

# **MORSANI HALL MOVE-IN MAP**

### **SPRING 2025 MOVE IN MAPS**

#### FRIDAY, JAN. 17 – SUNDAY, JAN. 19

- All new residential students checking in should report to their assigned residence hall. We recommend students check-in while guests unload the vehicle.
- All students must sign up for a move-in time and may arrive during that move-in time only. Please bring a copy of your move-in appointment confirmation.
- Vehicles may remain in unloading zones while students are unloading items and moving them into rooms only. Students must move their vehicles to West Parking Garage prior to unpacking their items in their rooms.

#### PARKING GARAGE AND PLANT HALL

From Kennedy Boulevard (State Road 60) westbound (coming from downtown), turn **RIGHT** onto North Boulevard. Follow North Boulevard north for three blocks. The West Parking Garage will be on the **LEFT**. To get to Plant Hall, follow Frederic H. Spaulding Drive past Brevard Hall and the Vaughn Center. Plant Hall is straight ahead. It is the building with the large silver minarets on top.

## Morsani Hall

CASS ST. NO PARKING 1 **Cass Building** INLOADING CEP SECURE 1 LOT 1 Boathouse <u>Morsani Hal</u> MCNEEL CT DR. UNIVERSITY **Grand Center** Library 5 UT UNIVERSITY DR. UT SPARTAN LANE UT ARCHWAY LANE Svkes

From Kennedy Boulevard (State Road 60) westbound (coming from downtown), turn **RIGHT** onto North Boulevard. Follow North Boulevard for three blocks. Turn **RIGHT** onto Cass Street. Pass the baseball field on the **RIGHT**. Make an immediate right onto the first driveway past the baseball field. A Move-In Team volunteer will be there to direct you where to park and assist you in unloading your vehicle.

After unloading, please proceed to park in the West Parking Garage. Follow the map to the Cass Street exit. Turn **LEFT** on to Cass Street. At the first light, turn **LEFT** on to North Boulevard. The West Parking Garage will be on the **RIGHT**.

There are a limited number of hand carts available. Residence Life recommends you bring your own.