



MAP LEGEND

Student Parking Lots

Faculty/Staff/Visitor

Lot # Parking Lot Numbers



Handicap-Accessible Doorways

Tested Handicap-Accessible **Routes to Buildings**

(48, 16 HP) Lot 8) University Physical Plant (2HP)

CONCORD CANPUS MAP

PARKING - Note: (#) indicates number of regular and handicap parking spaces Lot 1) Faculty, Staff, and Visitors. Science Hall

- Lot 2) Faculty, Staff, and Visitors. Fine Arts (48) Lot 3) Commuter. Football Field (200, 4HP)
- Lot 4) Commuter. Small P.E. Lot (36)
- Lot 5) Commuter. Observatory (52, 2HP)
- Lot 6) Commuter. Above Maintenance (10) Lot 7) Commuter. Baseball Field (50)
- Lot 9) Wooddell, Faculty/Staff, Commuters. Behind Woodell Hall (277)

- Lot 10) Faculty, Staff. Rahall (33, 2HP) Lot 11) Wilson Hall, Commuters. Behind
- Wilson (58, 2HP)
- Lot 12) North Tower Residents. Behind North Towers (22)
- South Towers (270, 2HP) Wilson/Sarvay (88, 7HP)
- Lot 13) North and South Tower Residents. Lot 14) Wilson/Sarvay Residents. Lot 15) Commuter Lot (31, 5HP)
- Lot 16) Commuter Lot (58)



Lot 17) Visitor Only. Jerry & Jean Beasley Student Center (16, 2HP) Lot 18) North Tower Residents. North Towers Lot (28) Lot 19) North Tower Residents. North Towers Lot (49) Lot 20) Commuter Overflow Lot. Witherspoon Dr. (40) Lot 21) Mill Street Residence Hall Lot Lot 22) Faculty, Staff (22, 5HP)

BUILDINGS AND GROUNDS

- A) Observatory
- B) Callaghan Stadium (football)
- C) Forensic Crime Science Lab
- D) Women's Softball Field
- E) ALEF House II
- F) Anderson Field (baseball, soccer)
- G) Physical Plant
- H) Leslie R. and Ruby Webb Carter Center
- I) Woodell Hall
- J) Alexander Fine Arts Center
- K) Science Hall
- L) Marsh Hall
- M) J. Frank Marsh Library
- N) Nick Rahall Technology Center
- O) Jerry & Jean Beasley Student Center
- P) Wilson Residence Hall
- Q) Sarvay
- R) University Storage
- S) Twin Towers Residence Halls (Fitness Center)
- T) ALEF House I
- U) Mill Street Residence Hall
- V) Bonner House
- W) President's House
- X) Grant House
- Y) Upward Bound House
- Z) University Point