Rt. 148
31.8	ST	@ SS in Chester TCO Rt. 148 (uphill)
33.2	L	Into CPL
33.2+	O	Finish

Mile	Dir	Road Info/Description
10.8	R	W. F. Palmer Rd
10.8+	O	<i>Nathan Hale Shopping Plaza on left</i>
11.4	R	@ end w/ SS on Joe Williams Rd
11.8	L	@ end w/ SS onto Rt. 151 (Town St)
13.0	L	E. Haddam-Colchester Tpke (church on right just after Intersection)
15.2	R	Bashan Rd
16.3	R	TCO Bashan @ top of short hill
17.0	L	@ SS onto Newberry Rd
17.7	L	TCO Newberry Rd (n/s) slightly after sharp right turn in road (Shulman Veslak Rd goes ST here; no signs; don't miss turn)
18.6	R	@ end w/ SS onto Wickham Rd (n/s)

Mile	Dir	Road Info/Description

Key:

O = Start, Regroup, Finish X = Cross
L = Left Turn R = Right Turn
BL = Bear Left BR = Bear Right
QL = Quick Left QR = Quick Right
ST = Straight TCO = To Continue On
SS = Stop Sign RD = Reverse Direction
TL = Traffic Light n/s = no street sign
>> = road name becomes