## SCCC's Branford-Guilford Wanderer

Start: I-95 Exit 56 CPL (Leetes Island Rd) in Branford

NOTE: This route sheet may not have been checked for accuracy by the www.ctbikeroutes.org team

Ride Write-up: Wu-New112 www.ctbikeroutes.org

Mac Wille up. Wa New 112				
Mile	Dir	Road Info/Description		
0.0	0	Start		
0.0+	L	Leetes Island Rd		
1.4	L	@ SS on Rt. 146 (still Leetes		
		Island Rd)		
3.6	L	Sanborn Rd (careful turn)		
3.7	L	@ SS on Moose Hill Rd		
3.8	L	Dromara Rd		
4.5	L	@ end w/ SS on Moose Hill Rd		
6.4	ST	@ SS on Peddlers Rd		
7.9	R	@ end w/ SS on Rt. 1		
7.9	Look	Bishops Orchards store to left		
8.3	R	@ TL on River St		
8.6	L	Broad St (careful turning)		
8.8	Look	Guilford Green to the right		
9.0	R	@ end on Graves Ave		
9.1	L	@ end w/ SS Rt. 146 (Boston St)		
9.4	R	Lovers Lane		

Mile	Dir	Road Info/Description
16.6	BL	@ SS on Vineyard Point Rd
		(Sachems Head Rd is R fork)
17.5	R	Falcon Rd (Vineyard Pt goes L)
17.8	L	@ SS sharply on Prospect Ave
18.2	R	Across foot bridge to Colonial
		Rd (n/s)
18.4	ST	TCO Colonial Rd (Falcon goes R)
19.5	BL	@ SS on Sachems Head Rd
20.1	L	@ SS on Rt. 146 (now Leetes
		Island Rd)
23.6	R	@ SS TCO Leetes Island Rd
		(Rt. 146 goes ST here)
25.1	R	CPL
25.1+	0	Finish

Mile	Dir	Road Info/Description
9.7	R	@ end w/ SS Stone House La
10.0	L	@ end w/ SS on Old Whitfield St
10.1	QR	Summer St
10.1	QL	@ SS on New Whitfield St
10.8	0	Guilford Harbor (views)
-	RD	Retrace out on New Whitfield St
11.8	L	High St
12.0	R	South Fair St
12.2	L	@ end w/ SS Rt. 146 (Water St)
13.0	L	Mulberry point Rd (careful turn)
13.5	L	Chaffinch Island Rd (don't miss)
14.3	0	Chaffinch Island Park (views)
-	RD	Retrace on Chaffinch Island Rd
15.1	R	@ end w/ SS on Mulberry Pt Rd
15.6	L	@ end w/ SS Rt. 146 (Water St)
15.9	ST	Sachems Head Rd after RR
		Bridge (Rt. 146 goes right)

Mile	Dir	Road Info/Description
Key:		

O = Start, End, Regroup 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