



# ROGERS PLACE ARENA & ICE DISTRICT

## Special Event Management Plan

# Objectives

- To estimate peak entering and exiting demand at major entry/exit points and at critical internal congestion points
- To provide design input at critical locations in relation to the size/space requirements
- To support sensitivity analysis on key assumptions to ensure robustness of design
- To develop and implement a Special Event Traffic and parking management Program

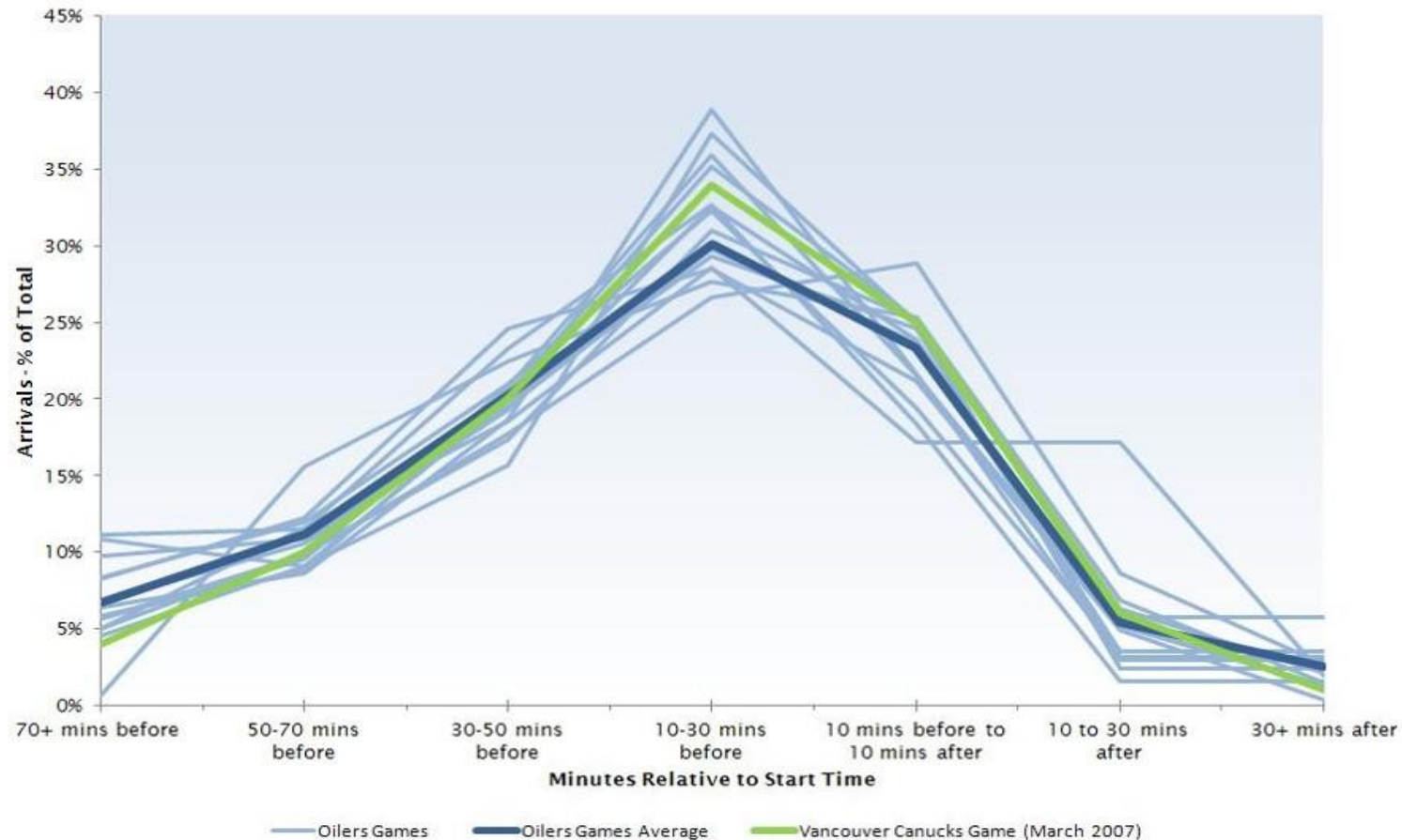
To provide relatively  
quick feedback to the  
design team

# Number of Patrons

| Patron Type        | Hockey        | Concert       |
|--------------------|---------------|---------------|
| Regular            | 12,177        | 14,577        |
| VIP Club           | 3,178         | 3,178         |
| VIP Suite          | 828           | 828           |
| VIP Loge           | 1,417         | 1,417         |
| <b>All Patrons</b> | <b>18,200</b> | <b>20,000</b> |

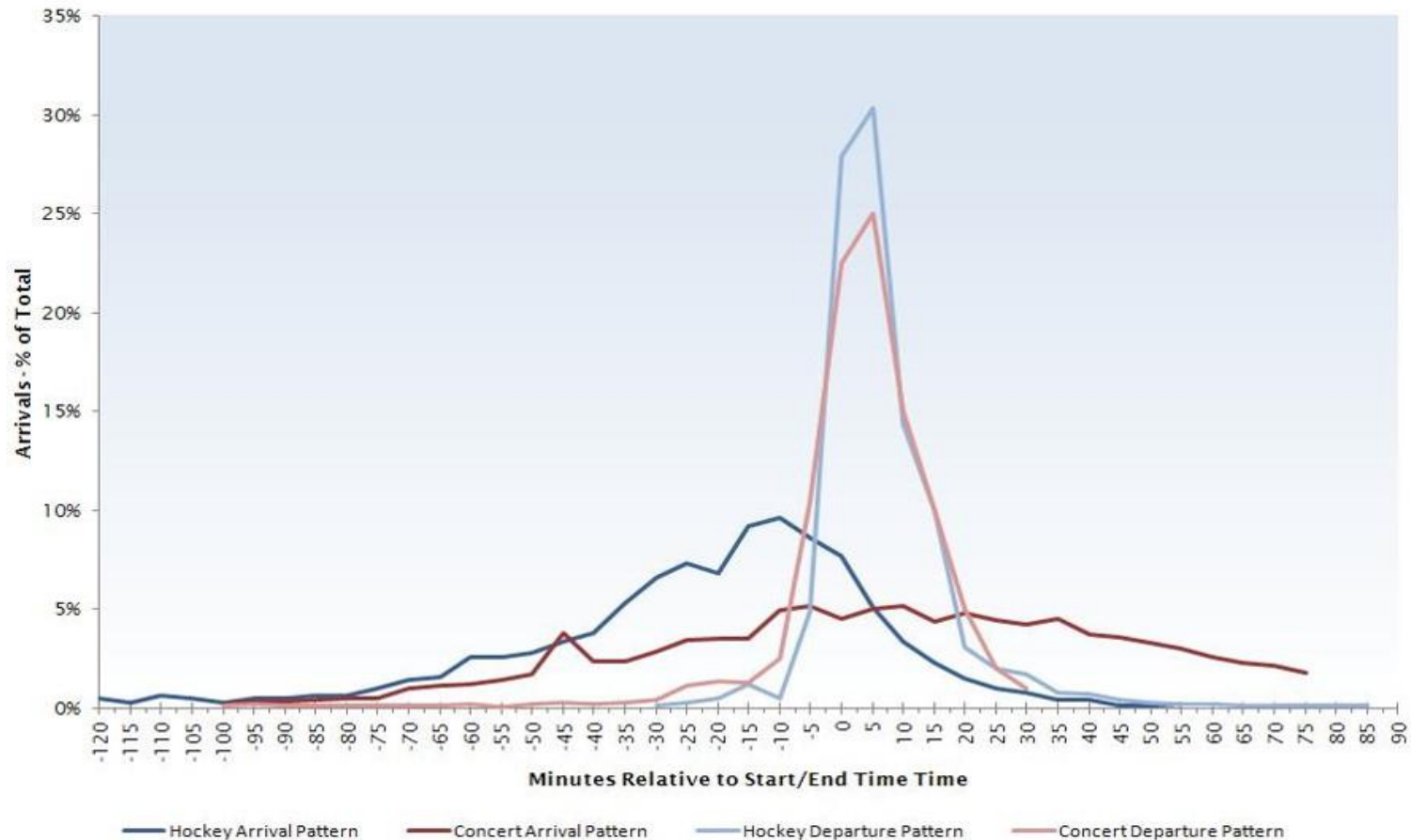
# Oilers Hockey Game Patron Arrivals (by Interval)

