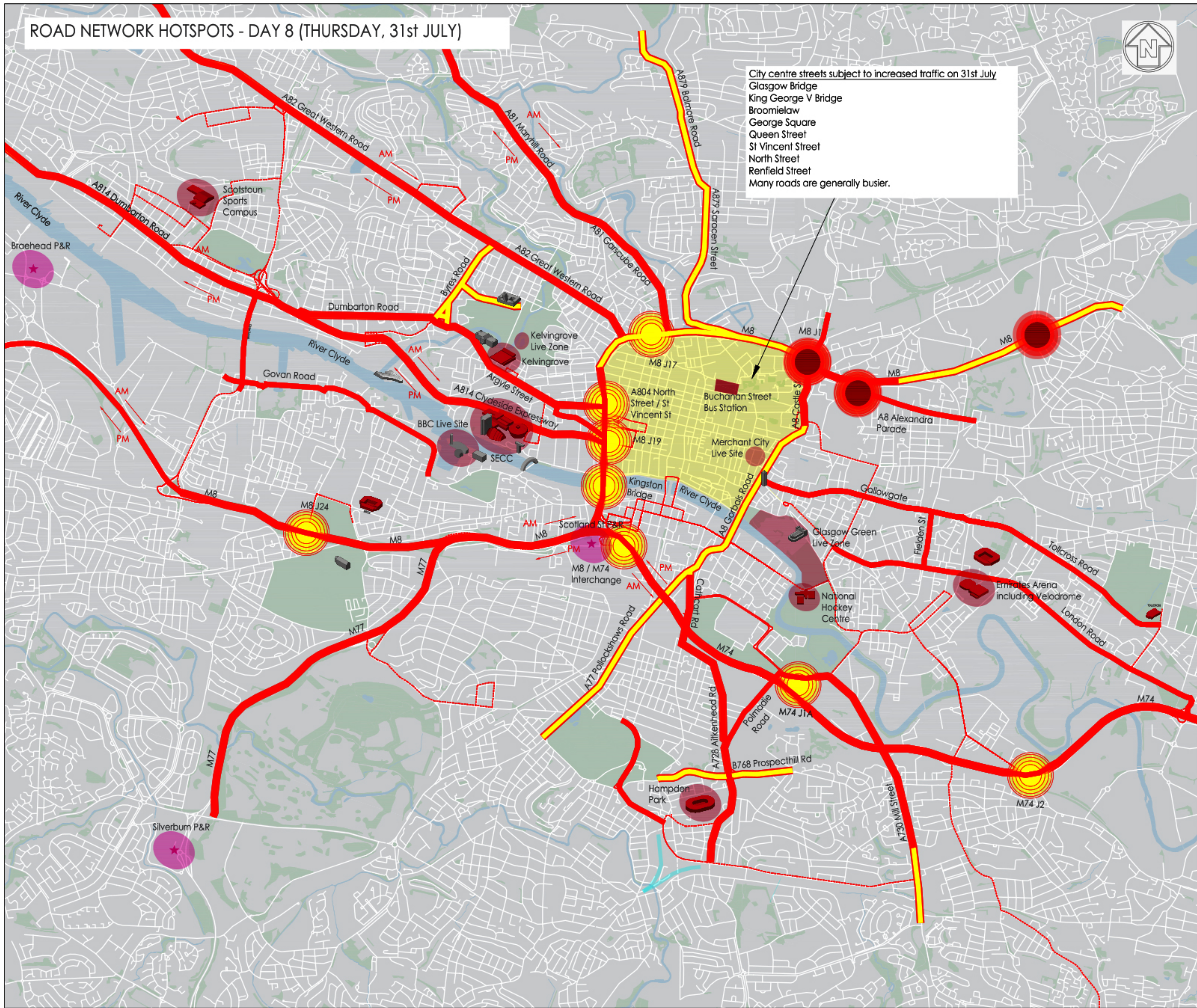


ROAD NETWORK HOTSPOTS - DAY 8 (THURSDAY, 31st JULY)



ROAD NETWORK  
HOTSPOTS(31st JULY)

- Key**
- Venue
  - Venue/ Live Site in operation, with surrounding roads subject to higher volumes of traffic than normal
  - Routes which are generally busier than normal
  - Busy junction
  - City centre roads generally busy
  - Congested route subject to increased games traffic (31st July)
  - Congested junction subject to increased games traffic (31st July)
  - Park & Ride in operation, with surrounding roads subject to higher volumes of traffic than normal
  - Games Route Network
  - AM/PM Refers to commuter peaks

**Notes**

1. This information is meant to guide road users as to where congestion may occur on each day of the Games. In practice congestion may occur on longer or shorter stretches of the roads and not exactly as highlighted.

2. Information on traffic management around venues and road closures throughout the city is provided in the GRN and LATMP plans.





