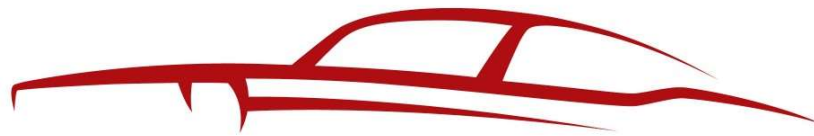


23rd Annual



ANNUAL LABOR DAY CAR SHOW

Sept 5th, 2022

Show Vehicle Information

Schedule

6:00 AM Registration Desk Open

8:00 AM Show Opens

9:00 AM Food Vendors Open

12:00 PM Opening Ceremonies

- Welcome – Mayor David L. Meyer
- Colors - American Legion Post 177 Honor Guard
- National Anthem -

12:30 PM Spectator Balloting Closes

2:00 PM 50/50 Raffle Drawing

2:15 PM Award Presentations

- Best in Show Trophy
- Sponsor's Trophies
- Show Car Owner's Picks
- Spectator Picks

3:00 PM Show Closes

Show Vehicle Instructions

- Arrivals / parking opens at 6:00 AM
- **Must enter at the intersection of Sager Avenue & University Drive**
- **Must exit via Armstrong Street**
- **All vehicles Must Check-in with the Registration Desk (includes Pre-registered and Pre-paid)**
 - Pay Registration Fee
 - Pre-registered vehicles pick up free Car Show hat
 - Receive Registration Card with Vehicle Number
- **Must display Registration Card**
- **Follow Vehicle Parking attendant directions to the parking areas**
- **Reserved parking for sponsor vehicles only**
- **Vehicles that desire to park together Must arrive together**
- **Show vehicles Must remain in their assigned parking spot until the show closes**
- **Early departures only by prior arrangement with the management**



See the Labor Day Car Show web site for additional information and updates <http://www.labordaycarshow.org/>

Any questions should be directed to the Labor Day Car Show Committee via email: carshowmgmt@gmail.com



ANNUAL LABOR DAY CAR SHOW



City of Fairfax, Virginia

LEGEND

- Event Area
- Show Entrance
- Road Closed
- Public Parking
- Handicapped Parking
- Restaurant
- Car Corral

SHOW ENTRANCE

SPONSORS

Registration Desk

Fire Station 3

VOLUNTEER PARKING ONLY

Opening Ceremonies & Award Presentations

Show Vehicle Exit

Chain Bridge Road

Old Lee Highway

University Drive

East Street

Old Town Plaza

Library

Old Town Square

Main Street Marketplace

Main Street

Sager Ave

South St

Breckinridge Ln

Armstrong St

lvd