

Macclesfield Half Marathon - Car Parking Plan 2011

General

There are 3 car parks available

1. St Albans Primary School (off Keats Drive)
2. Fallibroome School
3. Behind Leisure Centre



Race parking is not permitted in the main car park at the front of the Leisure Centre or on local roads, especially Drummond Way or in the private residents parking off Keats Drive.

Race marshals who are just coming to collect their instructions and then driving away again may use the Leisure Centre front car park. This will make it easier for them to get out again before the race starts.

The plan is to fill the car parks in the order 1 then 2 then 3. Leisure Centre staff will be assisting with the parking in Car Park 3. Any traffic arriving from the Rugby club direction will be directed into Car Park 2 while Car Park 1 is being filled.

Car Park 1 – St Albans RC Primary School

This is the smallest and should fill quickly. 3 marshals are required; these are called CP-A, CP-B and CP-C in these instructions.

- CP-A will be at the junction of Priory Lane and Keats Drive, and will direct cars towards the car park.
- CP-B and CP-C will be in the car park to make sure the cars use the space efficiently



There are additional spaces available in the school playground beyond the main school car park. This is accessed via a semi-paved strip that should be kept clear at all times. This strip will be indicated with red/white barrier tape.

CP-B or CP-C will inform CP-A when the car park is full, please also inform Martin Rands (07801 629263).

CP-A should remain in place until the race marshals (Pink 4) arrive at the junction to take over. They should remain in place to direct traffic along Priory Lane towards car parks 2 and 3. The race car park signs should be removed and placed nearby for later collection.

CP-C should return to the Leisure Centre and inform the marshals there (leisure centre staff) that Car Park 1 is now filled.

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Car Park 2 – Fallibroome School

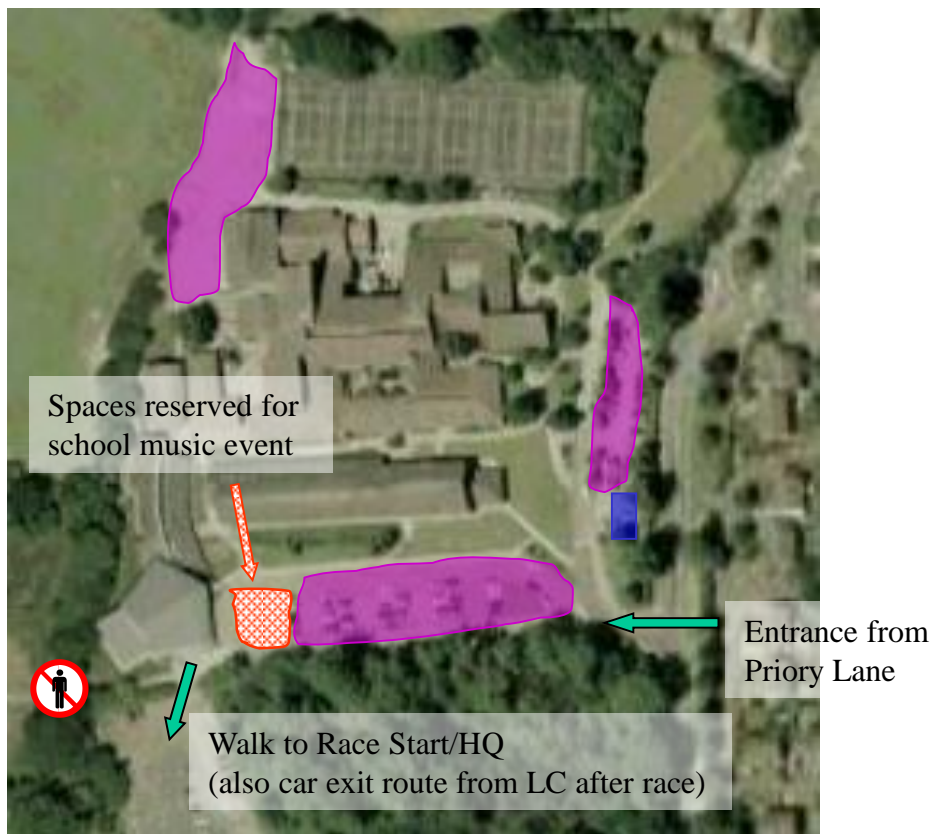
The next car park to be filled will be Fallibroome School. A member of the Leisure Centre staff will direct traffic along to the Fallibroome entrance from the Leisure Centre entrance.

