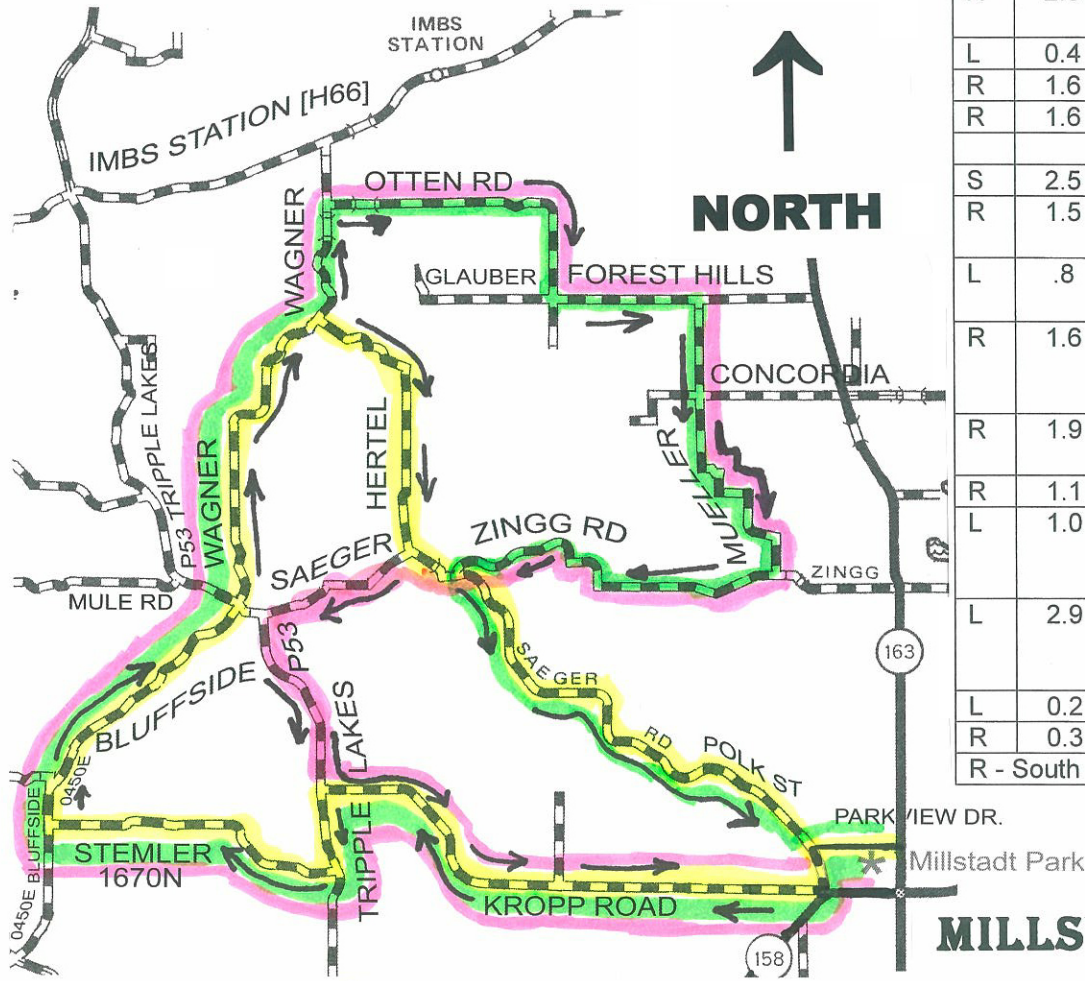


# B.A.B.E.S.

[Long Route is the Millstadt Biathlon Route in Reverse]



LONG ROUTE [20.8 MILES]			
Go	Miles	On	Total
North		N. Main St	
L	0.3	W. Parkview Dr	0.3
L	0.2	N Polk St	0.5
R	2.9	W. Washington St. (becomes Kropp Rd.)	3.4
L	0.4	Triple Lakes Rd [P53]	3.8
R	1.6	Stemler Road [1670N]	5.4
R	1.6	Bluffside Road [0450E]	7.0
		@ ● cross Triple Lakes Rd	
S	2.5	Wagner Road	9.5
R	1.5	Otten Road NO SIGN R-Right after the substation	11.0
L	.8	Forest Hills Road NO SIGN @ Glauber & Yellow ← Signs	11.8
R	1.6	Mueller NO SIGN [@ 12.2 ● cross Concordia] [@ 13.1 DOGS on Uphill!]	13.4
R	1.9	Zingg Road [@ 14.9 Downhill-Caution!]	15.3
R	1.1	Saeger Road	16.4
L	1.0	@ Triple Lakes Road [P53] NO SIGN look for Blue/Gold P53 sign after you make turn	17.4
L	2.9	Kropp Road back into town (becomes W. Washington St.) Caution @ H 158	20.3
L	0.2	N. Polk St	20.5
R	0.3	Parkview Dr	20.8
R - South		N. Main St.	

SHORT ROUTE [13.8 MILES]			
Go	Miles	On	Total
North		N. Main St	
L	0.3	W. Parkview Dr	0.3
L	0.2	N Polk St	0.5
R	2.9	W. Washington St. (becomes Kropp Rd.)	3.4
L	0.4	Triple Lakes Rd [P53]	3.8
R	1.6	Stemler Road [1670N]	5.4
R	1.6	Bluffside Road [0450E]	7.0
		@ ● cross Triple Lakes Rd	
S	1.8	Wagner Road	8.8
R	1.5	Hertel Road	10.3
L	3.2	Saeger Rd (becomes Polk St in Town) Caution Holes!	13.5
L	0.3	Parkview Dr	13.8
R - South		N. Main St.	

MEDIUM ROUTE [18.6 MILES]			
Go	Miles	On	Total
North		N. Main St	
L	0.3	W. Parkview Dr	0.3
L	0.2	N Polk St	0.5
R	2.9	W. Washington St. (becomes Kropp Rd.)	3.4
L	0.4	Triple Lakes Rd [P53]	3.8
R	1.6	Stemler Road [1670N]	5.4
R	1.6	Bluffside Road [0450E]	7.0
		@ ● cross Triple Lakes Rd	
S	2.5	Wagner Road	9.5
R	1.5	Otten Road NO SIGN R-Right after the substation	11.0
L	.8	Forest Hills Road NO SIGN @ Glauber & Yellow ← Signs	11.8
R	1.6	Mueller NO SIGN [@ 12.2 ● cross Concordia] [@ 13.1 DOGS on Uphill!]	13.4
R	1.9	Zingg Road [@ 14.9 Downhill-Caution!]	15.3
L	3.0	Saeger Rd (becomes Polk St in Town) Caution Holes!	18.3
L	0.3	Parkview Dr	18.6
R - South		N. Main St.	

**EMERGENCY PHONE 911**