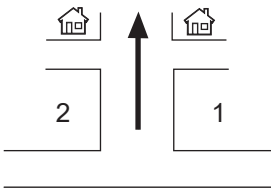
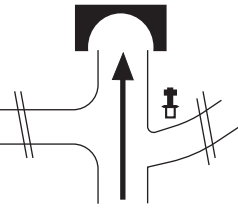
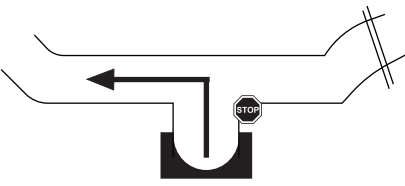
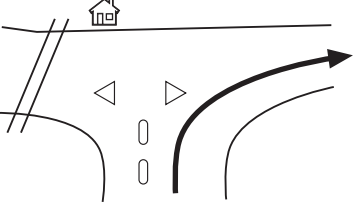
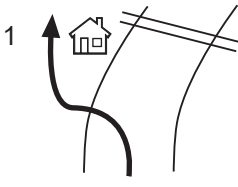
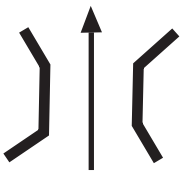
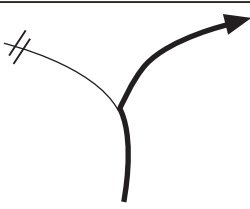
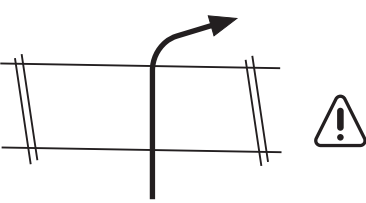
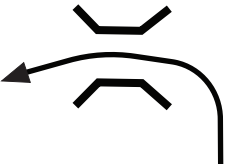
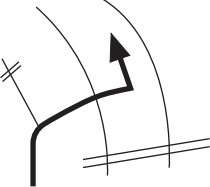
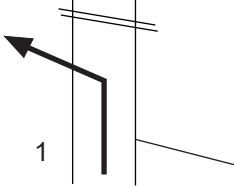
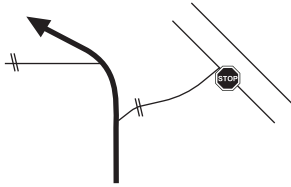

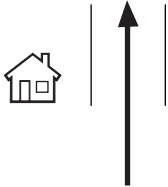
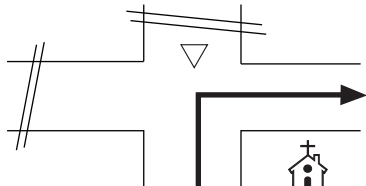
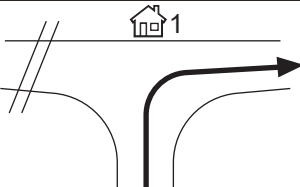
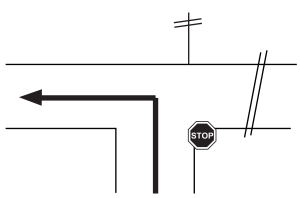
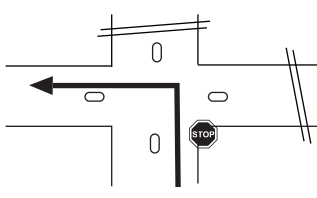
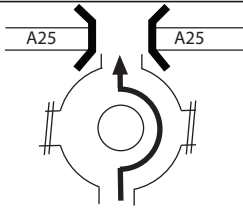
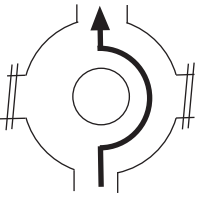
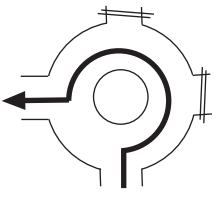

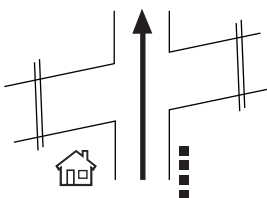
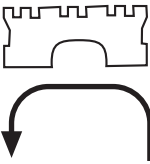


