

III ENCONTRO IBÉRICO
DE COIMBRA A SERPINS POR TT

III ENCONTRO IBÉRICO DE COIMBRA A SERPINS POR TT

Realizada por: Parola Gonçalves

Agosto/2006

Dificuldade: Média

Distancia total:

Origem / Destino: Coimbra / Serpins

Comentários: Percurso TT desde Coimbra a Serpins, como etapa nocturna dos membros do FLR, que vão ao III Encontro Ibérico Land Rover, a realizar em Góis.

Indicações:

P.P. Pista principal

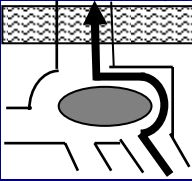
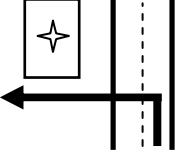
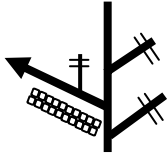
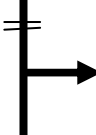

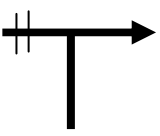


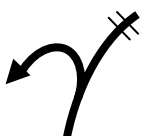
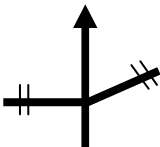
!!! Circular com precaução

O formato utilizado para as coordenadas na coluna GPS é UTM.



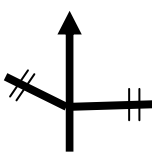
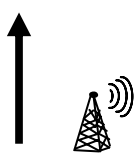
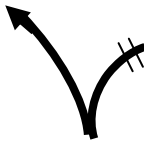
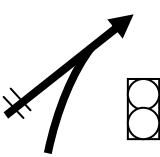
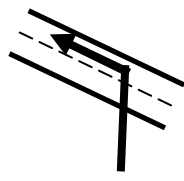
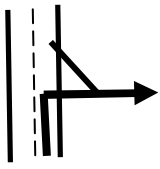
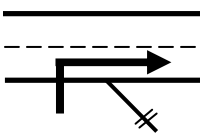
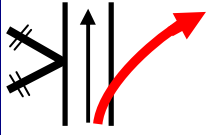
Datum utilizado é o WGS84.



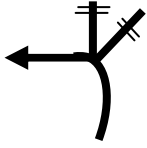



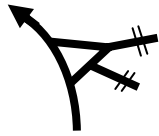
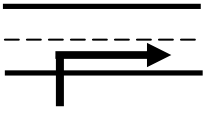
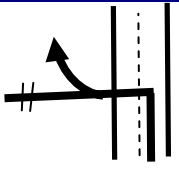
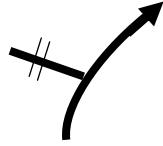
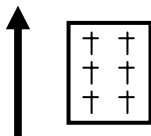
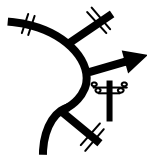
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Nº	TOTAIS	PARCIAIS	ESQUEMA	INFORMAÇÃO	GPS
1	0.00	0.000		Atravessa ponte nova sobre Rio Mondego para EN 17	
2		0.850		INÍCIO DO TT. Deixa asfalto e sobe junto a stand de tractores.	
3	0.20	0.200		Sobe junto a casa murada com rede verde.	
4	0.30	0.100		Sobe para pinhal em frente a portão verde.	
5	0.70	0.400		Desce. Início da Alternativa 1	
6	1.15	0.450			
7	1.25	0.100		Sobe	
8	1.40	0.150			
9	1.64	0.240		Desce . Fim da Alternativa 1	
10	1.84	0.200		Sobe entre pinheiros. Pouco visível Avista uma viatura abandonada	

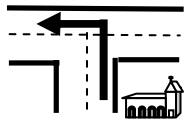
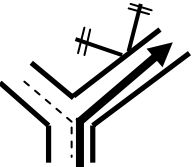
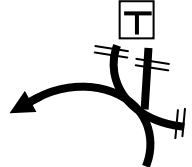
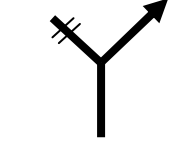

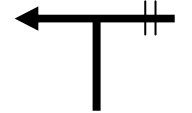
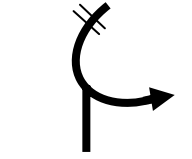
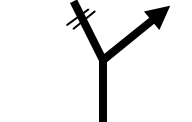
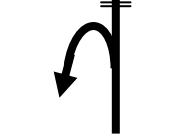

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Nº	KM. T.	KM. P.	Símbolo	Informação	GPS
11	1.94	0.100		Continua a subir	
12	1.99	0.050			
13	2.09	0.100		Segue P.P.	
14	2.79	0.700		Encontra antenas e Marco Geodésico Alt. 291m	
15	2.90	0.110		Desce P.P. Eucaliptos	
16	3.25	0.350		Contorna depósitos de água (SMASC)	
17	3.30	0.050		Entra em asfalto	
18	3.42	0.120		Entra para terra antes da curva	
19	4.12	0.700		Entra em asfalto	
20	5.47	1.350		Entra em terra. Só para veículos preparados. Segue PP. INICIO DA ALTERNATIVA 2	

