

Ledge's Connecticut River Ramble

Start: Route 9 Exit 3 CPL (Route 154), Essex

Ride Write-up: Wu-WE020

www.ctbikeroutes.org

Mile	Dir	Road Info/Description
0.0	O	Start
0.0+	R	Out of CPL onto Rt. 154 north & under Rt. 9
2.2	BR	@ fork onto N. Main St >> Warsaw Rd @ town line
4.1	ST	@ all-way SS onto Rt. 80 west
6.1	BR	Mayer Rd Ext @ church (island)
6.1+	R	Rt. 145 north
8.3	Look	<i>Entrance to Chester Airport</i>
9.0	R	@ end w/ SS onto Rt. 148 east
12.1	ST	@ SS TCO Rt. 148 east (Chester)
12.9	L	@ TL onto Rt. 154 north
16.1	R	@ TL onto Rt. 82 east and continue across swing bridge
17.0	BL	@ fork onto Rt. 149 north
19.7	L	Johnson Rd (@ KlarCrest sign)
20.2	O	<i>Village of Johnsonville</i>
20.3	R	@ end w/ SS onto Leesville Rd (n/s)

Mile	Dir	Road Info/Description
36.8	ST	>> N. Main St (Dennison Rd goes right)
37.6	L	@ SS onto Main St in Essex
37.7	O	<i>Restrooms in back of P.O. & NewAlliance Bank on right</i>
38.0	Look	<i>Connecticut. River Museum, town dock & boat launch</i>
---	RD	Retrace out on Main St
38.1	R	Ferry St
38.2	L	@ bend onto Pratt St
38.5	L	@ end w/ SS onto West Ave
39.1	L	Rear entrance to CPL about 0.1 mile before traffic light (careful)
39.1+	O	Finish

Mile	Dir	Road Info/Description
20.7	L	@ end w/ SS onto Rt. 149 north
21.7	R	Rt. 151 south (@ top of hill)
24.4	ST	@ all-way SS onto Rt. 82 east
25.7	R	River Rd (sign to Gillette Castle)
27.2	R	Into Gillette Castle State Park
27.9	O	<i>Gillette Castle pavilion</i>
---	RD	Retrace out of park
28.4	R	@ SS onto River Rd toward ferry
29.2	ST	@ SS onto Rt. 148 toward ferry
29.4	---	Board ferry (\$1.00 fare)
---	ST	Leave ferry TCO Rt. 148 west
30.0	L	@ TL onto Rt. 154 south
32.0	ST	@ TL TCO Rt. 154 in Deep River
32.2	L	Essex St
33.2	BL	@ SS onto River Rd (don't go right on Rattling Valley Rd or Book Hill Rd)

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