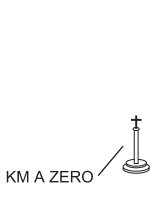
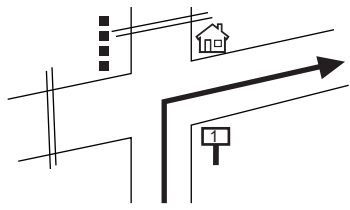
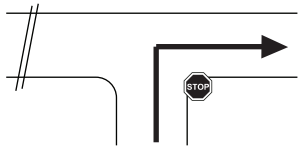
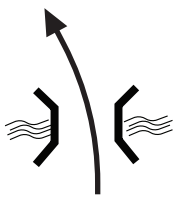

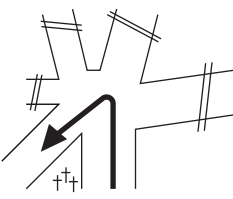
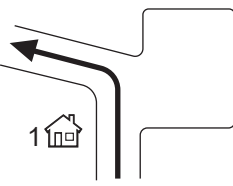
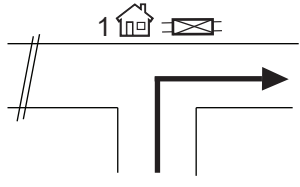
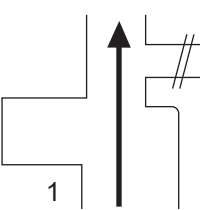
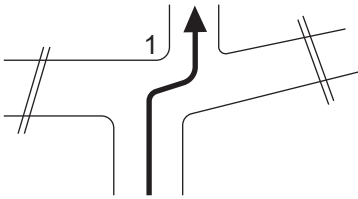
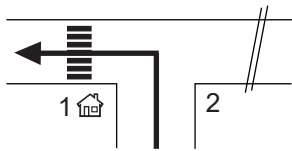

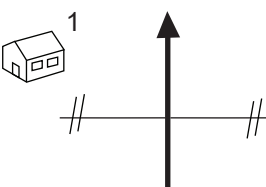
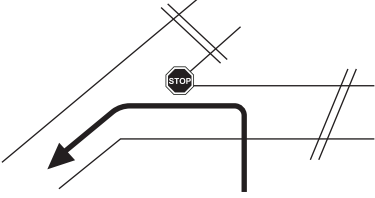
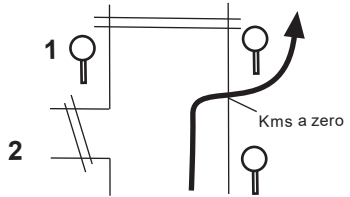
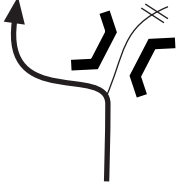


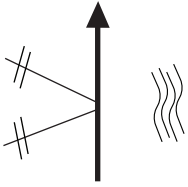
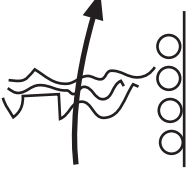
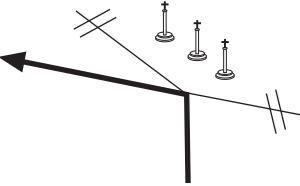
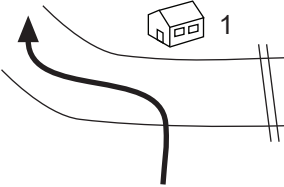
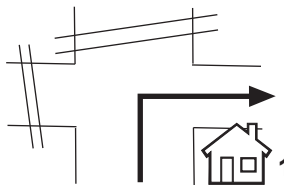
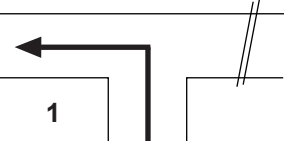
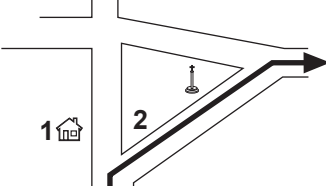
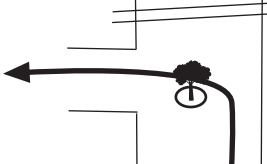
NOTA	PARCIAIS	TOTAIS	DIREÇÃO	OBSERVAÇÕES
1	0,000	0,000		1 - Câmara Municipal de Almeida 2 - Tribunal SOBE EMPEDRADO PRINCIPAL
2	0,100	0,100		CONTINUA EMPEDRADO ATRAVESSA ARCO DA MURALHA
3	0,300	0,400		SAI DAS MURALHAS SEGUE ESTRADA PRINCIPAL
4	0,700	1,100		
5	0,900	2,000		1 - Placa de caça ENTRA TERRA!! DESCE P.P.
6	1,500	3,500		ATRAVESSA PONTE SOBE P.P.
7	0,300	3,800		
8	0,200	4,000		ATT!!! STOP CRUZA ASFALTO CONTINUA TERRA