# RAIL & SUBWAY HOTSPOTS (26TH JULY)

## Key

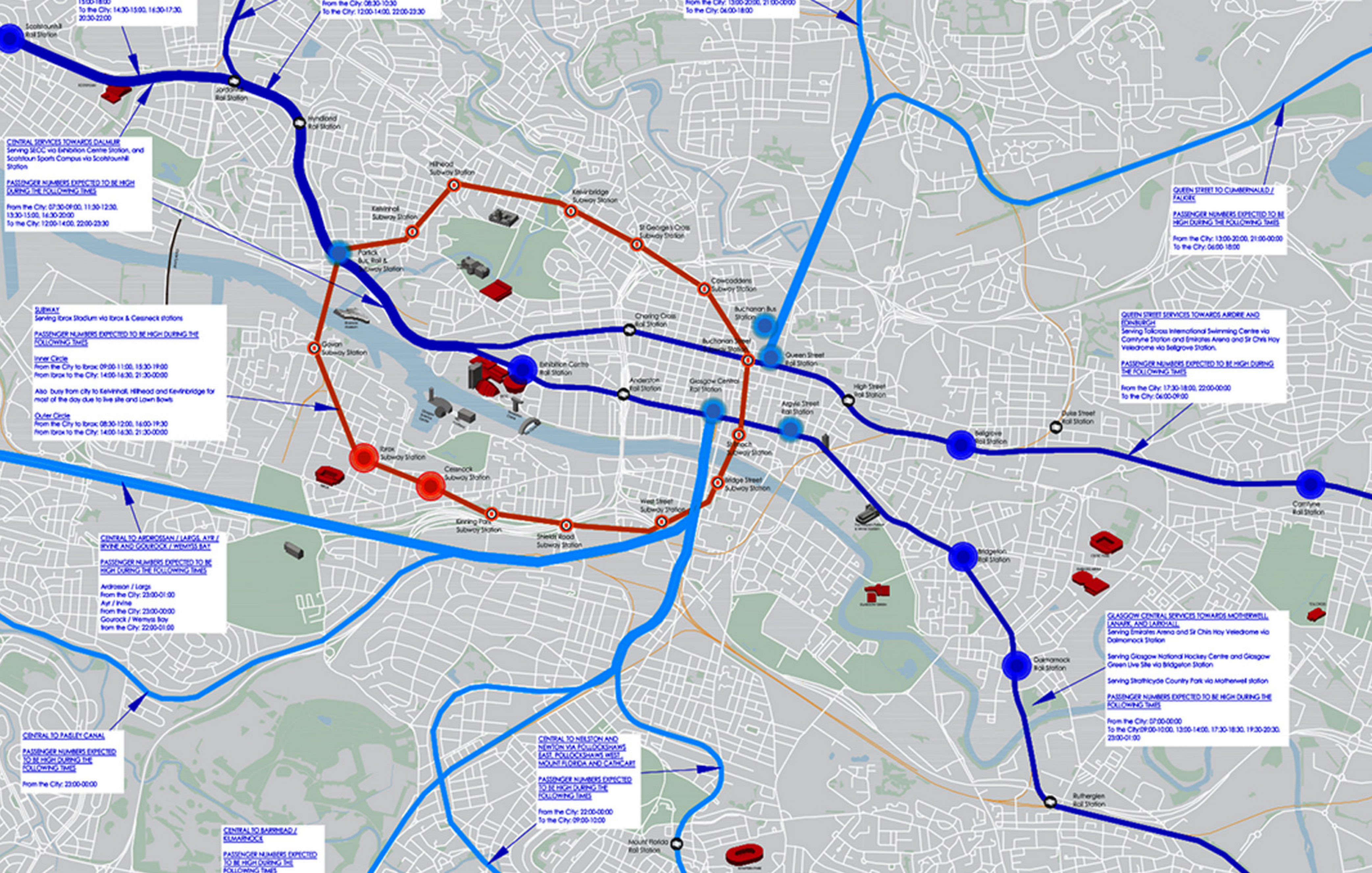
-  Venue
-  Busy Rail Routes Serving Venues & Live Sites
-  Venue Rail Stations, particularly busy around event times
-  Key Non Venue Rail Routes into Glasgow
-  Busy Interchange Stations
-  Train Station
-  Railway line with no congestion information
-  Subway Station
-  Subway Line
-  Venue Subway Stations, particularly busy at event times

## Notes

1. All other central stations are likely to be busy due to increased passenger demand.



(c) Crown copyright and database right 2013. All rights reserved. OS Licence No. 100023379. You are not permitted to copy, sub-license, distribute or sell any of this data to third parties in any form.





## ROAD NETWORK HOTSPOTS(24th JULY)

### Key

-  Venue
-  Venue/ Live Site in operation, with surrounding roads subject to higher volumes of traffic than normal
-  Routes which are generally busier than normal
-  Busy junction
-  City centre roads generally busy
-  Congested route subject to increased games traffic (24th July)
-  Congested junction subject to increased games traffic (24th July)
-  Park & Ride in operation, with surrounding roads subject to higher volumes of traffic than normal
-  Games Route Network
- AM/PM Refers to commuter peaks

### Notes

1. This information is meant to guide road users as to where congestion may occur on each day of the Games. In practice congestion may occur on longer or shorter stretches of the roads and not exactly as highlighted.
2. Information on traffic management around venues and road closures throughout the city is provided in the GRN and LATMP plans.

