

TURN BY TURN DIRECTIONS

- 1. Start on Mansion House Drive (near baseball field)
- 2. Veer at the "triangle" to exit Mansion House Drive
- 3. Left on East Drive
- 4. Continue on East Drive, passing Safety City, courts, and the pool; road becomes Wyman Park Drive.
- 5. Continue on Wyman Park Dr., crossing over Sisson St/Keswick Rd, and then later over Remington Dr.
- 6. Veer right at San Martin Drive, continuing on Wyman Park.
- 7. Turn right onto Art Museum Drive (which becomes Howard Street)
- 8. At the second light, turn left onto 28th Street
- 9. Go approximately seven blocks, then turn left onto Greenmount Avenue (move to right-hand lane)
- 10. Make slight right onto Old York Road (fourth road on the right) and go two blocks to E. 33rd Street.
- 11. Turn right onto 33rd Street, and follow it out to Lake Montebello.
- 12. Enter Lake Montebello via Whitman Drive and turn right into the driving lanes
- 13. Follow road along the lake and make a counter clockwise U-turn into the Bike/Run Path at the topside of the lake.
- 14. Head back towards Whitman Drive, then exit back out onto 33rd Street.

NOTE: Relay runners will pass their teammate on the left as they enter the lake. Exchange will then occur on the RIGHT side just before exiting the lake onto 33^{rd} Street at ~ Mile 5.25.

- 15. Turn right onto 33rd Street, and follow it back to Greenmount.
- 16. Turn left onto Greenmount, and follow it to 28th Street.
- 17. Turn right onto 28th Street
- 18. Turn right onto Howard Street
- 19. Turn Left onto Wyman Park Drive.
- 20. Follow Wyman Park Drive back to Druid Hill Park, going past the pool and veering left on East Drive.
- 21. Continue on East Drive and turn right onto Red Road (stay in right-hand lane until passed Safety City)
- 22. Turn left onto Shop Road.
- 23. Stay to the left around Safety City on Grove Road and Cut Off Drive.
- 24. Turn right onto Red Road, then right onto East.
- 25. Turn right onto Mansion House Drive
- 26. Veer right on at the "Triangle" to stay on Mansion House and through the Finish Line!