

Pickaway County Fair: Text Description for the Adelphi Band:

Assuming a starting point of the intersection of Main and Court Street (*downtown*):

This is the general route. However, we do not always know exactly what they are doing on the fairgrounds, where equipment may be parked, etc., so you may have to improvise once you get on the grounds. But the fair hasn't started yet, so NO admission passes are needed.

1	Go EAST on Main Street to the intersection of Route 56 and Route 22 (<i>the road to Lancaster</i>) <i>This is the intersection with the Dollar General, the UDF Store, and the Kroger store.</i>
2	Turn LEFT onto Rt 22. You will go through a couple stop lights, and almost immediately see the Fairgrounds on the RIGHT .
3	Go PAST the Fairgrounds to the road on the RIGHT just on the edge of the Fairgrounds, called Stoutsville Pike . Stoutsville Pike runs right next to the animal barns, and it would be really difficult to miss,
4	Turn RIGHT on Stoutsville Pike
5	The first road on the RIGHT past the barns will take you into the Fairgrounds parking lot .
6	Stay driving in the parking lot until you get past the animal barns . You will soon see an opening in the fence to the RIGHT , next to the race track, and where the campers are starting to park. Turn RIGHT .
7	Follow this path past the campers along the race track till you get past the amphitheater to your RIGHT , and come upon the Grandstand on your LEFT . Once you reach that location, the parking lot is almost immediately ahead of you. The fair will not have officially started yet, and we will be allowed to park in that large parking lot.
8	If you park in any other spot than this parking area, it will be at your own risk. None of us know from year to year what the plans are for the use of the fairgrounds space, so you might wind up in a spot assigned to a vendor, or some other official purpose.
9	We will play in the Grandstand on the far LEFT side as you face the track... you might want to bring a seat cushion!

Follow the yellow brick road to the parking area

