

NeverWorld MUSIC & ARTS FESTIVAL

1st-4th August 2019

Leppards Wilderness Farm TN8 7LP

TRAFFIC MANAGEMENT PLAN

V1

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1. Event Overview

1.1. The Proposed Event

A 5000 capacity festival over three days in Kent. 2019 will be the third time the event has been held at Leppards Wilderness Farm.

NeverWorld public car parks will be manned by either security teams or marshalls at all times.

1.2. Site Description and Access Point

The event site predominantly is made up of grass meadow and woodland, however there are 2 pre-existing tracks which will be used during the festival. Currently there is a double width track to come straight off the public highway straight into the car park field.

1.3. Addresses

Public

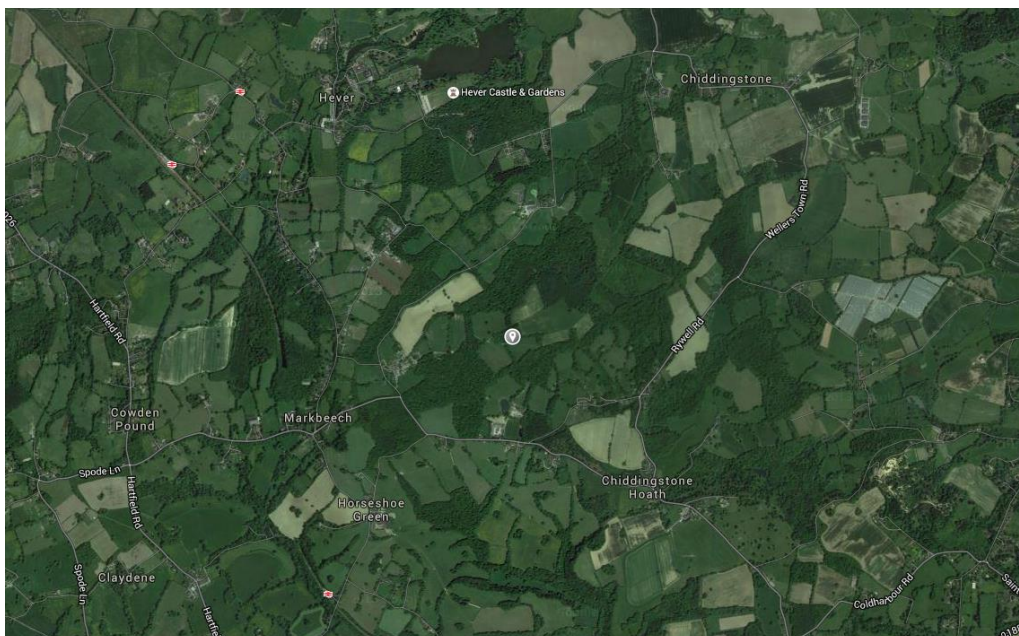
The Public will be given the post code of the Queens Arms, Cowden Pound **TN8 5NP**. At which point our signage will take all public arriving directly to site. To further assist the public in realising they have arrived at the correct point, the Landlord has agreed to fly a Jolly Roger prominently and also give directions should anyone come into the pub and ask.