January to March, 2012



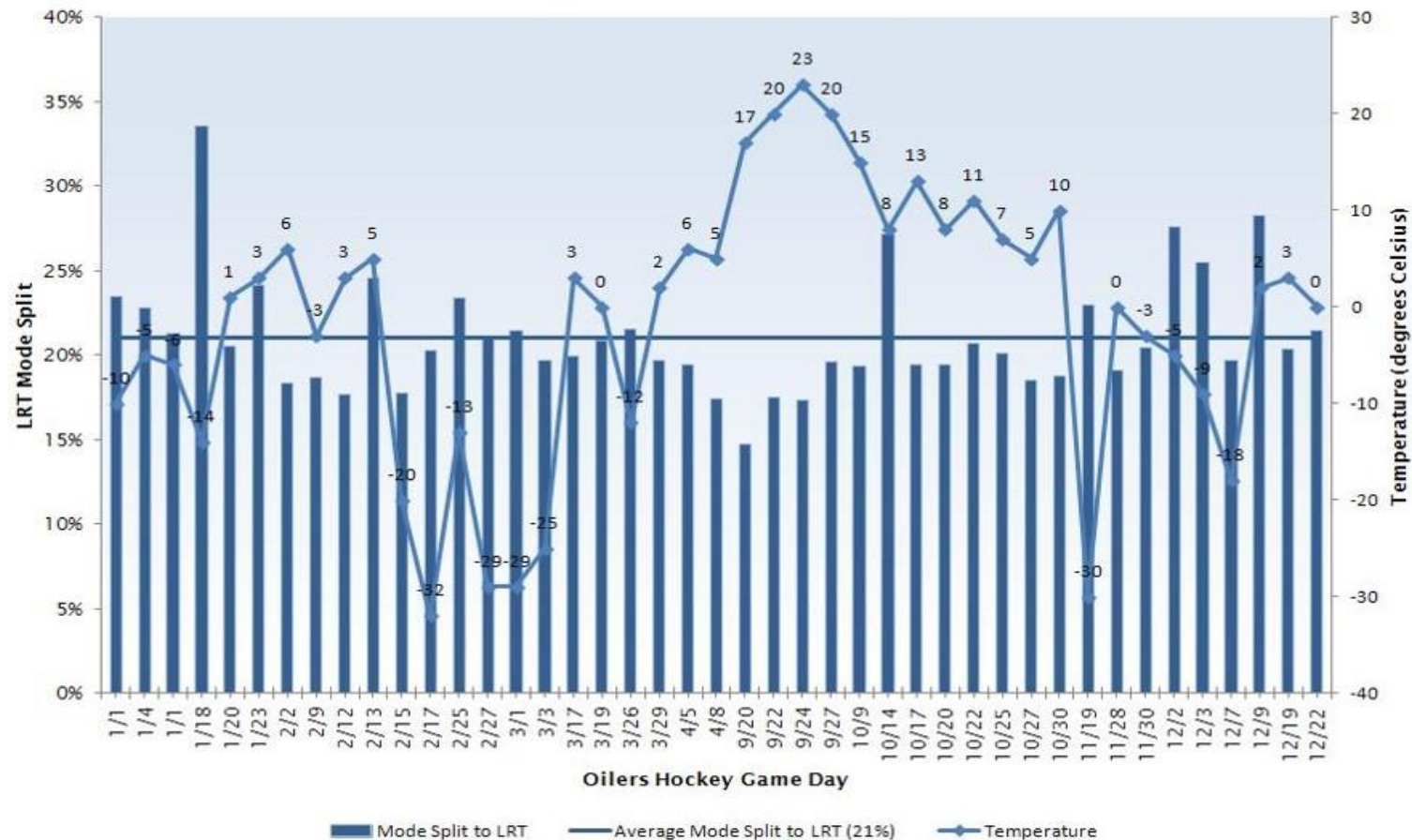
# Assumed New Arena Arrival and Departure Patterns

*Hockey Game and Concert Scenarios*



# 2011 Oilers Season LRT Mode Split

January to December, 2011

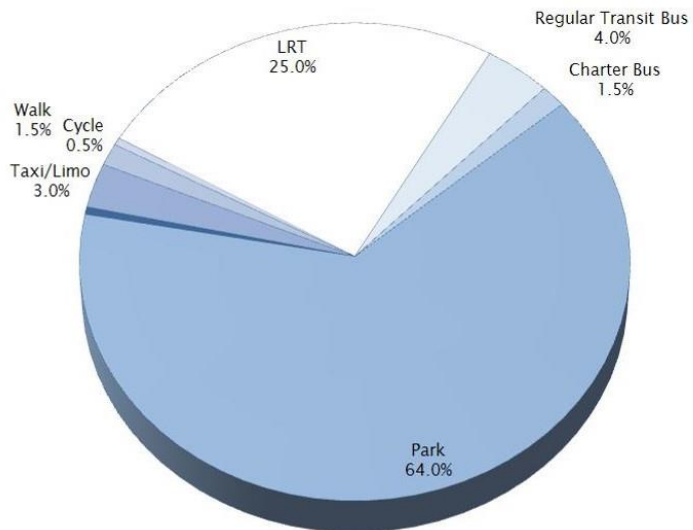


# Mode Split

01

## Base Case Mode Split

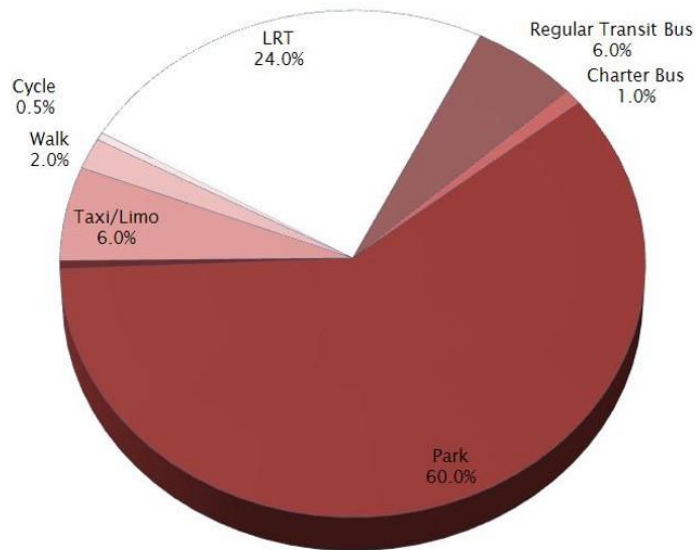
*Hockey Scenario*



02

## Base Case Mode Split

*Concert Scenario*



01 Hockey scenario

02 Concert Scenario

# Modes of Transport

## 1. Edmonton Transit System

- a. Transit: Bus
- b. Transit: Light Rail

## 2. Vehicular Access

- a. Parking
- b. Taxi
- c. Vehicle for Hire

## 3. DATS Access

- a. Persons with Disabilities

## 4. Pedestrian Access

## 5. Bicycle



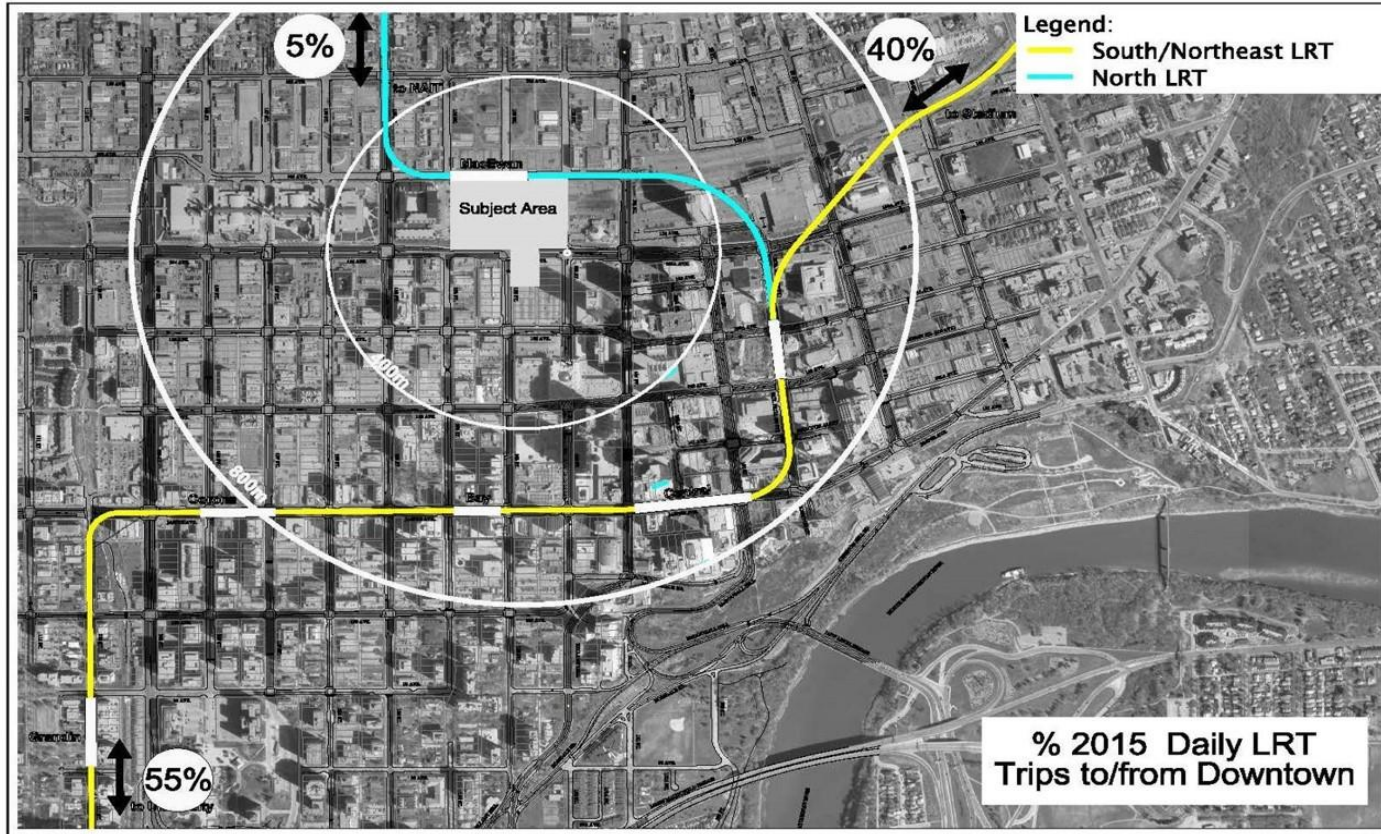
# Options for traveling by ETS Bus or LRT



