



When you come in to **Kingston** this **Christmas**, why not **Park & ride**  **Kingston** ?

Easy to use

The **Park & Ride** service will run every day from **4 November 2006 – 13 January 2007***

Buses leave Chessington World of Adventures at regular intervals between **7.30am - 9.00pm** Monday to Saturday, and 8.30am - 6.00pm on Sundays, dropping passengers off in the heart of Kingston Town Centre. See timetable overleaf for details.

Easy on your pocket

Not only is the **Park & Ride** easy to use, it is also kind on your pocket! **Car parking is free** and an adult return fare is **just £1.50**. Under 16s also travel free**. Compare this with the cost of parking your car in one of the town centre's car parks for the day, and you could afford to buy an extra stocking filler!

Easy on the environment

Last year, the **Park & Ride** service **reduced the number of car journeys** in and out of Kingston by around 10,000 each week. This reduced congestion and improved air quality in the town centre over the busy Christmas and January Sales period. So, if you're dreaming of a greener Christmas, remember to **Park & Ride**.

* Buses run every day except 25/26 December 2006 and 1 January 2007

** Under 16s travel free when accompanied by a paying adult



Buses run every 10 minutes between the following times:

First buses from Chessington World of Adventures to Kingston Town Centre (Eden Street)

Mondays to Saturdays	7.30am
Sundays	8.30am

Last buses from Kingston Town Centre (Eden Street) to Chessington World of Adventures

Mondays to Saturdays	7.00pm
Thursdays (late night shopping)	8.00pm
Sundays	6.00pm

Evening service buses run every half an hour until 9.00pm (excluding Sundays and Christmas Eve)

This service is operated by Transdev on behalf of London Buses and the Royal Borough of Kingston upon Thames, in association with *Chessington World of Adventures* and Kingston First.



kingston**first**



www.kingston.gov.uk/parkandride

24 hour travel information
020 7222 1234

 Textphone
020 7918 3015