



BMK Group GmbH & Co. KG

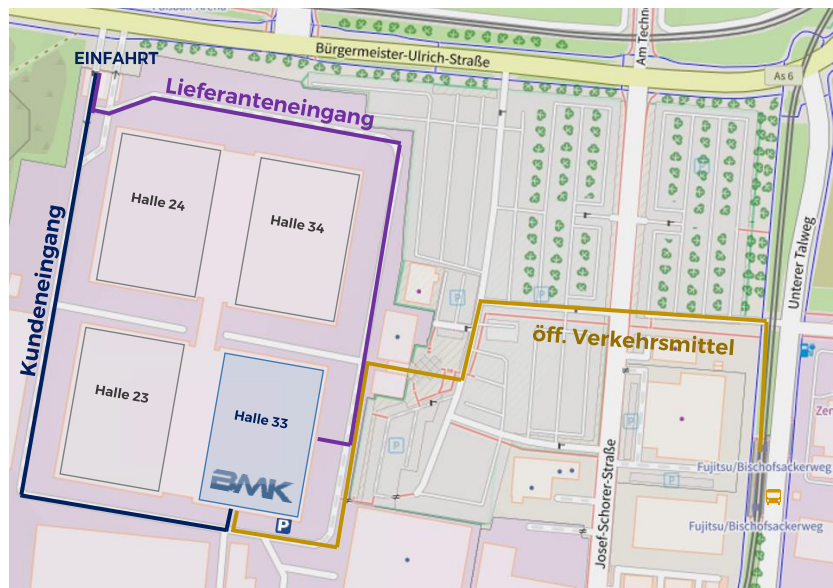
DIRECTIONS

BMK electronic solutions GmbH und BMK professional electronics GmbH

Bürgermeister-Ulrich-Straße 100

86199 Augsburg

Reception desk: +49 (0) 1522 828 4447



Data from [OpenStreetMap](#) – published under [ODbL](#)

The entrance portal is located in front of the hall as described on the map. From there you can reach the reception on the 1st floor.

Car/truck:

From Munich, Nuremberg and Stuttgart, take the highway A8, then take the exit Autobahnkreuz 72 – Kreuz Augsburg West/B17. Follow B17 towards Landsberg a. L. and then take the exit Augsburg Haunstetten Nord. Turn right at the traffic light onto Bürgermeister-Ulrich-Straße. After the next traffic light, take the entrance into the Walter Technology Campus.

Coming from the South (Allgäu, Austria, Switzerland), take the Highway A96 towards Landsberg a. L. and take the exit Landsberg a. L. West into the traffic roundabout. Use the exit towards Augsburg onto B17 until you take the exit Augsburg Haunstetten Nord. Turn left at the traffic light and take a right turn after approx. 500 m into the entrance Walter Technology Campus.

Supplier entrance:

Turn left immediately and follow the road until you reach the BMK main entrance at Hall 33.

Customer entrance:

Drive straight ahead and follow the road until you have to turn left towards the BMK main entrance at Hall 33.

Public transportation:

www.avv-augsburg.de

From Augsburg Main Train station use tram line 3 towards Königsbrunn Zentrum and exit at the stop Bischofsackerweg. When exiting the tram go right and follow the street until you reach the next intersection and turn left. Continue straight ahead through a traffic crossing and across a parking lot to the campus entrance gate. Past the entrance gate go left and continue down the road until you arrive at Hall 33. Turn right and continue until you see the BMK main entrance.

Munich Airport:

www.munich-airport.de

www.bahn.de

Approx. 1 hour by car and approx. 2 hours by public transportation.