Edmonton Transit System

- a. **Transit: Bus**
- b. **Transit: Light Rail**

# 2015 Daily LRT Trips to/from Downtown



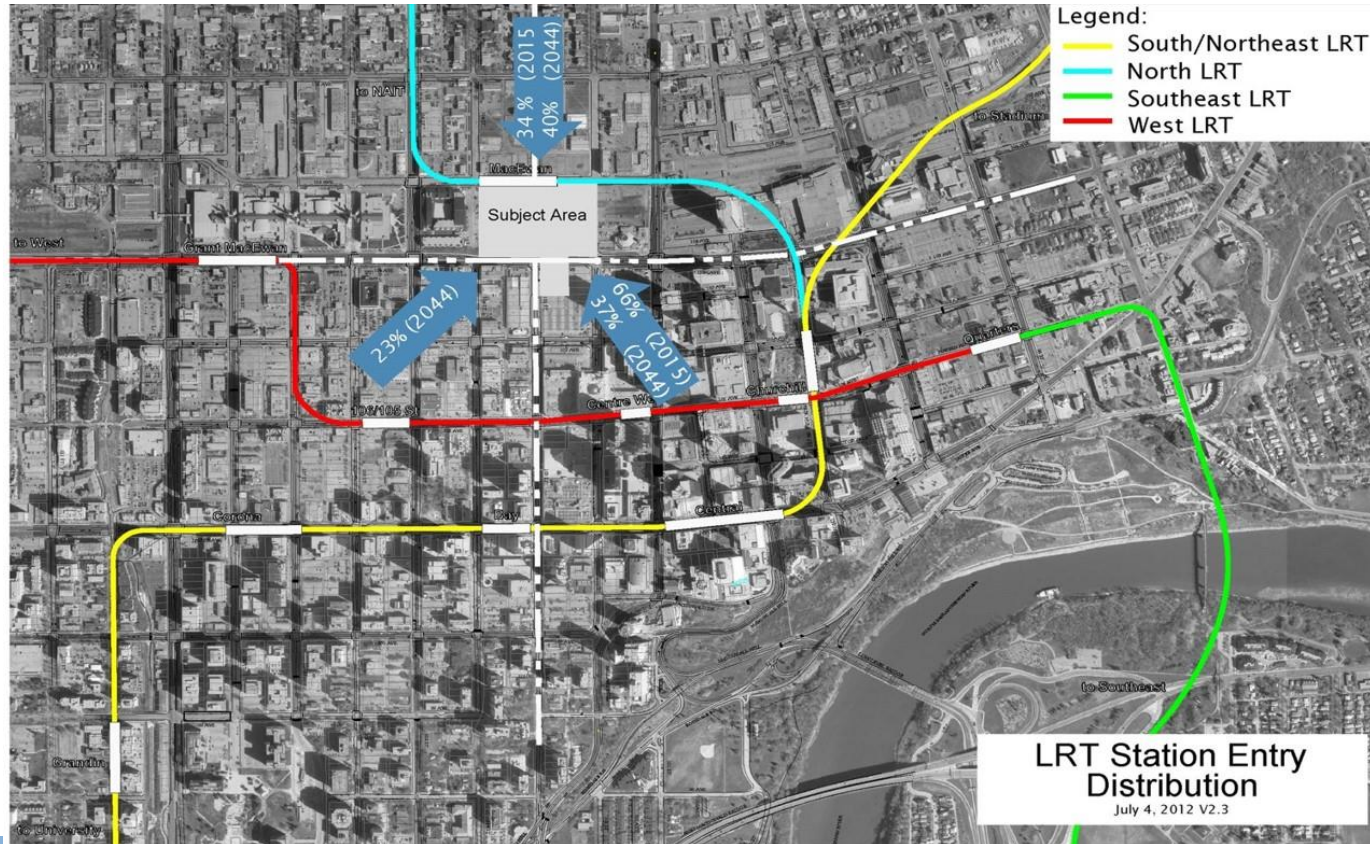
Edmonton Transit System

a. Transit: Bus

b. **Transit: Light Rail**



# LRT Station Entry Distribution

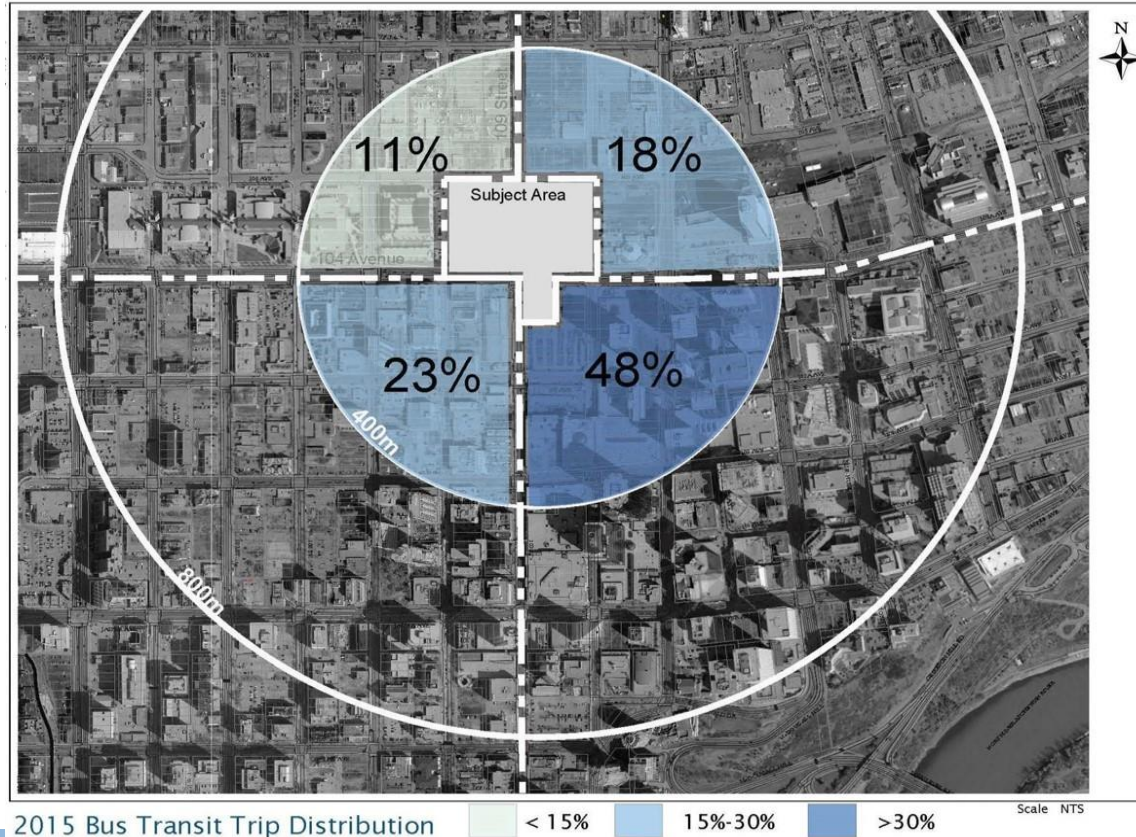


Edmonton Transit System

a. Transit: Bus

b. **Transit: Light Rail**

# 2015 Bus Transit Trip Distribution



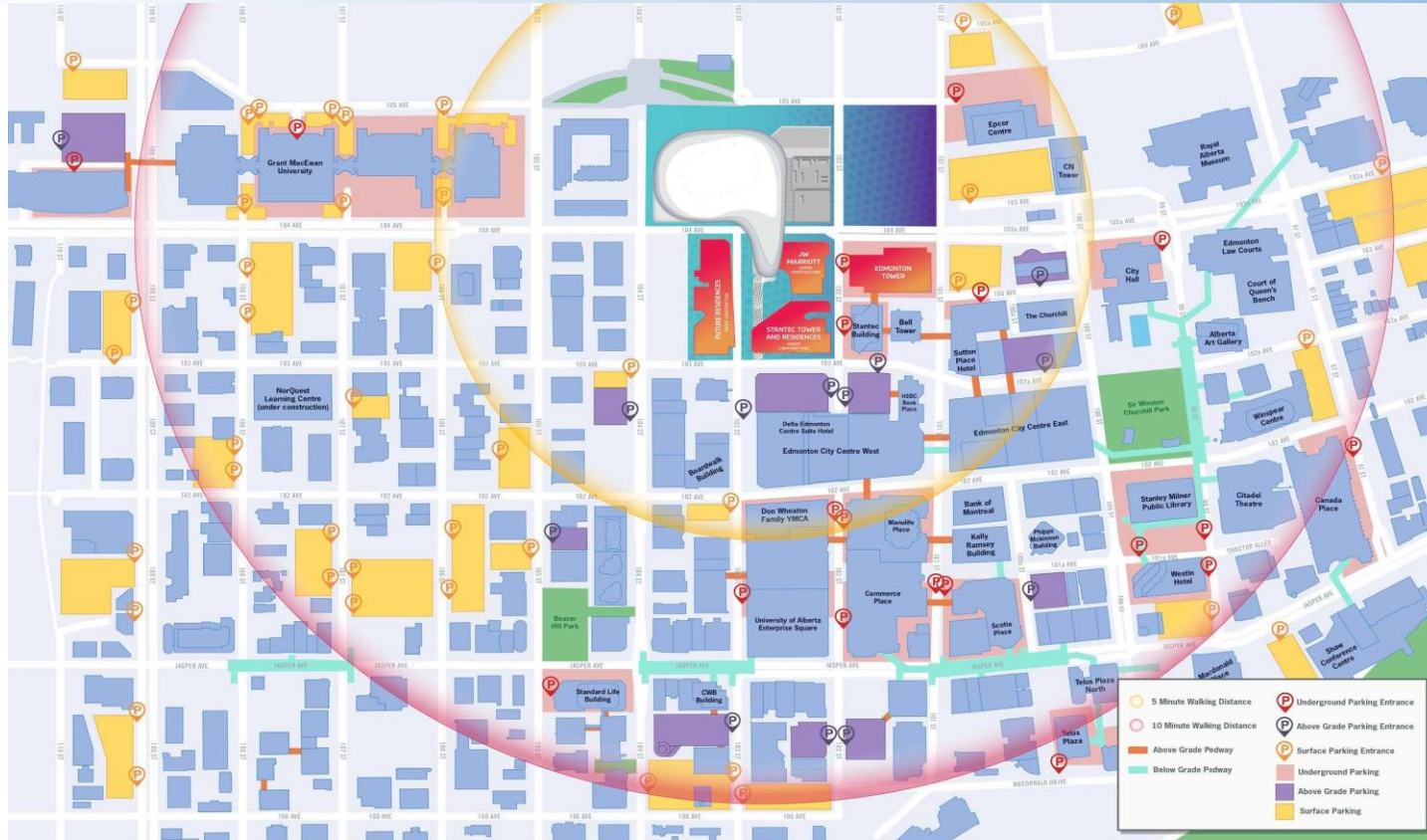
Edmonton Transit System

a. **Transit: Bus**

b. Transit: Light Rail



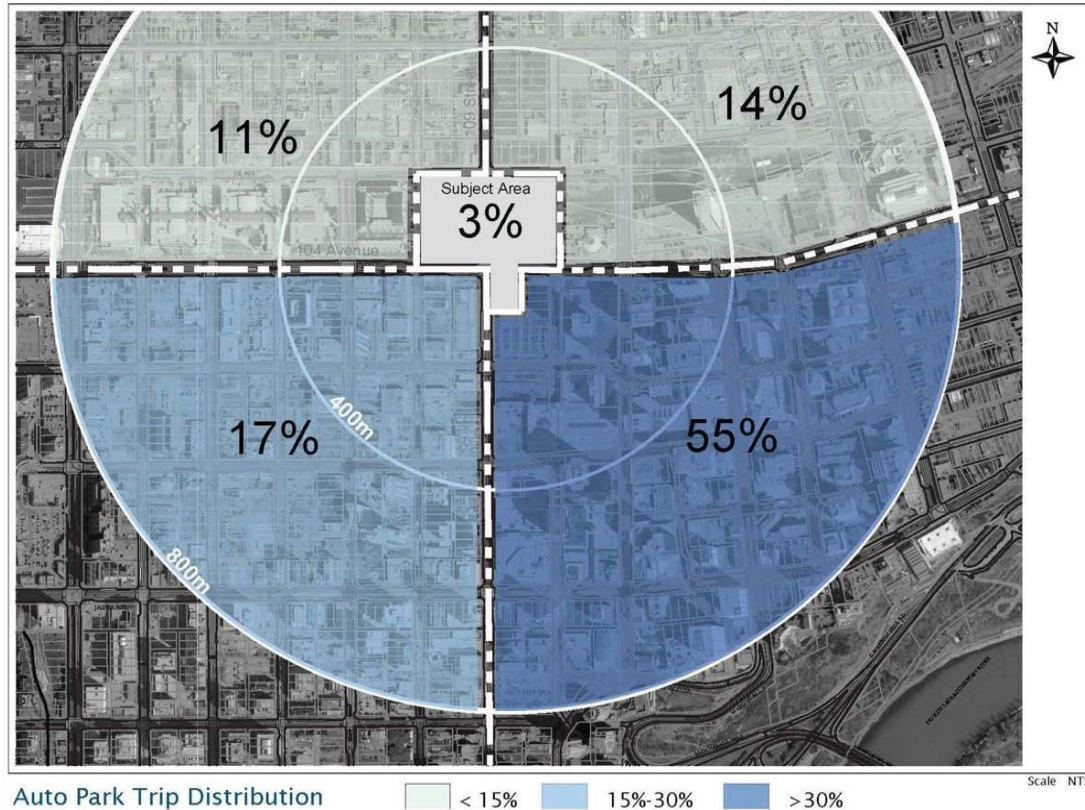
# Parking Information



Vehicular Access

