

## **Fair Parking 2011**

In an effort to keep our fair visitors safe from traffic, we are again limiting the parking on the fairgrounds.

**WEDNESDAY, ONLY, 8am-5pm- 4-H STATIC EXHIBITORS-** You may come in the front gate and drop off your exhibits at the front of the Morton and Garden Buildings, but must IMMEDIATELY leave by the front gate and drive to Gate #3 or #5 over flow lot and park in the designated exhibitor parking area. Note: Static exhibit judging may be interrupted to ask cars to be moved if they are parked improperly. So be courteous to your fellow exhibitors by moving your vehicle to the proper parking area after dropping off your exhibits. **NO parking or unloading south of the Garden Building at any time!**

**THURSDAY, ONLY - WORKING EXHIBITS-** Anyone with a working exhibit MUST unload their materials before 8:00 am. After that time, no vehicles will be allowed to unload by the Morton or Garden Buildings. If you arrive after that time, your materials will be shuttled to the area from the front gate using a golf cart. This policy is to ensure the safety of the hundreds of young children that will be attending our Youth Day festivities.

**STAFF, JUDGES, AND VENDOR PARKING ONLY** – All vendors, staff and judges will receive parking passes. All passes must be placed in windshield on driver's side so that it is visible. Vendors are to park in Lot C. Judges or staff for the Morton and Garden Buildings to park by the north fence along the road, east of the gate building. Any judges or staff for ANY live stock shows, small or large animals, is to park along the south side of the Small Animal Building #17.

**HANDICAPPED AND SPECIAL NEEDS PARKING-** will be available by the grandstand, livestock buildings and near the Morton Building. Special needs parking must have a parking pass that must be placed in windshield on driver's side so that it is visible.

**ALL LIVESTOCK TRAILERS-** Must enter through Gate #2, unload and immediately exit area to backside of the track, this has been requested by livestock chairmen. Please do not park near barns and block the trailer traffic. If you plan to park at the fairgrounds, you will park on the backside of the track, except for Sunday.

**EXHIBITOR PARKING (4-H, FFA, OPEN)-** Are allowed to enter through front gate to unload exhibits and then must immediately leave back through the front gate and park in Lot F through Gate #3. Overflow of Lot F will go through Gate #5 and park on the backside of the track, except for Sunday. No passes are needed to park in these areas.

**FAIR ASSOCIATES-** Will park in Lot E south of the Indoor Vendor building. To get to Lot E, you will drive behind the block bathrooms and Indoor Vendor buildings.

**CAMPERS/CAMPING-** ALL campers must be on fair grounds and in place by Tuesday night, July 6th. NO CAMPERS ALLOWED ON FAIRGROUNDS AFTER Wednesday, July 7th at 7am. All camping will be done west of the track in designated camping area. NO CAMPING allowed any where else on the fair grounds. Camping is available at the Wakpicada Natural Area behind the fair grounds and at Pinicon Ridge County Park North West of Central City. Campers should enter through Gate 5 and drive on the back side of the track to the camping area.

**\*Notes:** Due to incimate weather parking may be limited on fair grounds. Open parking will be available in Lot A through out the fair. Lot B parking will be available after 5pm Wednesday through Friday and on the weekend. Vehicles parked improperly may be towed.

# The Linn County Fair Grounds

*Parking passes must be displayed on dash of driver's side windshield.*



1. Entrance - Gate Building
2. Garden Building
3. Rest Rooms
4. Indoor Vendor Building
5. Morton Building, Rest Rooms & Kitchenette
6. Grandstand & Food Stand Rest Rooms
7. Horse and Pony Arena
8. Block Building & Womens Rest Rooms
9. Cattle Show Arena
10. Beef Barn
11. Cock-A-Doodle Zoo & Sand Box
12. Beef Cow and Calf Barn
13. Cargill Dairy Barn Mens Rest Rooms
14. Cattle Scales
15. Mens Rest Room
16. Fair Maintenance Center
17. Small Animal Building
18. Sheep & Swine Barn
19. Sheep & Swine Scales
20. Sheep & Swine Barn
21. Sheep & Swine Barn

22. Sheep & Swine Show Ring
23. Youth Council Booth
24. Race Track
25. Cattle Wash Rack
26. Indoor Arena
27. Beer Tent
28. Free Entertainment Tent

## **Gates:**

- G-1. Main Gate
- G-2. Beef, Dairy & Sml Animal Entrance
- G-3. Sheep, Goat & Swine Entrance
- G-4. Swine, Horse & Pony Entrance
- G-5. Entrance to trailer parking backside of track

## **Parking Lots:**

- A, B. General parking
- C. Vendor parking
- D. Handicap parking
- E. Staff parking
- F. 4-H/FFA parking
- TTT Trailer parking

~~~~~ Carnival and vendor area