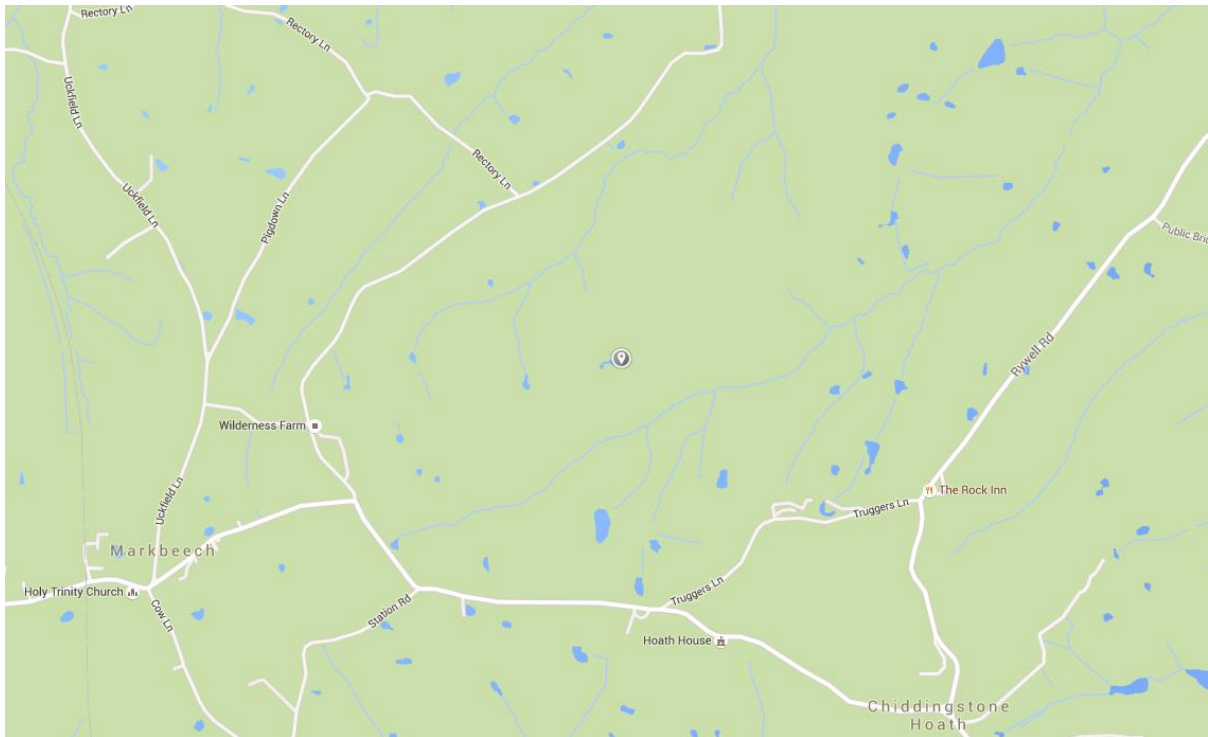
Contractors

All contractors will be given the post code TN87LP which will take them to the entrance to wilderness farm. From here we will use road signs to direct the traffic the main blue entrance gate.

Red Gate (Production): Wilderness Farm, Wilderness Lane, Edenbridge, TN8 7LP

Blue Gate (Public Access): Turning Off Of Wilderness Lane, TN8 7LP, GR TQ483438





1.4. Available Capacity on Site

Based upon figures from last years event an estimated maximum of 65% of attendees will travel to the event by car. Using an average car occupancy of 2.7 we can expect no more than 1200 cars in the public car park. Using an average of 180 cars per acre, no less than 6 acres are required for public parking.

Staff & performers will require enough space for an extra 150 cars, which approximately an additional acre.

Up to 200 camper vans are anticipated to be part of the vehicle load and an additional 1.5 acres has been factored in to accommodate them.

The combined parking area marked on the sitemap is X acres, which will provide enough space for the expected number of cars and campervans.

1.5. Site Traffic Rules

1. All vehicles will abide by a 5 mph speed limit on site
2. All plant vehicles will be escorted by a banksman at all times if traversing a non designated safe working area, particularly if there are any public present.
3. No Dogs will be permitted on site
4. No unaccompanied children will be allowed on the site during the build period..

5. Headlights or Amber Rotating Beacons will be required to be on in all areas except the public car park for moving vehicles
6. All staff will be required to wear the correct PPE for the activities they are undertaking at all times.
7. All PPE will be in a clean and usable state
8. Fuel will be locked away, and only available to accredited people
9. No fuel can be brought onto site other than that which is authorised
10. If any of the above rules are broken, the staff member in question will be re-briefed and warned, any member of the public in violation will be warned. Repeated offences will result in ejection from site.

2. Production Traffic

2.1. Expected Traffic levels and Arrival Times

30 Articulated lorries expected overall during the build period. During build and break the majority of production vehicles will be directed to enter site via Blue gate. Any large vehicles entering site during live days will be directed to enter via red gate and cross loaded into smaller vehicles for onward transport to site.

