

## **Directions to Relay Town Hall –1710 Arlington Ave.**

### From 95N or S

1. Take the 195 East exit toward BWI airport
2. Take the very first exit to Rt 1 South, Elkridge, Washington Blvd.
3. Turn right on to Route 1 go approx 100 yd
4. (There are state highway signs to Relay, St. Denis and State Park)
5. Turn right onto South St., go 0.6 m. to "T" in road.
6. Turn right on S. Rolling Rd at "T".
7. (Follow signs to "MARC" train at this point but not before.)
8. Turn right on Arlington Ave. where the road starts to bend toward left. This is the second right.
9. (The Catholic Community at Relay church and a "MARC" train sign is at this corner)
10. The Relay Town Hall is the second building on the right.

### From 495

1. Take the 95 North exit and follow the above directions.
2. The Relay Town Hall is at 1710 Arlington Ave. in Relay, Maryland

### Local alternative directions

1. From 695
2. Take the Wilkens Ave. WEST exit. The road dead-ends at South Rolling
3. Road. (There is a large church at this intersection)
4. Turn left (south) on South Rolling Road.
5. Go straight on this road approximately 3 miles. The road eventually becomes Selford Road.
6. Pass through a townhouse development on either side of the road and over Interstate 95.
7. Turn right at the four way stop at Selford Ave. and Francis Avenue.
8. Go to the "T" at the bottom of Francis Ave
9. Turn left (you are now back on South Rolling Road).
10. Right after you pass the Relay Children's Center on the right, the road starts on bend to the right.
11. Do not follow the bend but go straight down Arlington Avenue.
12. The Relay Town Hall is the second building on the right.

## **Parking**

- There is parking at the Relay Children's Center on S. Rolling (instead of turning down Arlington Ave-continue around S. Rolling bend & make 1<sup>st</sup> left into Relay Children Center parking lot.
- Parking along Arlington on Town Hall side of street and along all adjacent neighborhood streets.
- Parking at MARC train stop at the bottom of Arlington.