

VISITOR PARKING GUIDELINES



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VISITOR PARKING

Visitors may park in the DUC, Millbrook, and Snow Way garages, which are equipped with gate-arm technology. You will need to pull a ticket at the entrance to gain access, park in a designated visitor space, and pay before exiting the garage. *PLEASE NOTE:* The DUC garage is an underground facility, and the entrance is located near the Danforth University Center.

EVENING AND WEEKEND VISITOR PARKING

Visitors who park on campus from 5p-7a, Monday through Friday, and all day Saturday/Sunday are permitted to park in designated visitor and yellow spaces without displaying a parking permit. *PLEASE NOTE:* Visitors parked in any red zone will be ticketed.







ACCESSIBLE PARKING

Limited parking for Sam Fox School visitors with accessibility needs is available in the lot east of the Kemper Art Museum. If you have questions, call 314.935.6500. Visitors with accessibility needs who must park further from the golf cart escort system, 314.935.3648, from 8a-5:30p, Monday through Friday.

UNDERGRADUATE ADMISSIONS

Visitors who would like to meet with the School's Undergraduate Admissions team should enter through the south doors of Steinberg Hall and follow the interior signage to Bixby Hall, Suite 1. Contact Rachel Youn, admissions counselor: 314.835.8652.

KEY

-  Construction Zone
-  Parking Garage
-  Accessible Pedestrian Path
-  Preferred Pedestrian Path to Undergraduate Admissions
-  Handicap Accessible Parking
-  MetroLink/MetroBus

SAM FOX SCHOOL

8:30a-5p Daily
Closed on University Holidays

314.935.6500
samfoxschool.wustl.edu

KEMPER ART MUSEUM

Closed until fall 2019 for the construction of a major expansion

314.935.4523
kemperartmuseum.wustl.edu/visit

DIRECTIONS TO SAM FOX SCHOOL ADMISSIONS

- From the DUC, walk ½ mile east on Forsyth Boulevard.
- Enter the Sam Fox School campus through Steinberg Hall.
- Walk across Etta's Café to the atrium, and head downstairs.
- Proceed ahead, following the hallway to the right.
- Exit through the first doors on your left. You are now in Bixby Hall.
- Pass through the doors ahead of you, and proceed to the end of the hallway to Bixby 1.