Production traffic and deliveries will be instructed to arrive between 9am and 5pm on build days. No large deliveries will be expected through show days and the majority of production traffic at this time will be artists and small scale contractors.

2.2. Access Routes

All contractors and suppliers will be sent an arrival pack which clearly shows access routes for both large and small vehicles. Due to the location of the event and the narrow access on the surrounding roads all large lorries will be directed to follow a strict arrival route.

When entering the site production vehicles have two possible access routes; until the week of the show production traffic can enter through Blue Gate (main public access point for show days) and travel down the pre-existing track and enter the site or access the site through Red Gate (Wilderness Farm Main Entrance). The type of vehicle and eventual delivery location on site will dictate which of the two gates is most appropriate for entry.

2.3. Vehicle Labelling System

There will be the following site passes, all will include a space on the pass to add a telephone number:

ARENA: Access to all areas within the site -BACKSTAGE: Access to all non arena areas

CREW: Access to crew parking CAMPERVAN: Access to campervan field

PUBLIC: Access to public parking field

ACCESSIBLE: Access to accessible public parking field - must be accompanied by written proof of 'accessibility' status

ON SITE STATIC: Will be allowed on site but will be unable to move during live days.

DELIVERY: Will have a 1 hour window to delivery to back stage areas on site

2.4. Pre and Post Event Traffic

The earliest arrival day will be 20th July and latest departure day will be 10th August.

3. Ingress

3.1. Taxis/Minicabs Drop off point

Although this form of transport is discouraged, a small number of customers will inevitably choose to travel this way, there will be an operation in place to take this traffic in through Blue Gate.

3.2. Pedestrian Routes

Pedestrian routes on the festival site will be clearly signed and marked using festoon lights, barriers and marshals. Pedestrians will be told to travel down a side avenue in the main car park away from the traffic and be accredited away from the parking field. No customers will be advised to walk on any public highway of any sort, and there will be no need or provision for them to do so.

Those customers wishing to travel by bike will be provided secure infrastructure to lock up their bikes.

3.3. VIP/Production/Crew/Artists

These vehicles will travel through the public car park to the artist accreditation point and using their issued passes to gain entry, will be directed onwards into the event site. If they have not had their accreditation posted to them in advance, they will be directed to park a holding area and receive their passes at Artist Accreditation._____

3.4. Local Access

To prevent unauthorised parking problems experienced previously, the event will put in place staff to advise anybody attempting to park in Truggers Lane that they run the risk of being towed away for obstructing a Public Highway.

3.5. Public Access

Public will access the site through a double width access point with apron and track situated at Blue Gate, the entrance will be signed, and be very clear that it is the entrance to the event. Cars will be approaching primarily from the left of the track to turn right into the event site. This will speed up the ingress operation. This will be achieved as in previous years by releasing a predetermined postcode prior to the event that ensures the public to follow festival signage from that point. .

Any vehicles needing to exit the site during the public ingress period will do so out of the Red Gate so as to remove contra directional traffic s through Blue Gate.

4. Egress_____

4.1. Taxis/Minicabs/Collections

Although this form of transport is discouraged, a small number of customers will inevitably choose to travel this way, there will be an operation in place to take this traffic in through Blue Gate and a taxi rank created.

4.2. 4.1 Public Access

Public traffic will exit through Blue Gate and be directed to reverse the ingress route with marshals, reversed signage and cones.

4.3. Highway Restoration

As a legal requirement, all roads and public highways will be cleaned of any large amounts of mud/dirt if deemed necessary.

5. Car Parking

5.1. Public

Public car parking will be managed using experienced traffic management staff and volunteers. They will be visible and recognisable by wearing uniform and have had a full briefing prior to opening times. If the weather is bad in the run up to the event, extra tracking will be ordered to transport vehicles into the car park. Ticket checking will take place as far from the road as possible in at least 4 lanes at peak times. If at any time there is a queue out onto the public highway, charging vehicles to park will cease until the queue in question has disappeared. Cars will be parked in double rows to maximise space and fire lane will be left around the outside of the parking areas.