The first marshal at Fallibroome School (CP-D) should stand near to the entrance so that they are visible to traffic coming along Priory Lane either from either the Leisure Centre or Rugby Club directions.

The other car park marshals (CP-E, F and G) will direct cars into spaces in the car park.

The school car park is in a few sections, see the layout in the diagram attached. Parking areas are outlined in purple. It is best to get people to park at the far end of the school car parks first, working back towards the gate. There are spaces near the tennis courts behind the school buildings. There are two areas which have to be reserved for others in the car park.

Car Park 2 – Fallibroome School



Blue Area

This is reserved for the group of cubs who will be setting up the 3 mile drinks station close to the entrance. Please reserve 6 spaces in the car park near the gate.

Orange Area

There will be 5-6 spaces reserved for people attending a music event at the school Performing Arts building. This starts at 9:30. As well as the staff cars that will be parked, there will be another 25-30 cars that need to access the car park to drop people and instruments off and

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then leave again – a clockwise circulation round the first car park will make this easiest. The organiser knows about the half marathon and will ask the attendees to display the notice below – please allow these cars to access the building. They will also provide a marshal of their own to guide the children safely in.



After parking, the quickest walking route from the school car park to the race start is out of the side exit and through the Leisure Centre overflow car park. Note that there is no access directly from the back of the school towards the track. This route will be the exit route from Car Park 3 after the race, so should be kept clear.

The person at the Leisure Centre Priory Lane entrance needs to be advised when the school car park is nearly full, so that traffic is then directed into Car Park 3. Once Car Park 2 is full, marshal CP-C should remain at the gate to direct traffic back to the Leisure Centre. The race car park signs should be removed and placed near the entrance gate to later collection.

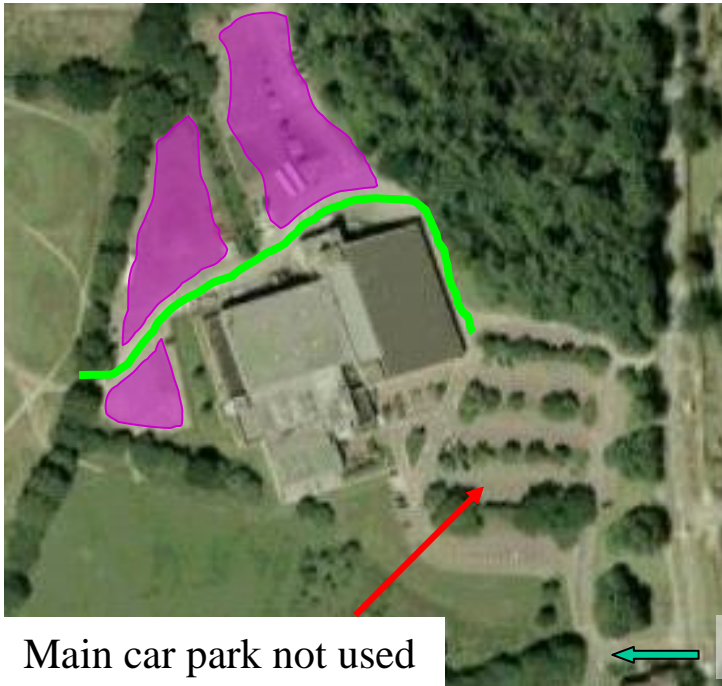
The others move into Car Park 3, to assist the Leisure Centre staff who will be working there.

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Car Park 3 – Leisure Centre Overflow car park

The race route passes through this car park, so it is important the route out from the track area past the swimming pool is kept clear – this is the green line on the map. The map shows which parts of the Leisure centre car parks can be used. Leisure centre staff will also be present to control the parking.

The route from the back of the car park giving access to Car Park 2 should also be kept clear, this will be exit route after the race.



Contacts

Track coordinator: Martin Rands - Mobile 07801 629263

Leisure Centre Team Leader: Hilary Pemberton - Mobile 07974 476628

Marshals

CP-A: Rachel Lawrance

CP-B: John Mooney

CP-C: Andy Gray

CP-D: Richard Gay

CP-E: Kevin Mcque

CP-F: Phil Barnes

CP-G: Stephen Booth