

High Park to Rosedale & back



26.0 km, + 96 / - 98 meters



Toronto Bicycling Network's Wednesday Night Ride: High Park to Rosedale & back

1.	0.0	▀	Start of route	0.0
2.	0.0	←	L onto Colborne Lodge Dr	0.9
3.	0.9	↑	Continue onto High Park Ave	1.1
4.	2.0	→	R onto Annette St	0.9
5.	2.9	↑	Straight onto Dupont St	0.6
6.	3.5	←	L onto Symington Ave	0.6
7.	4.1	→	R onto Davenport Rd	4.3
8.	8.4	←	L onto Dupont Street.	0.5
9.	8.9	←	L onto Avenue Rd	0.0
10.	8.9	→	R onto Macpherson Ave	0.6
11.	9.6	↑	Continue onto Rowanwood Ave	0.5
12.	10.1	→	R onto Thornwood Rd	0.1
13.	10.2	←	L onto Chestnut Park	0.1
14.	10.3	←	L onto Roxborough St E	0.1
15.	10.4	→	R onto Wrentham Pl	0.1
16.	10.5	→	R onto Crescent Rd	0.1
17.	10.5	←	L onto South Dr	0.6

10.5 kilometers. +53/-44 meters

18.	11.2	→	R to stay on South Dr	0.4
19.	11.6	←	L onto Elm Ave	0.1
20.	11.7	←	L onto Castle Frank Rd	0.2
21.	11.9	←	L to stay on Castle Frank Rd	0.3
22.	12.2	→	R onto Dale Ave	0.5
23.	12.7	→	R onto Glen Rd	0.2
24.	12.9	←	L onto Maple Ave	0.2
25.	13.0	←	L onto Sherbourne St N	0.9
26.	14.0	→	R onto Wellesley St E	1.4
27.	15.3	↑	Entering new bi-directional cycle-track.	0.4
28.	15.7	↑	Continue onto Hoskin Ave	0.4
29.	16.1	←	L onto St George St	0.6
30.	16.7	→	R onto College St	3.8
31.	20.5	→	R onto Dundas St W	0.2
32.	20.7	→	R onto Sterling Rd	0.0
33.	20.7	←	L onto W Toronto Railpath	1.5

10.2 kilometers. +22/-22 meters

34.	22.3	→	R onto Ruskin Ave	0.1
35.	22.3	←	L onto Edwin Ave	0.3
36.	22.6	←	L onto Dupont St	0.3
37.	22.9	←	L onto Annette St (using alternate L by using old Weston Road).	0.9
38.	23.8	←	L onto High Park Ave	1.1
39.	24.9	→	Slight R to continue onto West Rd	1.0
40.	25.9	←	L at top of hill into Grenadier driveway.	0.1
41.	26.0	▀	End of route	0.0

5.3 kilometers. +11/-32 meters

LEGEND TO COLUMN HEADINGS (LEFT to RIGHT)

1. Cue Sheet number, corresponds to green map point numbers
2. Distance from the starting point in kilometres
3. Direction symbol
4. Directions explanation/description
5. Distance to next event/turn in kilometres

ON THE MAP:

1. Numbers, with a white box around them, are distance markers
2. Numbers, with a green or dark circle around them, are cue sheet markers



September 2015