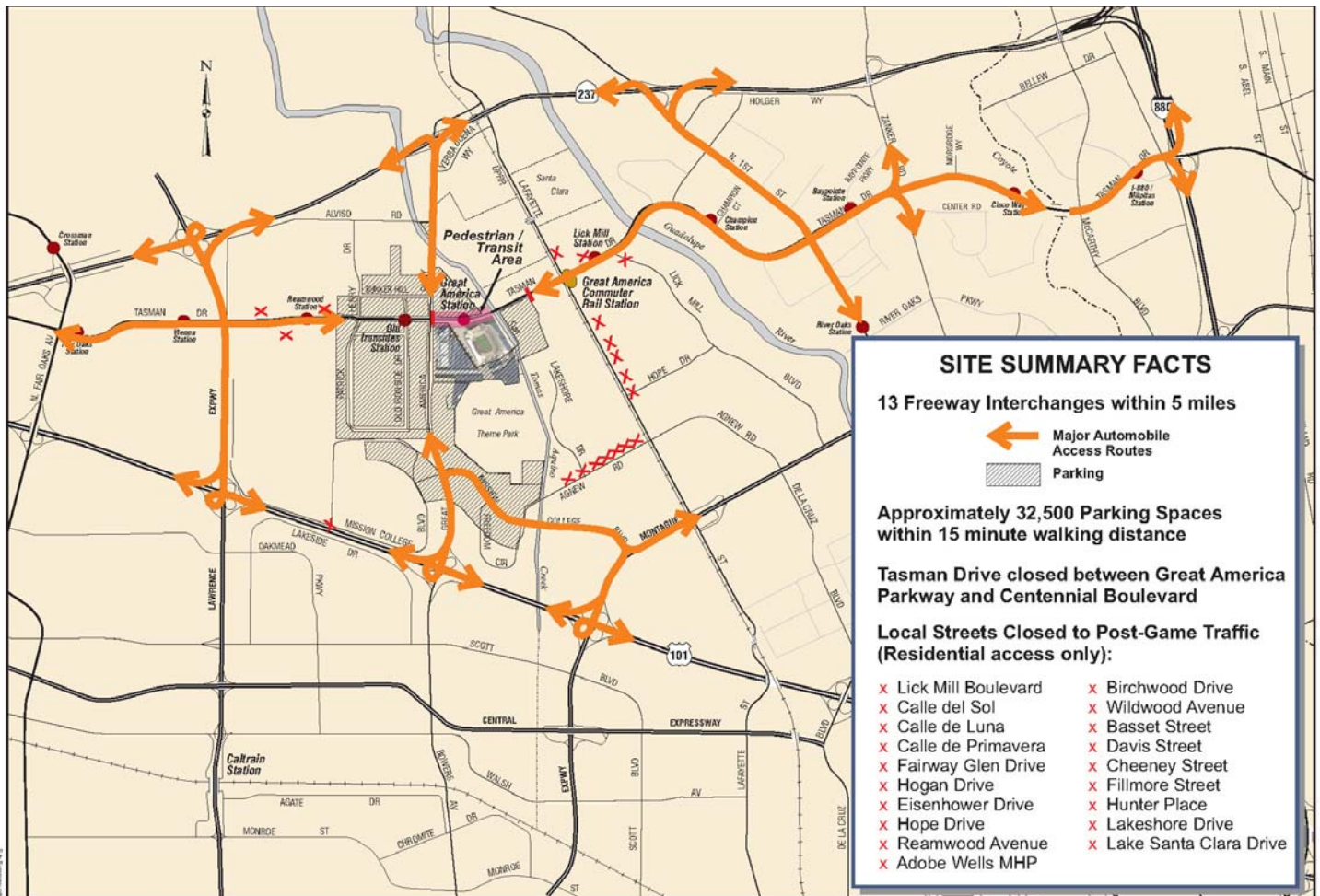




## CONCEPTUAL GAME DAY TRANSPORTATION PLAN

The team developed a preliminary concept for game day transportation, working with transportation engineering firm DMJM Harris and the Santa Clara Police and Traffic Departments. The access plan would protect local residents by enforcing resident-only access to neighborhood streets near the stadium on game days. Traffic would be directed along the city's main thoroughfares, designed to accommodate high volumes of weekday traffic generated by businesses already located in the area.



- Game day parking prohibited in *all* residential areas
- Exit time expected to be 36% faster than Candlestick Point
- Expected ridership on public transit: 18,000 people (26% of fans)
- Two blocks of Tasman Drive closed to street traffic, from Great America Parkway to Centennial Boulevard, to allow safe pedestrian access from VTA Light Rail and easy access for VTA buses
- 15 – 16 intersections controlled by police on game days (paid for by event revenue at no cost to city)
- Primary Entrance and Exits:
  - Great America Parkway: North to 237 or South to 101
  - Tasman Drive: East to North 1<sup>st</sup> Street, West to Lawrence Expressway
- Parking centralized within 15 minute walking distance of stadium from Patrick Henry Drive to Lafayette Street
- 13 interchanges to 3 major freeways within 5 miles
- Multi-lane roads and easy highway access will accommodate post-game departure for all fans within one hour of game's completion