



FESTIVAL INFORMATION

When you arrive, check in with our friendly event ambassadors in red for your chance to enter the prize draw!



TRAVEL AND TRANSPORT

There are several different ways you can travel to campus:

Travelling by bus

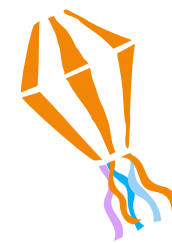
Free bus travel is available on selected routes. Registered attendees will receive a QR code to show the driver.

Travelling by car

Parking is limited due to high attendance – please use public transport where possible.

Entrances: Shinfield Road & Pepper Lane (RG6 6UR).

Blue Badge Parking: Access via Shinfield Road to Nursery Car Park (Building 196).



LOST CHILD POLICY

If you become separated from your child at any point, please go directly to the information point on the Palmer Quad where our staff will help you.

LOST PROPERTY

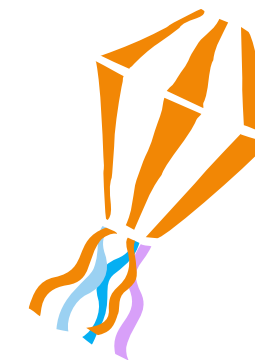
If you find any lost property or have lost an item during your visit, please go directly to the information point on the Palmer Quad where our staff will help you.

FILMING AND PHOTOGRAPHY

Filming and photography for University communications will be ongoing. Inform staff if you prefer not to be included.

EMERGENCIES

Call 999 if you experience an emergency and alert University event staff as soon as possible. If the fire alarm sounds or University staff ask you to evacuate, please leave via the nearest exit and stay situated at the allocated assembly point/s. In exceptional circumstances you might be asked to seek refuge inside a building. University staff will manage all developing situations, simply follow directions and work with us to keep everyone safe.



SMOKING

It is prohibited to smoke in any University building. All University buildings are smoke-free, and no smoking is allowed in or within ten metres of any building on campus.

DOG FRIENDLY

Furry friends are welcome to join the fun! Just keep them outside the buildings (unless they're guide dogs, of course).

All activities are suitable for all ages unless stated otherwise. Children under 14 must be accompanied by an adult.

Activities may be subject to change.