- a. **Parking**
- b. Taxi
- c. Vehicle for Hire

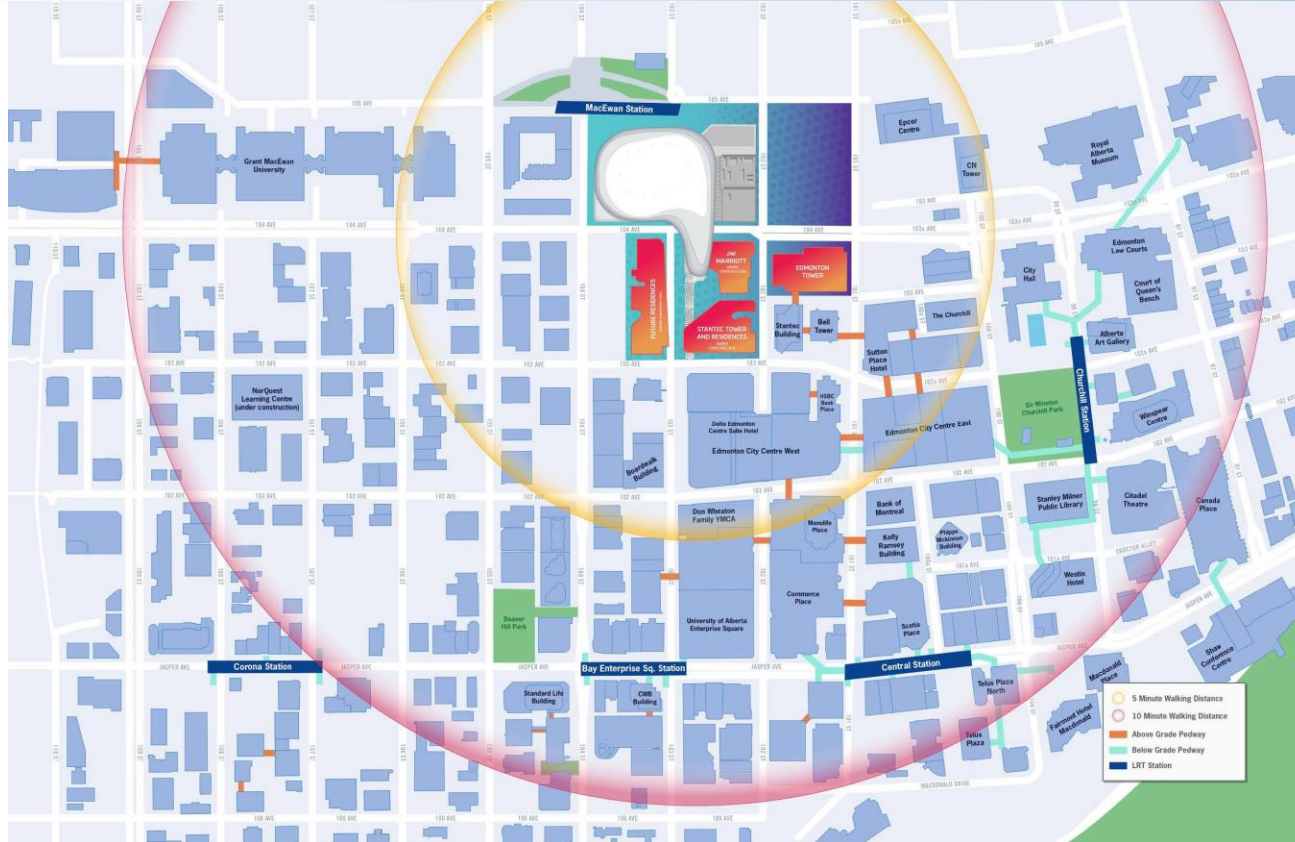
# Auto Park Trip Distribution



Vehicular Access

- a. **Parking**
- b. Taxi
- c. Vehicle for Hire

# Pedway Access



DATS Access

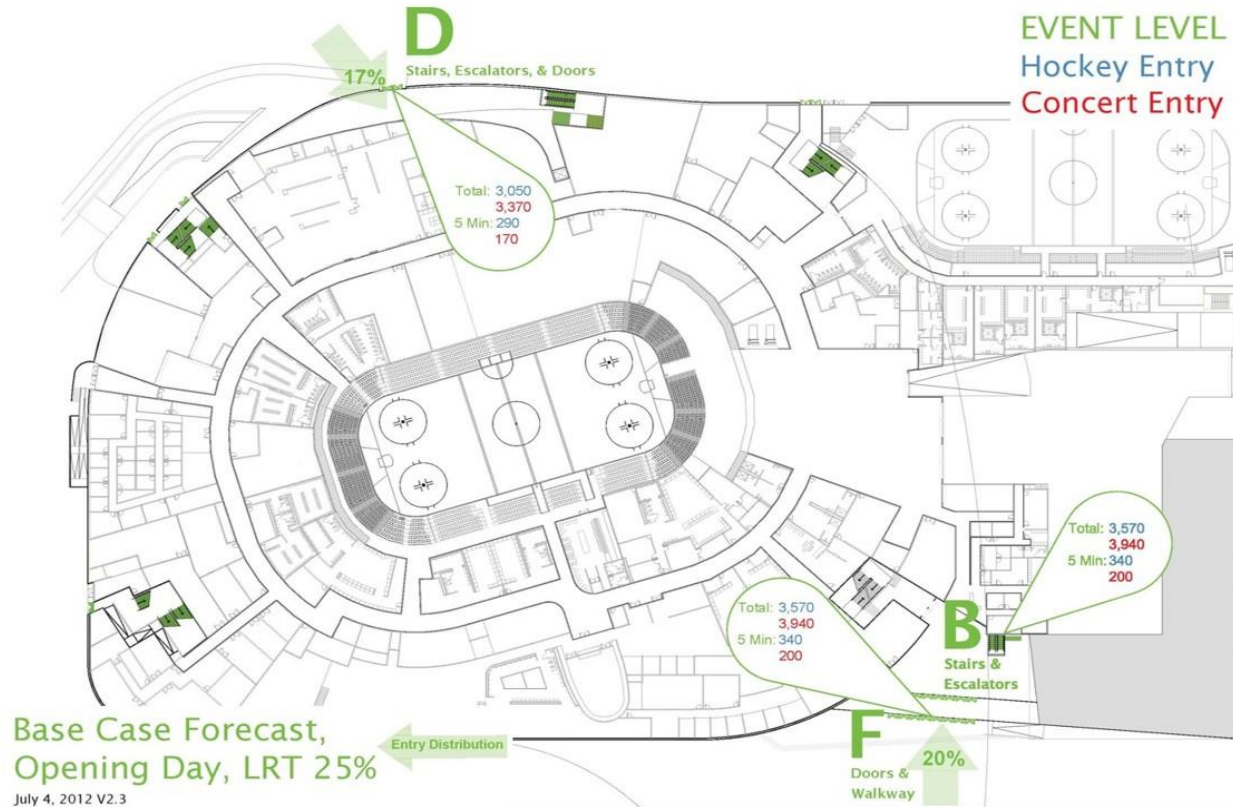
a. Persons with Disabilities

b. **Pedestrian Access**

c. Bicycle

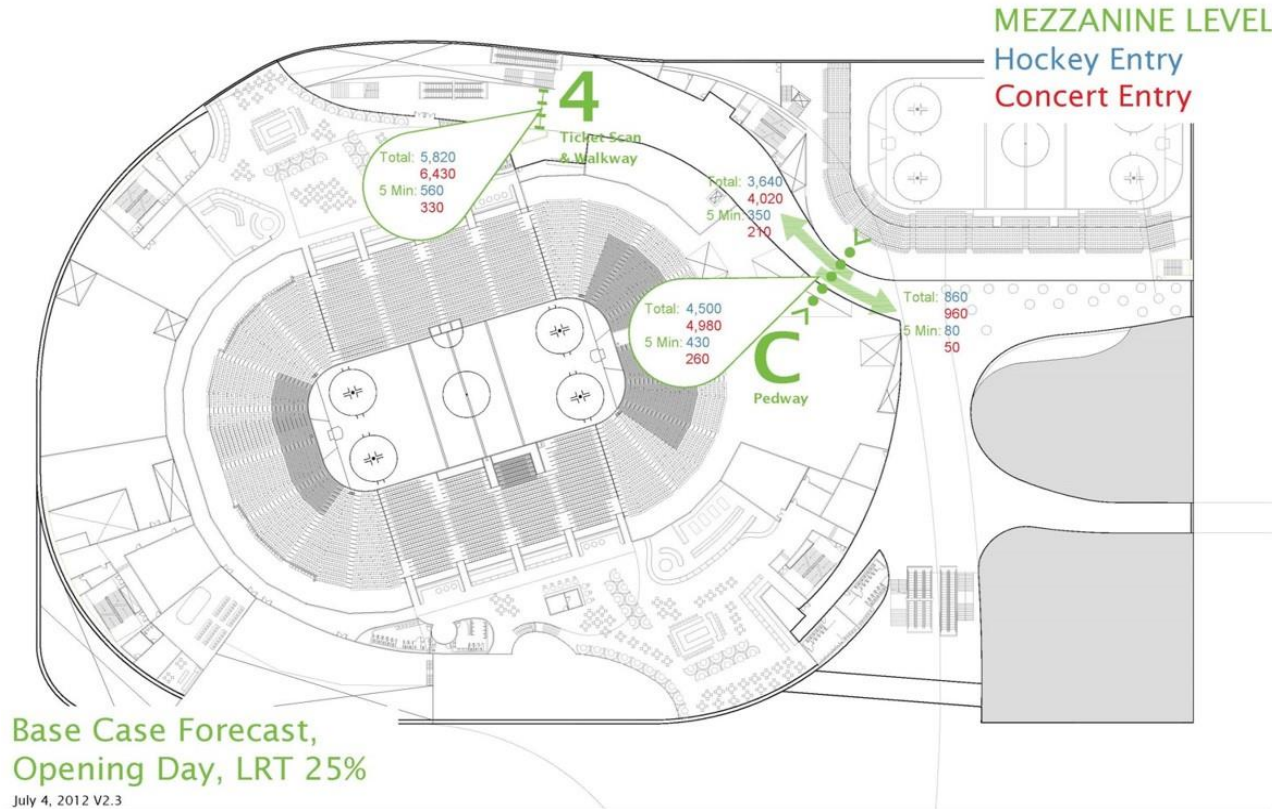


# Base Case Forecast, Opening Day, LRT 25%



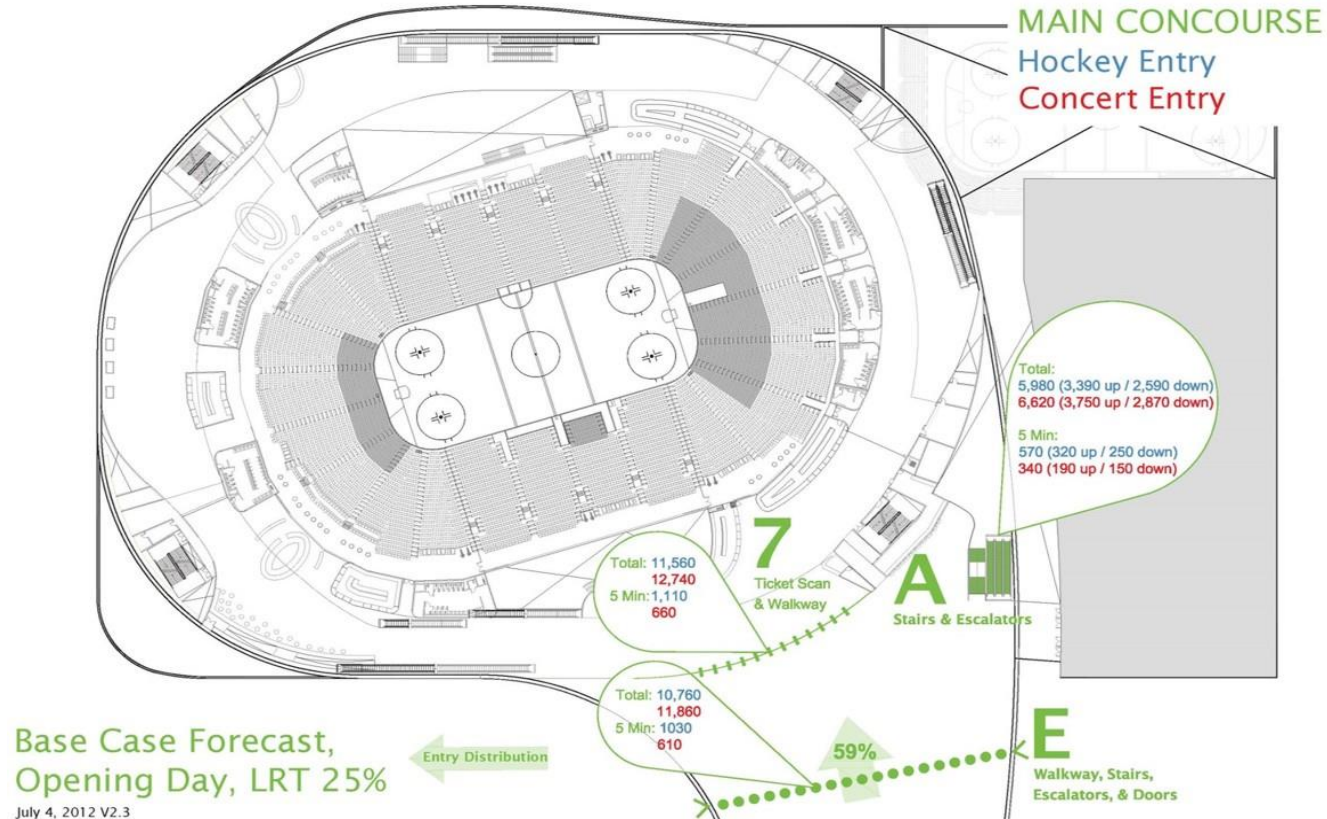


# Base Case Forecast, Opening Day, LRT 25%

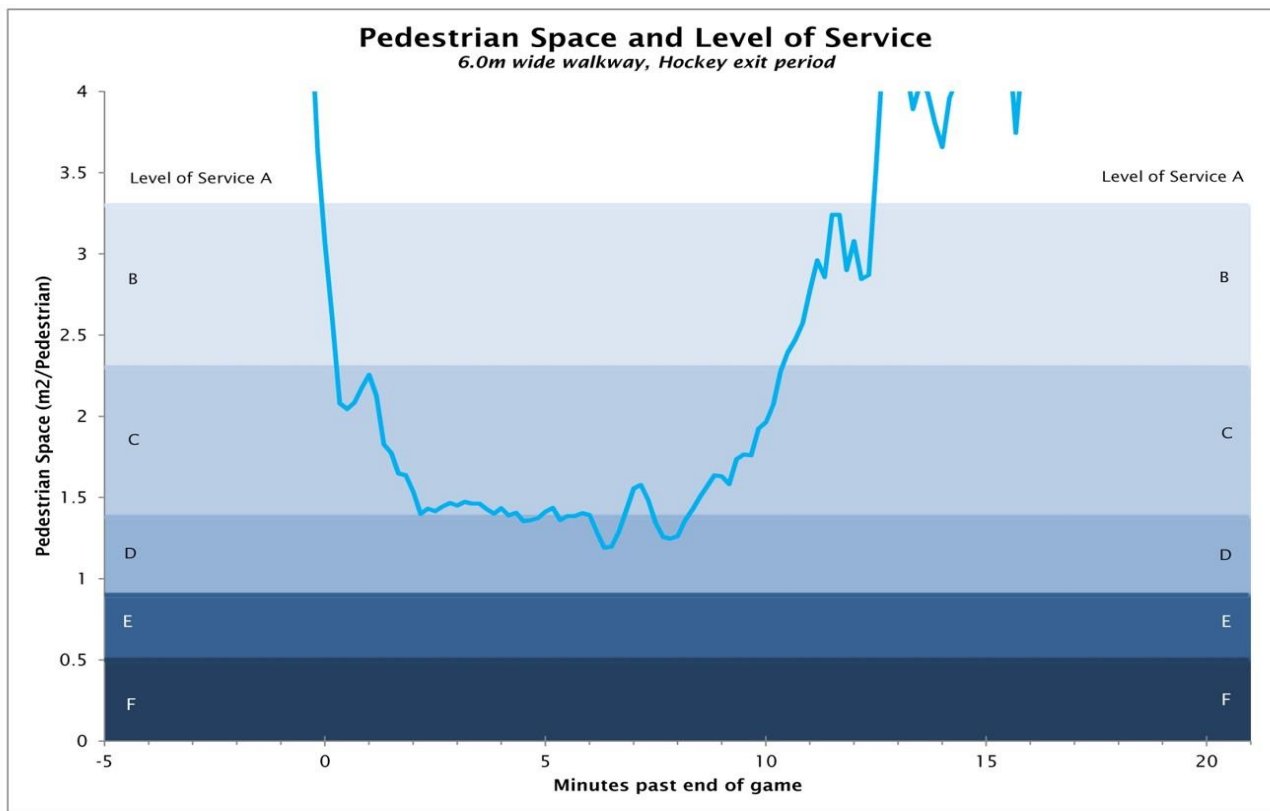


July 4, 2012 V2.3

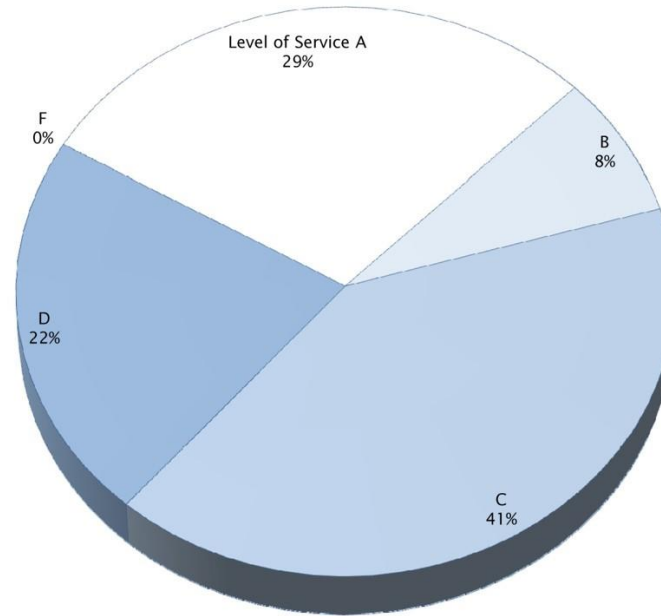