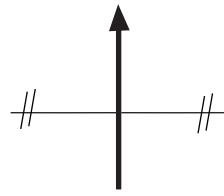
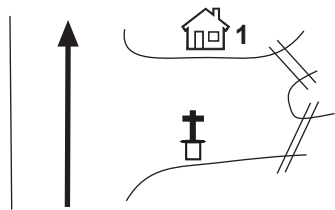
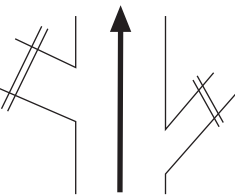
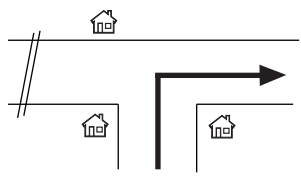
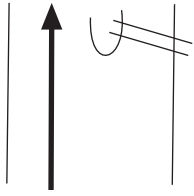
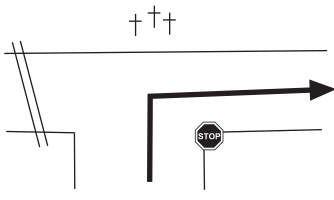
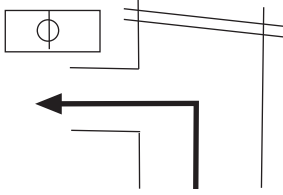
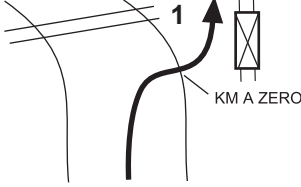
NOTA	PARCIAIS	TOTAIS	DIREÇÃO	OBSERVAÇÕES
1	0,300	4,300		ATRAVESSA PONTE ROMANA SOBRE RIO CÔA
2	0,300	4,600		ENTRA ASFALTO SOBE
3	1,100	5,700		1 - Marco KM 35 EN 340 ENTRA TERRA
4	0,600	6,300		CONTINUA P.P.
5	1,700	8,000		CONTINUA P.P.
6	0,500	8,500		ENTRA EMPEDRADO ALDEIA NOVA
7	0,100	8,600		ENTRA ASFALTO
8	0,100	8,700		1 - Casa c/ portão verde

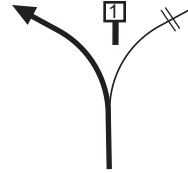
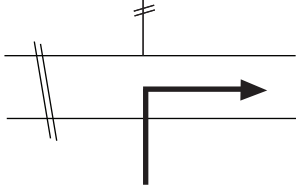


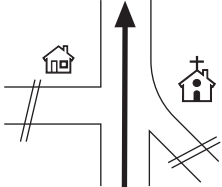
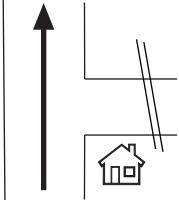

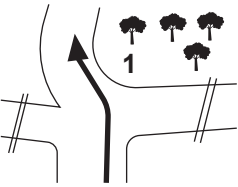
NOTA	PARCIAIS	TOTAIS	DIREÇÃO	OBSERVAÇÕES
1	0,300	9,000		DIR. GUARDA ENTRA EN 340
2	2,000	11,000		ENTRA E SEGUE EN 324
3	6,100	17,100		DIR. CASTELO MENDO
4	0,200	17,300		DIR. CASTELO MENDO
5	1,400	18,700		DIR. CASTELO MENDO ENTRA EN16
6	3,300	22,000		DEIXA EN16 ENTRA TERRA DESCE P.P.
7	1,000	23,000		ENTRA EMPEDRADO
8	0,300	23,300		CASTELO MENDO VISITE

