



# DIRECTIONS

Directions to Hurtwood Park - Whether you are coming from London (Heathrow is 35 minutes, Gatwick is 20 minutes) or the south on the A3, exit at the A243 towards Leatherhead/Dorking. Continue on this road when it joins up with the A24. Stay on the A24 past Dorking until you reach Beare Green roundabout. Turn right (south) onto the A29 towards Ockley and when in Ockley turn right onto the B2126 (for Forest Green & Ewhurst).

In Ewhurst, turn left at the Bulls Head Pub and continue through the village. Just before you exit the village, there is a sharp right hand bend, where you turn left for Ewhurst Green. Follow the road and you will pass a cricket green on your left. Continue and after about 300 yards after the last buildings on the left are the gates to Hurtwood Park.

Directions from Horsham - following the A281 towards Guildford. Continue along the A281 for approximately 4 miles. Take the A29 (Bognor Road) after half a mile turn left into Rowhook Road. Continue straight into Horsham Road and the club is on the right after approximately 3 miles.

Faster access to the main entrance on match days can be gained from the South, along Horsham Road, off the A29 (Dorking/Horsham route), either by following a route through Oakwoodhill/Walliswood (from the East) or Rowhook (from the South).

All our parking is on-site and free.

Please follow the Car Park signs on arrival. We will guide you to the car parks available.

The car park will close 1 hour after the last performance has finished. You cannot stay in vehicles in the car park overnight.



Disability access ticket holders for persons visiting for the day need to follow signs for Disability Parking area – this is accessed via the main entrance gate and roadway and will be signposted. Only vehicles with a blue badge (or similar) are guaranteed a place to park in the disability parking area. Any friends in a separate car will have to park in our main car parks which is reasonably close.



Helicopter Co-ordinates: N51.08.53 W00.25.85 (GPS)