# Base Case Forecast, Opening Day, LRT 25%



July 4, 2012 V2.3



**Level of Service Experienced by Percentage of Patrons**  
*6.0m wide walkway, Hockey exit period*





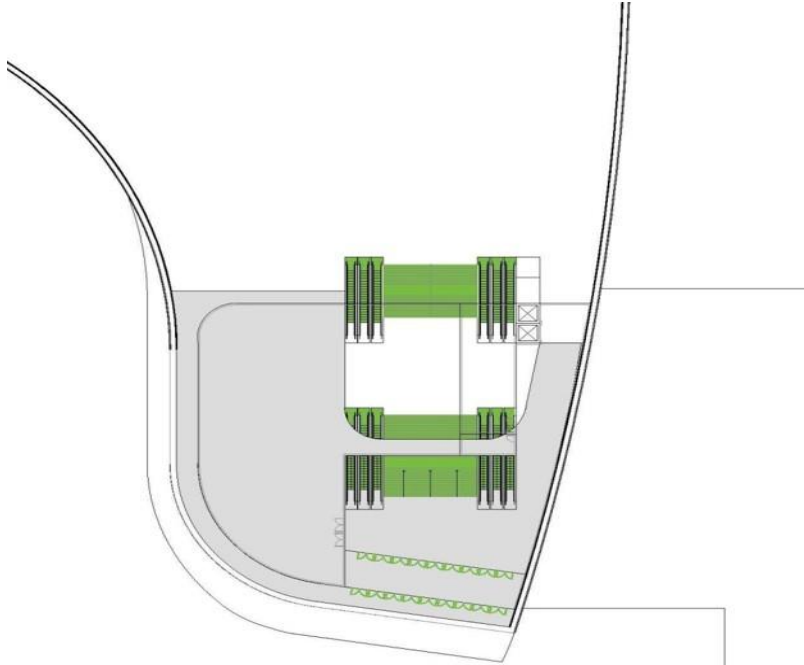
- 10ft stair provided
- Adequate if at least 25% use escalators
- 14ft required if 100% use stairs
- 2 escalators provided will accommodate about 50% of patrons
- Could reduce number of doors to 6
- 20ft clear zone is required at the top and bottom of escalator
- At least 20ft should be provided for walkway space
- 37ft of walkway space should be adequate

## Main Concourse Level Location 7: Ticket Scan & Walkway



- Number of ticket scan locations could be reduced to about 20 stations
