## **Western State Hospital**

SWITCHBOARD 253-582-8900 | 9601 Steilacoom Blvd. SW, Lakewood, WA 98498



Construction zone

Security fence

Construction fence

Building in use Vacant building

**HOSPITAL CAMPUS BUILDINGS** 

- 00 Fueling Point
- Main Maintenance Office
- Maintenance Storage
- Maintenance Trade Shops
- Boiler House, Generator #3, Maintenance Shop Electrical
- 05 Main Laundry
- Art Center / Infinity Center
- Key Department, Library, and Staff Offices
- 09 Staff Office Building

- 10 Clark Construction Field Office
- 12 Maintenance Storage
- 15 Greenhouse
- 16 Civil Program
- 17 Central Wards C7, C8, C9 and Pierce County Superior Court
- 18 Civil Center Administration and **Communication Center**
- 19 Central Wards C1, C2, C3
- 20 Central Wards C4, C5, C6
- 22 Main Kitchen, Main Pharmacy,

- 27 HMH Wards W1 and SCRP (Steilacoom Competency Restoration Program)
- 28 Gage Center For Forensic Services: CFS Wards F1 — F10 and TRC (Treatment and Recovery Center)

**Commissary and Central Services** 

- 29 Gage Center For Forensic Services: East Campus Wards E1-E6 and TRC
- 30 Container, Emergency Supplies
- 31 Container, Emergency Supplies
- 32 Inventory Control

- 33 Maintenance Shop: LHS
- 34 Maintenance Shop: Carpentry
- 35 Maintenance Warehouse
- 36 Chiller Plant
- 37 Generator #1
- 38 Generator #2
- 40 Historic Cottage #1
- 41 Historic Cottage #2
- 42 Historic Cottage #3
- 43 Historic Cottage #4

## SOUTHBOUND:

EXIT 129 (S. 72nd & 84th Street) Exit and stay in the right-hand lane. At the yield sign, turn right onto 74th St. which will eventually become Custer Rd. Stay in the right-hand lane. Turn right onto 88th St., which becomes Steilacoom Blvd. The hospital grounds will be on your right (look for a low rock wall).

## NORTHBOUND:

EXIT 125 (Bridgeport Way) Take a left at the light and cross over the freeway. Continue on Bridgeport Way until you reach Steilacoom Blvd. Turn left on Steilacoom Blvd. and go 2.4 miles, the hospital grounds will be on your right (look for a low rock wall).



