

WANTED!



ALL Southrons, Confederate Aficionados, & Members of:



SCV



MOSB



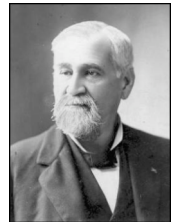
UDC



OCR

For

Fulfillment of The Charge of Gen. S. D. Lee During a Confederate Double-Header



**A Salute to the
Confederate Veterans
Of Howard County, MD**

&

**A Confederate
Cross of Honor Dedication
To Lt. James Wilson Collins**

*Hosted by SCV Maj. Gen. J. R. Trimble Camp
#1836*

Date: 16 September 2006 @ 1100 – 1200ish

Place: Good Shepherd Cemetery (*Directions enclosed on reverse.*)
2805 Rogers Avenue, Ellicott City, MD 21043

Speaker: Mr. Richard Clark,
Past President of the Howard County Historical Society

With: Co. C., 2nd MD Infantry CSA (maybe!)
SCV Maryland Division Color Guard

REWARDS:



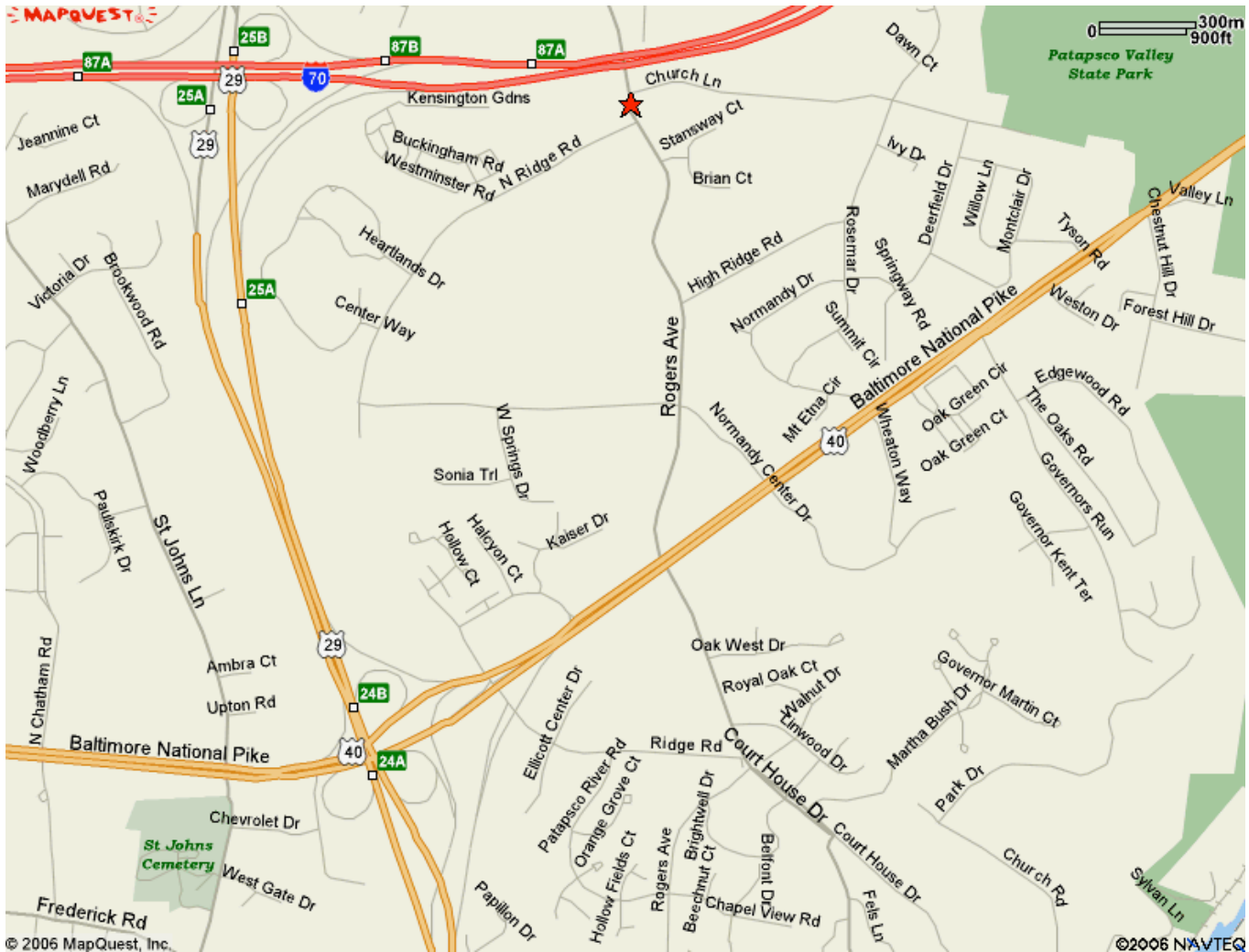
**Personal, Educational, & Social Enrichment
Refreshments by UDC Co. A. 1st MD Cav.**

To Volunteer or for
Further Information:

Jay Barringer, Commander - SCV Trimble Camp #1836
410-549-0160 / rebpiiper@hotmail.com

Directions to Good Shepherd Cemetery, Ellicott City, MD as shown on map below

From I-70:	From I-95:	From I-695:
<ul style="list-style-type: none"> Exit 87A to Rt. 29 South Exit 24A to Rt. 40 East Turn left at the 2nd light on Rogers Avenue at Rite Aid. 	<ul style="list-style-type: none"> Rt. 100 West Rt. 29 North Exit 24A to Rt. 40 East Turn left at the 1st light on Rogers Avenue at Rite Aid. 	<ul style="list-style-type: none"> I-70 West Exit 87A to Rt. 29 South Exit 24A to Rt. 40 East Turn left at the 2nd light on Rogers Avenue at Rite Aid.
<ul style="list-style-type: none"> Continue on Rogers Avenue for 1.0 mile. Good Shepherd Cemetery will be on your right. If you cross I-70 and/or you go through a round-a-bout, you went too far. Turn around! 		



Alternative route (north of I-70) not shown on map above

- Rt. 29 North
- At end of Rt. 29 North, turn right onto Rt. 99 East (Rogers Avenue).
- Drive 0.9 miles passing through a round-a-bout and crossing over I-70.
- Good Shepherd Cemetery will be on your left.
- If you reach Stansway Ct. or High Ridge Rd. on the left, you went too far. Turn around!