- More than enough queuing space
- Need to maintain 40ft in front of ticket scan area

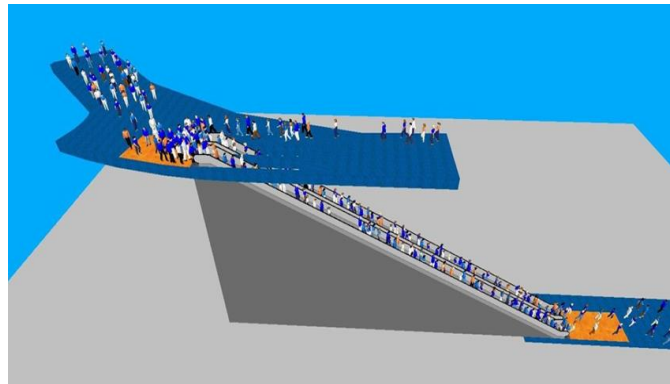
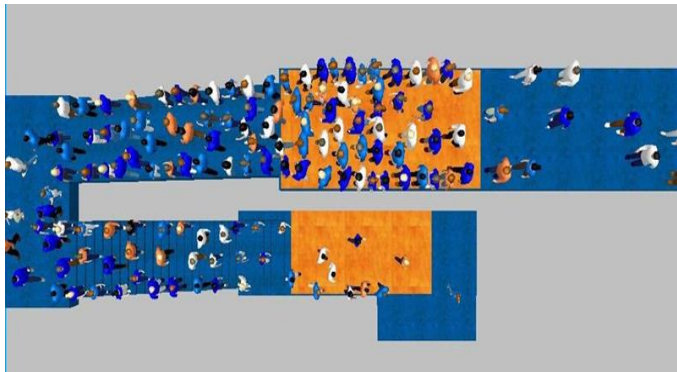
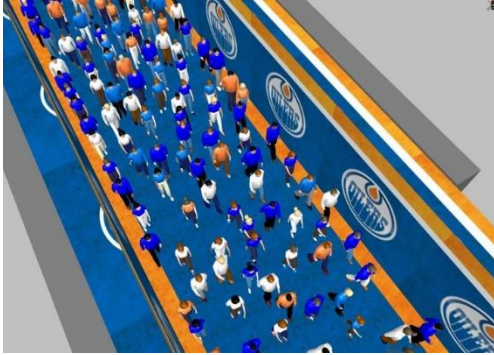
# Main Concourse Level Location E: Stairs, Escalators, Walkway & Doors



- Need to maintain 35ft for walking space
- Providing 36ft wide stair will accommodate 66% of the demand
- 56ft wide stair required to accommodate 100% of demand
- 6 escalators (5 down, 1 up) accommodates 50% of demand
- Number of doors could be increased from 18 to 22



