



2009 Hampton Roads Civic Engagement Summit  
"Our Region, Our Future"

## Directions to VMASC

### VMASC Suffolk from Newport News, Hampton, and all points north & west

1. Take I-64 East to Exit 264 (I-664 South)
2. Follow I-664 South through the Monitor Merrimac Memorial Bridge-Tunnel
3. After the tunnel and bridge, take Exit 8B (College Drive South)
4. Follow College Drive, passing straight through two traffic lights
5. Make a Left Turn at the 3d Light onto University Blvd
6. Go straight through the traffic circle where the clock is located
7. VMASC is the first building on the right

### VMASC Suffolk from Virginia Beach and Norfolk

1. Take I-264 West
2. When I-264 ends, take I-664 North toward Newport News/Richmond
3. Follow I-664 North to Exit 8B (College Drive South)
4. Follow College Drive, passing straight through two traffic lights
5. Make a Left Turn at the 3d Light onto University Blvd
6. Go straight through the traffic circle where the clock is located
7. VMASC is the first building on the right

### VMASC Suffolk from ODU

1. Take Hampton Boulevard toward Ghent and downtown (away from the naval base)
2. After passing Redgate Ave, stay in the right lane and enter the Midtown Tunnel
3. Upon exiting the tunnel, bear right onto 164-West
4. Take 164-West to the College Drive (VA-135)
5. Bear right as you approach the traffic to turn right onto College Drive
6. Make a Right Turn at the 1st Traffic Light (about 300 yds) onto University Blvd
7. Go straight through the traffic circle where the clock is located
8. VMASC is the first building on the right

### VMASC Suffolk from Chesapeake and Suffolk

1. Take I-64 East (Inner Loop - Hampton Roads Beltway)
2. When I-64 ends, take I-664 North toward Newport News/Richmond
3. Follow I-664 North to Exit 8B (College Drive South)
4. Follow College Drive, passing straight through two traffic lights
5. Make a Left Turn at the 3d Light onto University Blvd
6. Go straight through the traffic circle where the clock is located
7. VMASC is the first building on the right