5.2. Crew and Production

Crew and production parking will be managed separately to public, on receiving accreditation crew will travel on the pre-existing tracks into the crew parking area next to crew camping.

6. Emergency Services

6.1. Police, Fire and Medical

There will be medical staff and vehicles on site and also fire fighting equipment that will be managed by the security teams. Any extra provisions needed from off site will enter through the public gate on blue lights and meet a member of security team or production manager at the gate, which is the RV point as marked on the site plan. All emergency services will be notified of this prior to the event.

7. Lighting

7.1. Roads

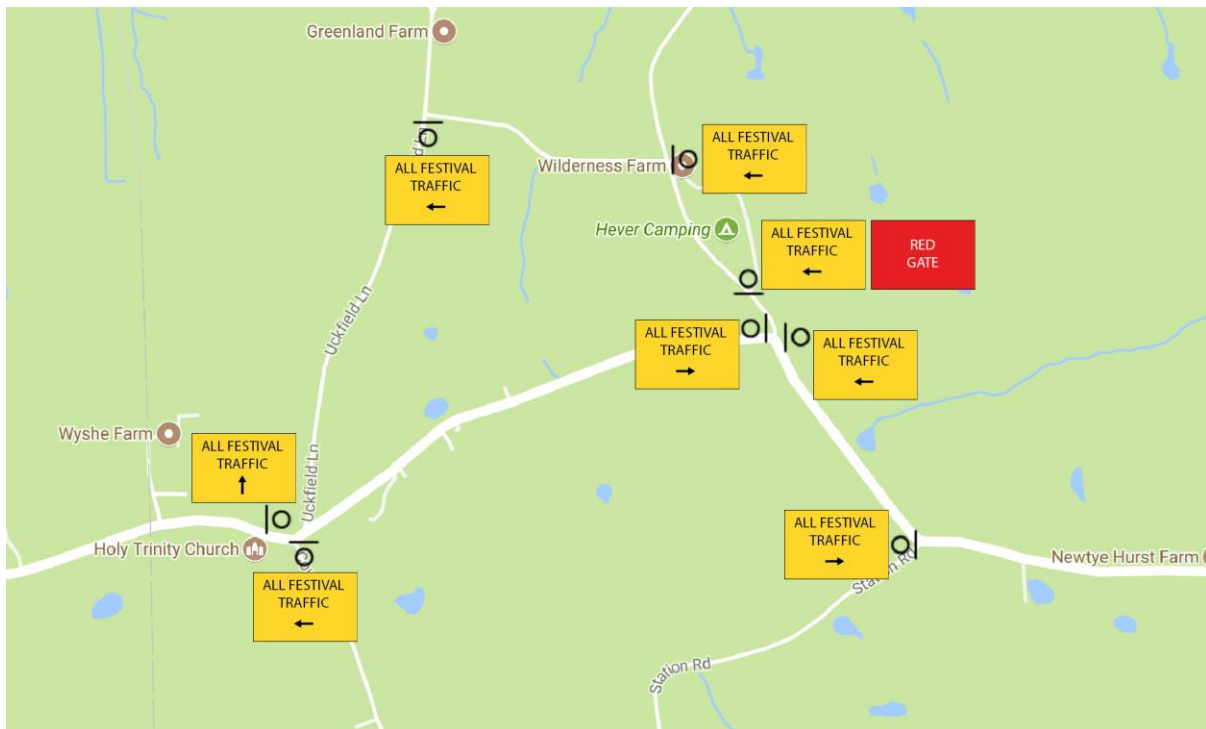
The car park entrance will be lit and the route into the car park will also be lit during hours of darkness.

7.2. Pedestrian Routes

All pedestrian routes on site are lit using festoon lighting, and flood lights will be provided where vehicles and pedestrian routes meet

8. Public Roads Signage Plan





9. Internal Roads Signage Plan

On site traffic supervisor to monitor all signage on and off site.