# VISSIM Simulation of Walkway – LOS C/D



Micro-simulations were used to reconfirm technical assessments

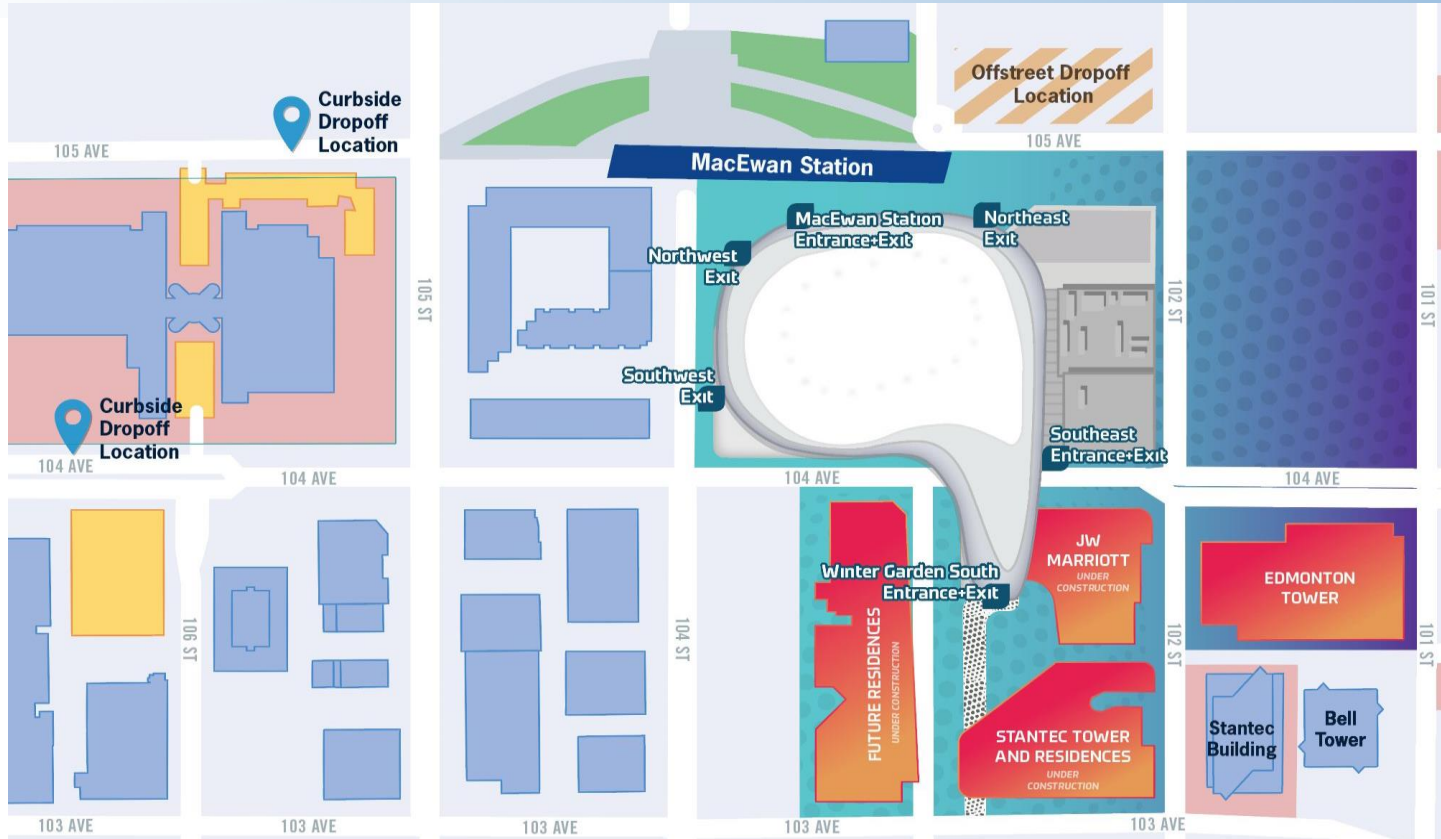


# Key Findings

These have biggest influence on forecasts & analysis results:

1. Number of patrons
2. Proportion of patrons in peak 5 minute arrival or departure interval
3. Distribution to entries/exits, which is influenced by:
  - Building Design
  - Patron type (seat location, entry/exit proximity and constraints)
  - Mode Split (LRT and Auto have biggest effect)
  - Effect of Linked Trips pre and post game
4. Ticket scan processing rate (for ticket zones only)
5. Assumed LOS Threshold for design

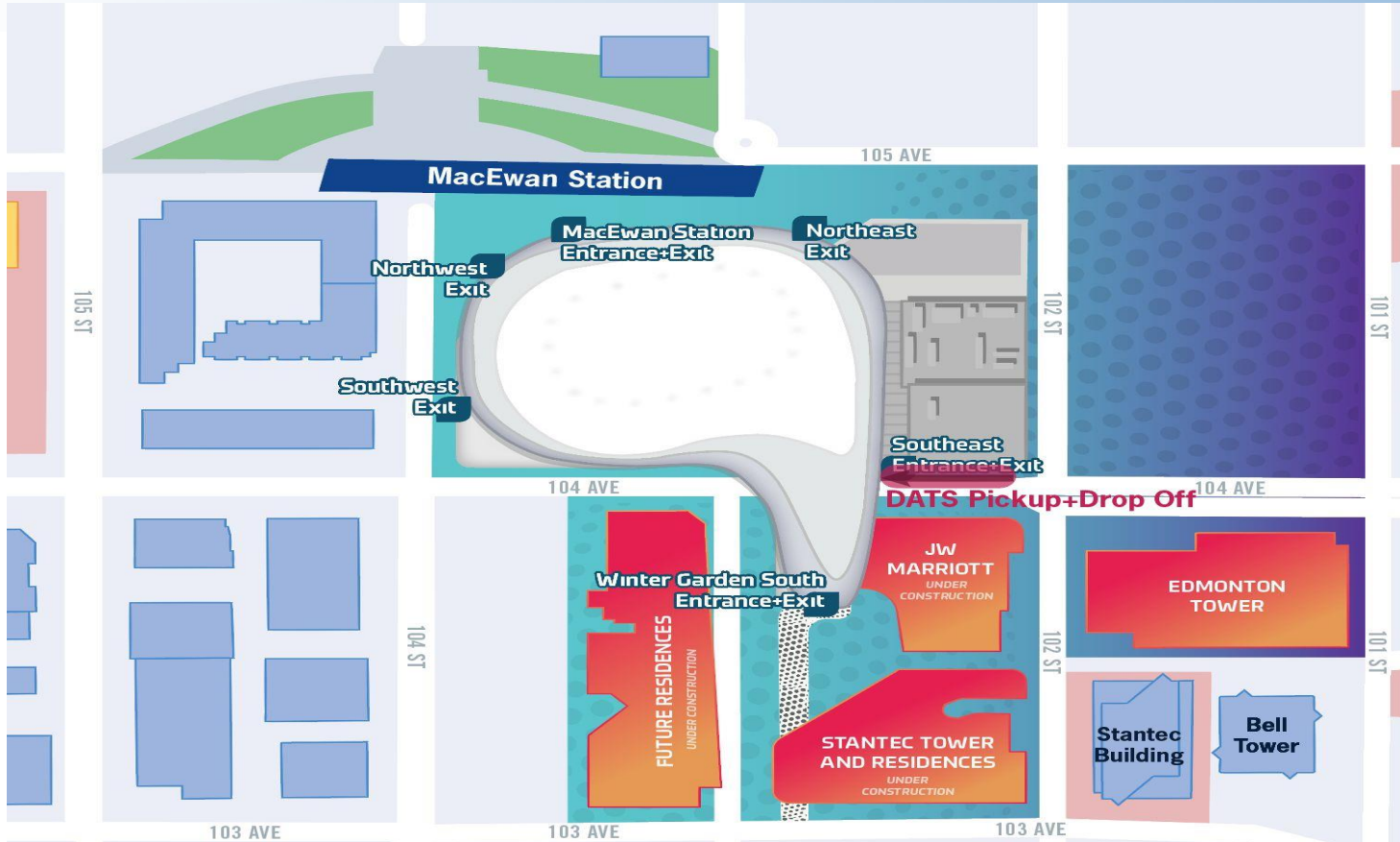
# General Dropoff & Pickup Location



DATS Access

- a. Persons with Disabilities
- b. Pedestrian Access
- c. Bicycle
- d. **Drop Off**

