Shade Systems, Inc. 4150 S.W. 19 Street • Ocala, Florida 34474 1-800-609-6066





From Orlando International Airport

- Take the Beeline Expressway (Hwy. 528 – toll road) West
- Take Florida's Turnpike (toll road) north toward Ocala
- Approx. 40 minutes north of Orlando, Turnpike merges with I-75
- Continue north on I-75 for 23 miles (approx. 25 minutes)
- Exit at Highway 40 Ocala/Silver Springs (exit #352)
- Turn left at end of ramp and continue west about ¾ mile
- Turn left at S.W. 46 Avenue and continue about 1 mile
- Turn left at S.W. 13 Street
- Turn right at S.W. 42 Avenue
- Go about ¼ mile and the road bears left
- · Shade Systems is on your right

Total travel time: approx. 1 hr 20 mins

From Fort Lauderdale/Miami area

- Head north on Florida's Turnpike (toll road) toward Orlando
- Approx. 40 minutes north of Orlando, Turnpike merges with I-75
- Continue north on I-75 for 23 miles (approx. 25 minutes)
- Exit at Highway 40 Ocala/Silver Springs (exit #352)
- Turn left at end of ramp and continue west about ¾ mile
- Turn left at S.W. 46 Avenue and continue about 1 mile
- Turn left at S.W. 13 Street
- Turn right at S.W. 42 Avenue
- Go about ¼ mile and the road bears left
- Shade Systems is on your right
 Total travel time from Fort Lauderdale:
 approx. 4 hours

From points north

- Take I-75 south to Ocala
- Exit at Highway 40 –
 Ocala/Silver Springs (exit #352)
- Turn right at end of ramp and continue west about ¾ mile
- Turn left at S.W. 46 Avenue and continue about 1 mile
- Turn left at S.W. 13 Street
- Turn right at S.W. 42 Avenue
- Go about ¼ mile and the road bears left
- Shade Systems is on your right

From Tampa/St. Petersburg area

- Take I-275 North and merge onto I-75
- Continue north on I-75 to Ocala
- Exit at Highway 40 Ocala/Silver Springs (exit #352)
- Turn left at end of ramp and continue west about ¾ mile
- Turn left at S.W. 46 Avenue and continue about 1 mile
- Turn left at S.W. 13 Street
- Turn right at S.W. 42 Avenue
- Go about ¼ mile and the road bears left
- Shade Systems is on your right