
WORKSHOPS AT MOGGERHANGER PARK, BEDFORDSHIRE

TIMES

All workshops run from 10am to 4pm unless otherwise stated. Please report to the classroom at 9.45am.

HOW TO GET THERE

Moggerhanger Park
Park Road
Moggerhanger
Bedfordshire
MK44 3RW

By Road

Moggerhanger is situated on the A603, 2 miles from the A1 at Sandy.

From the A1 (Sandy Roundabout)

From the A1, take the A603 at Sandy towards the village of Moggerhanger. After passing *The Guinea* public house on your right, take the next turn on the left (Park Road).

From the M1 (Junction 13)

From the M1, take junction 13 (A421) and then the A603 at Bedford towards Sandy. After passing through Willington, you will arrive at a sign for Moggerhanger and take the first turn on the right (Park Road).

As Park Road turns sharply left after ¼ mile, take the entrance to Moggerhanger Park on your right (signposted). Follow this road, disregarding the turning to left towards the house and the car park will be seen after passing a house on your right. Follow the signs to the front entrance of the House where you will be directed to the classroom.

By Train:

The nearest station is Sandy, with regular services between London Kings Cross and Peterborough. The station is approximately 10 minutes by taxi to Moggerhanger Park.

By Bus:

Stagecoach service 73 links bedford, Sandy and Biggleswade and passes through Moggerhanger. It is a 20 minute walk to Moggerhanger Park from the village.

Map:

<https://www.google.co.uk/maps/@52.1264227,-0.3432789,13.75z?hl=en>

REFRESHMENTS

Tea and coffee will be available throughout the day. Lunch is not included and, as the onsite cafe may not be open on the day of the workshop, you are strongly advised to bring a packed lunch.

CONTACT DETAILS

For all enquiries before the morning of your course, please call 07748 127542 or email southmidlands@goingdigital.co.uk. If there are any problems on the morning of your course, please call your Tutor using the mobile number provided with your email reminder.

WHAT TO WEAR

- Dress in warm, comfortable clothing for outdoor sessions. A waterproof/windproof top will be useful. Comfortable but strong footwear is advised for photographing outdoors, plus a garden kneeler or similar for getting low for some photos.
- In addition, it can be quite muddy while out taking photographs, so for the sake of the venue's staff, please bring a pair of trainers or indoor boots or shoes.

WHAT TO BRING

- You will need your camera. Ensure it has fresh/fully charged batteries and a spare battery is recommended.
- You will need your fully-detailed camera instruction manual (it's worth checking your manual – sometimes the printed one you receive only contains basic facts and there's a fully detailed manual on the CD that came with the camera, in which case bring the CD too). If you bring SLR lenses, a hot-shoe mounted flash or other accessories, please bring the instruction manual too.
- Memory card - it is essential that you start the day with an empty, preferably newly formatted, memory card. We will use card readers to transfer your images to our computers, but in the event that we are not able to do this successfully, please bring your camera to computer data cable too.
- For SLR users, please don't set your camera to shoot RAW images, as they will make downloading too slow.
- A camera bag is useful for protecting your camera and equipment when outdoors, and a transparent plastic bag and some sticky tape make a good, temporary waterproof cover for your camera and an umbrella will protect your equipment and you in wet weather.
- Bring a tripod (full height) if you have one (essential for landscape, Low-Light & Fill-In Flash and Water & Movement workshops).