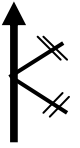
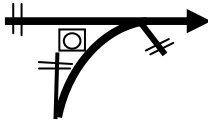
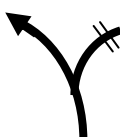
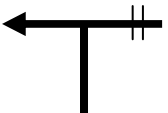
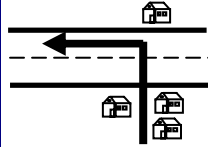
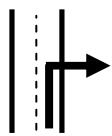
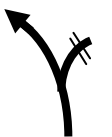
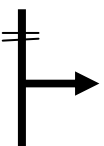
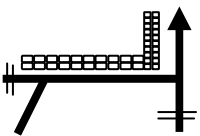
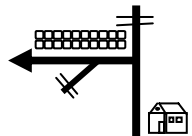
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Nº	KM. T.	KM. P.	Símbolo	Informação	GPS
21	5.70	0.230		Desce	
22	5.80	0.100		Continua a descer	
23	5.90	0.100		Subida em pedra solta. 4X4 R	
24	6.30	0.400		!!! Vala funda lateral Gancho à direita	
25	6.50	0.200		Segue P.P.	
26	6.95	0.450		Entra em asfalto. Fim da Alternativa 2	
27	8.65	1.700		Entra em terra	
28	8.85	0.200		Segue P.P.	
29	9.05	0.200		Cemitério à direita. Alcatrão	
30	9.50	0.450		Segue empedrado. Cuidado com os espelhos	

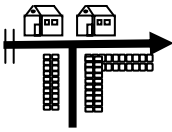
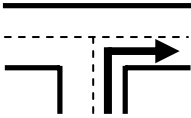
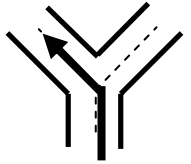
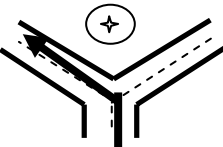
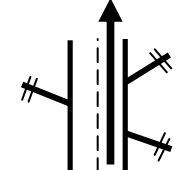
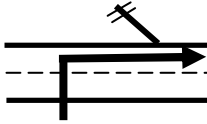
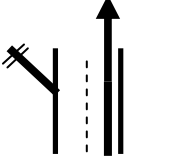
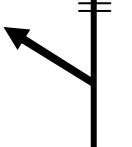
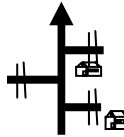
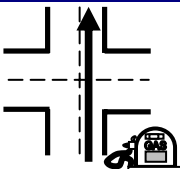
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Nº	KM. T.	KM. P.	Símbolo	Informação	GPS
31	9.65	0.150		Entra asfalto.	
32	9.95	0.300			
33	10.05	0.100		Entra em terra. Segue P.P.	
34	10.75	0.700		Desce	
35	10.95	0.200		Eucaliptos Desce	
36	11.20	0.250		Continua a descer	
37	11.30	0.100		Desce P.P.	
38	11.40	0.100		Desce PP	
39	11.90	0.500		Gancho com manobra e sobe	
40	12.60	0.700		Entra e sai de alcatrão. Segue P.P.	

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Nº	KM. T.	KM. P.	Símbolo	Informação	GPS
41	12.80	0.200			
42	12.90	0.100		Poço ao seu lado esquerdo	
43	13.40	0.500		Deixa P.P. e desce	
44	13.60	0.200		Entra em P.P.	
45	13.90	0.300		Entre casas, para asfalto	
46	13.95	0.050		Entra para terra. Eucaliptos	
47	14.05	0.100		Desce	
48	14.70	0.650		Desce	
49	14.80	0.100		Contorna muro	
50	15.30	0.500			

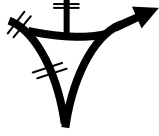
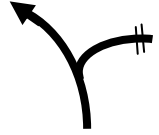
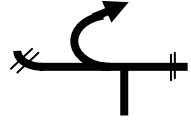


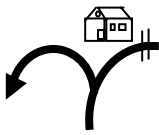

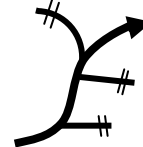
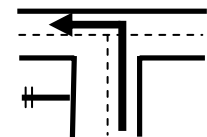
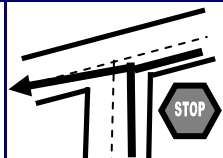
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Nº	KM. T.	KM. P.	Símbolo	Informação	GPS
51	15.50	0.200		Apreceie Casa dos Morgados	
52	15.70	0.200		Entra em asfalto.	
53	15.85	0.150			
54	16.00	0.150		Largo	
55	16.20	0.200		Entra em terra	
56	17.30	1.100		Entra em asfalto.	
57	17.70	0.400		Entra em terra	
58	18.00	0.300		Deixa PP e desce. Eucaliptos.	
59	18.60	0.600		Entra em empedrado e asfalto junto a oficina.	
60	18.70	0.100		Muita ATENÇÃO. Atravessa estrada da Beira, N17 para Couchel	

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Nº	KM. T.	KM. P.	Símbolo	Informação	GPS
61	19.75	1.050		Entra em terra	
62	19.82	0.070		Desce	
63	20.12	0.300			
64	20.52	0.400		P.P.	
65	20.87	0.350		Atenção. Entra em asfalto e 50 metros depois sai para terra	
66	21.17	0.300		Entra em asfalto entre casas	
67	21.27	0.100		Desce asfalto.	
68	21.45	0.180		Desce	
69	21.60	0.150		Gancho com manobra	
70	21.70	0.100		Sobe	

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Nº	KM. T.	KM. P.	Símbolo	Informação	GPS
71	22.00	0.300		Continua a subir	
72	22.15	0.150		...e continua a subir	
73	22.25	0.100		Entra em pinhal	
74	22.65	0.400		Desce P.P.	
75	23.00	0.350		Continua a descer	
76	23.10	0.100		Encontra eucaliptal. Junto a casas em ruínas.	
77	23.30	0.200		Segue P.P.	
78	23.98	0.680		Desce P.P. Entra em asfalto.	
79	24.58	0.600		Casal de Ermio	
80	24.88	0.300		Segue em direcção a Serpins. Parque de Campismo.	