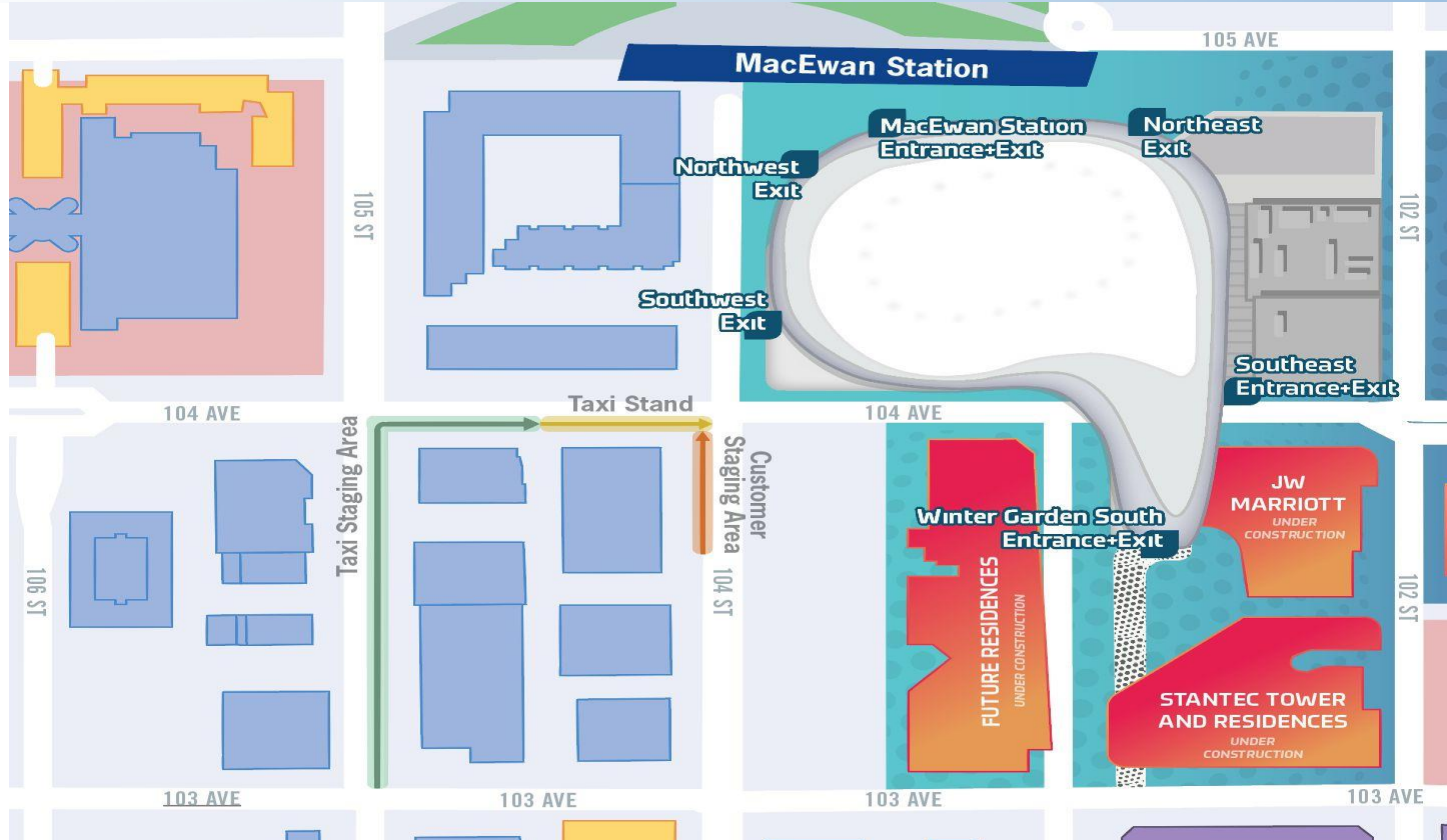
# Persons with Disabilities Dropoff & Pickup Location



DATS Access

- a. **Persons with Disabilities**
- b. Pedestrian Access
- c. Bicycle
- d. Drop Off

# Taxi Dropoff & Pickup Information



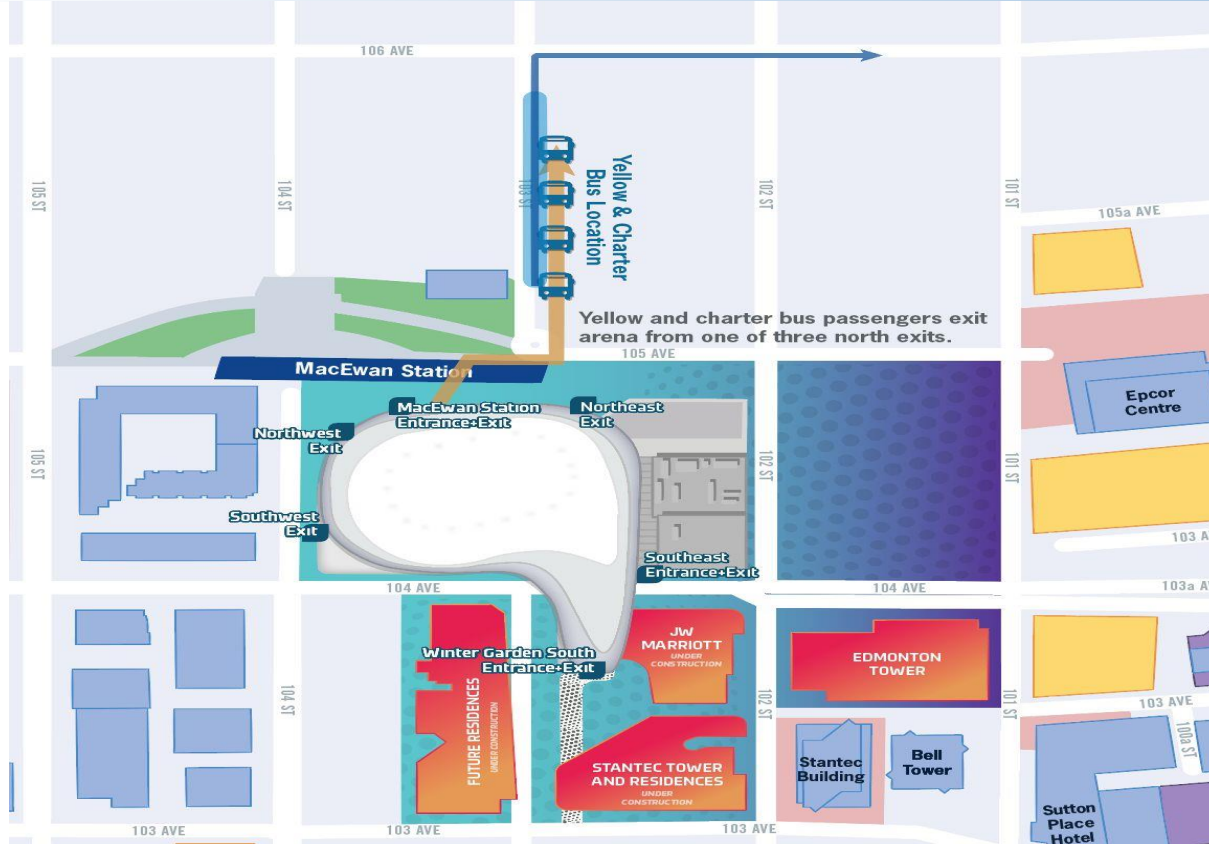
Vehicular Access

a. Parking

b. **Taxi**

c. Vehicle for Hire

# Charter & Yellow Bus Drop-off & Pick-up Information



## Vehicular Access

- Parking
- Taxi
- Vehicle for Hire
- Yellow School Bus**

# Vehicle for Hire Drop-off & Pick-up Information



Vehicular Access

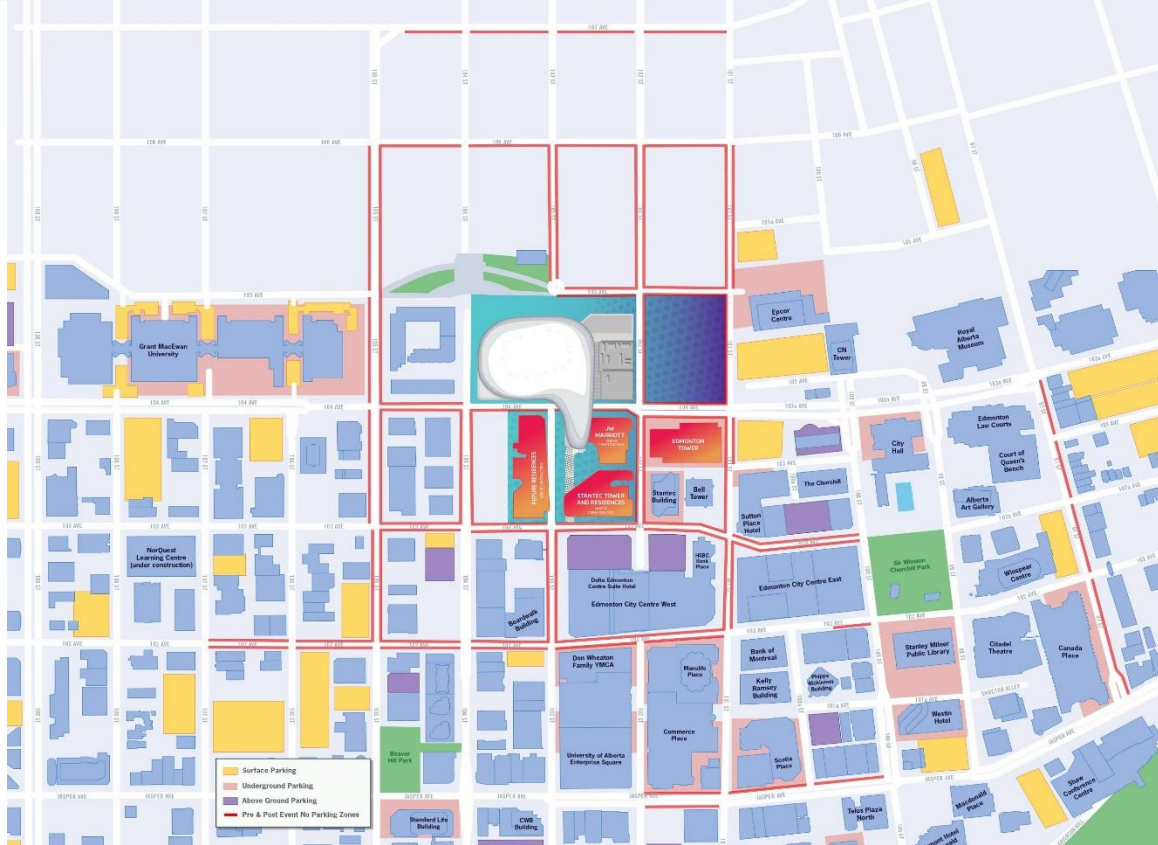
- a. Parking
- b. Taxi
- c. **Vehicle for Hire**
- d. Yellow School Bus



# Truck Ingress and Egress Route to Arena Loading Dock



# Road Closure, Lane Restriction, No Parking Plan





# Support Staff Placement for Ingress and Egress



“What is the key message from this image or exhibit that should be taken away? Insert short quote here.”

# Questions