



Driving Directions to Our Communities.

DEER HOLLOW . Steilacoom, Washington

From I-5 take the 72nd Street exit, head West. Follow for several miles till you pass through Bridgeport Way. Continue straight, 72nd will turn into 74th and then again into Custer Rd. Turn right on 88th St. Follow straight, road turns into Steilacoom Blvd. Follow for at least a mile, turn soft left on Rigney Rd. Follow to Lexington St., turn right, turn right again at Galloway, follow signs to the model home.

GRACE COVE . Gig Harbor, Washington

Take I-5 to Hwy 16. Take Olympic Drive NW Exit toward Fox Island. Turn Right onto Olympic Drive NW. Turn Right onto Hollycroft St. Take a Left onto Reid Drive NW. Follow Reid Drive NW. Grace Cove entrance is on the left hand side.

TIMBER CREST . Gig Harbor, Washington

Take I-5 to Hwy 16. Take the Wollochet Dr NW exit. Stay Straight to go onto Stinson Ave. Turn Left onto Harborview Dr. Turn Right onto N Harborview Dr. Turn Right onto Vernhardson St.; this becomes 96th St NW. Turn Left onto Crescent Valley Dr. NW., turn Right again onto 122nd St. NW.

WOODLAND MEADOWS . Bonney Lake, Washington

From I-5, merge onto Hwy 512 E, from 512, merge onto Hwy 167 N. Merge onto WA 410 E. Take WA 410 E to Sumner Buckley Hwy (first stop light). Turn Left onto Sumner Buckley Hwy E. Turn Right onto Angeline Rd. Turn Right into Woodland Meadows on 114th St E.

CHAMBERS PLATEAU . University Place, Washington

From I-5 take the 56th Street exit, head West. Follow for several miles, 56th will change to Cirque Dr. Continue straight. Turn left on Bridgeport Way. Continue to Chambers Creek Rd. W, turn right. Follow on Chambers Creek Rd. W. to property on the left approx. 1 mile.

TRILLIUM PLACE . Spanaway, Washington

From I-5 take the Hwy. 512 exit to Steele St. exit. Take a left onto Steele Street S., this turns into 116th St. S. 116th St. S. turns into Spanaway Loop Road S., then veers to the left at 176th. St. Follow through Pacific Ave. and turn right on "B" Street. Look for our sign on the left in 5 or 6 blocks.