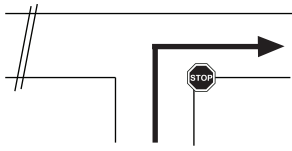
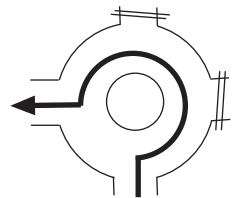
NOTA	PARCIAIS	TOTAIS	DIREÇÃO	OBSERVAÇÕES
1	0,050  0,000	23,350  0,000		PÔR KM A ZERO SIGA EMPEDRADO
2	0,100	0,100		1 - Sinal de passadeira ENTRA E SOBE ASFALTO
3	0,700	0,800		ATT!!! STOP DIR. CASTELO BOM ENTRA EN16!!
4	4,300	5,100		CONTINUA EN16 RIO CÔA
5	2,200	7,300		
6	0,100	7,400		SOBE PARA MIRADOURO DE CASTELO BOM ENTRA E SOBE EMPEDRADO PRINCIPAL
7	0,500	7,900		1 - Junta de Freguesia CONTINUA PARA RUA ESTREITA
8	0,050	7,950		1 - Casa Nº 2 c/ portão e grade verdes

NOTA	PARCIAIS	TOTAIS	DIREÇÃO	OBSERVAÇÕES
1	0,050	8,000		1 - Miradouro PARE E OBSERVE A PAISAGEM DESCE EMPEDRADO ESTREITO!!
2	0,200	8,200		1 - Portão verde CONTINUA EMPEDRADO E DEPOIS DESCE
3	0,300	8,500		1 - Restaurante / Bar AlenDouro 2 - Portão verde ENTRA E SEGUE ASFALTO
4	4,700	13,200		ENTRA TERRA SEGUE ENTRE MUROS
5	1,100	14,300		1 - Resiestrela CONTINUA P.P.
6	0,500	14,800		NO STOP ENTRA EN332
7	0,600 0,000	15,400 0,000		1 - Sinais de trânsito 2 - Resiestrela DEIXA ASFALTO!!! PÔR KM A ZERO SEGUE P.P.
8	1,600	1,600		

NOTA	PARCIAIS	TOTAIS	DIREÇÃO	OBSERVAÇÕES
1	0,100	1,700		
2	0,100	1,800		ATRAVESSA RIBEIRA
3	0,100	1,900		
4	0,050	1,950		1 - Armazém ENTRA E SEGUE ASFALTO
5	0,150	2,100		1 - Cervejaria Paris
6	0,100	2,200		1 - Paragem de autocarros
7	0,050	2,250		1 - Centro Cultral e Recreativo de S. Pedro do Rio Seco 2 - Monumento Eduardo Lourenço
8	0,150	2,400		DIR. VALE DA COELHA POUCO DEPOIS ENTRA TERRA SEGUE ESTRADÃO

NOTA	PARCIAIS	TOTAIS	DIREÇÃO	OBSERVAÇÕES
1	2,300	4,700		SEGUE ESTRADÃO ATT!!! TRÂNSITO LOCAL MODERE VELOCIDADE
2	2,300	7,000		1 - Rua da Plame ENTRA E SOBE ASFALTO
3	0,100	7,100		CONTINUA ASFALTO
4	0,100	7,200		ENTRA ASFALTO PRINCIPAL
5	0,100	7,300		CONTINUA ASFALTO
6	0,200	7,500		DIR. VALE DA COELHA
7	0,050	7,550		DIR. VALE DA COELHA
8	0,350 0,000	7,900 0,000		1 - Placa de caça ENTRA TERRA!! PÔR KMS A ZERO

NOTA	PARCIAIS	TOTAIS	DIREÇÃO	OBSERVAÇÕES
1	1,400	1,400		1 - Placa de caça
2	0,800	2,200		ENTRA E SEGUE ASFALTO
3	0,300	2,500		
4	0,300	2,800		1 - Escola DIR. PELOURINHO ENTRA EMPEDRADO E SOBE
5	0,200	3,000		ENTRA ASFALTO
6	0,100	3,100		MALPARTIDA DIR. ALMEIDA
7	0,300	8,400		
8	0,500	8,900		1 - Chafariz

NOTA	PARCIAIS	TOTAIS	DIREÇÃO	OBSERVAÇÕES
1	0,100	9,000		ENTRA ESTRADA COM SEMÁFOROS
2	0,400	9,400		DIR. ALMEIDA ENTRA MURALHAS