

Despite £6.5bn of transport upgrades, transport will be a challenge during the Games

Unprecedented demand:

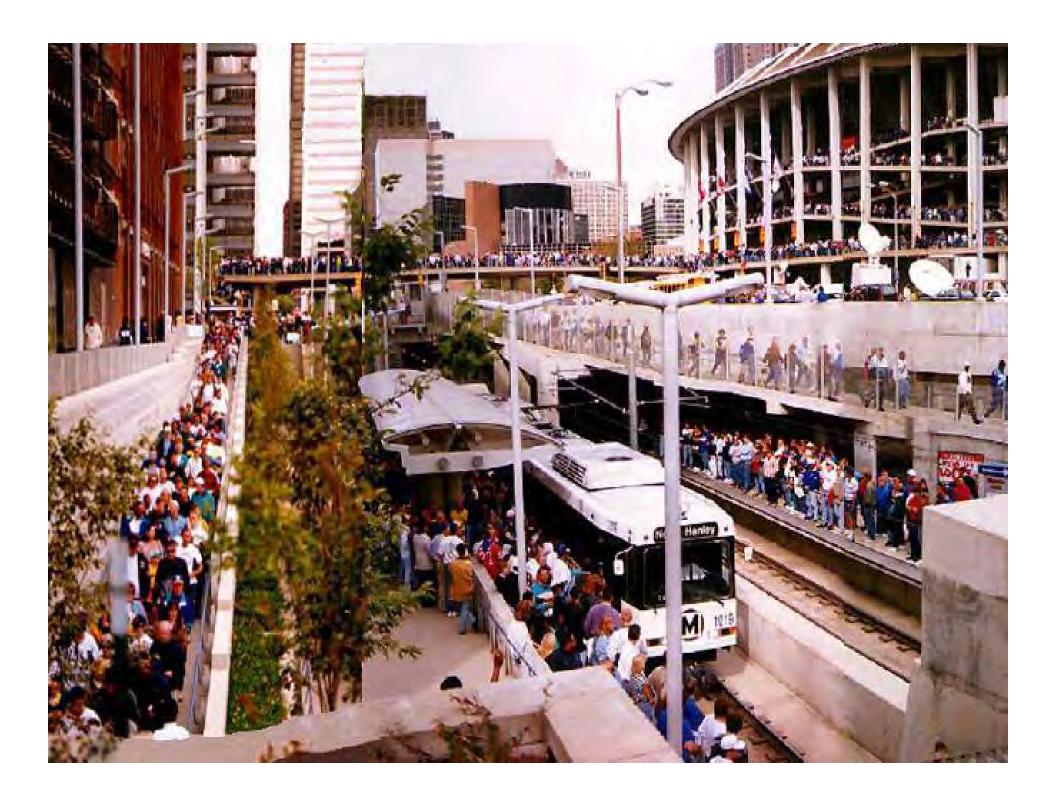
20 million additional trips will be made during the Games

3 million additional trips will be made on the busiest day of the Games

3.5 million trips currently made on London Underground

At certain times, at certain locations on the transport network, demand is expected to exceed capacity, creating demand hotspots







TDM approach

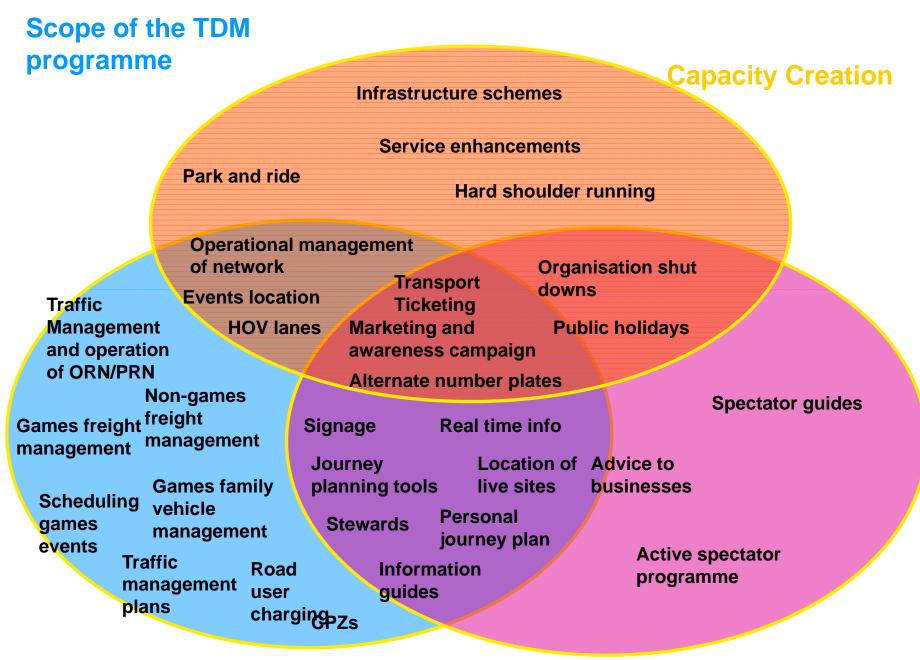
Objective

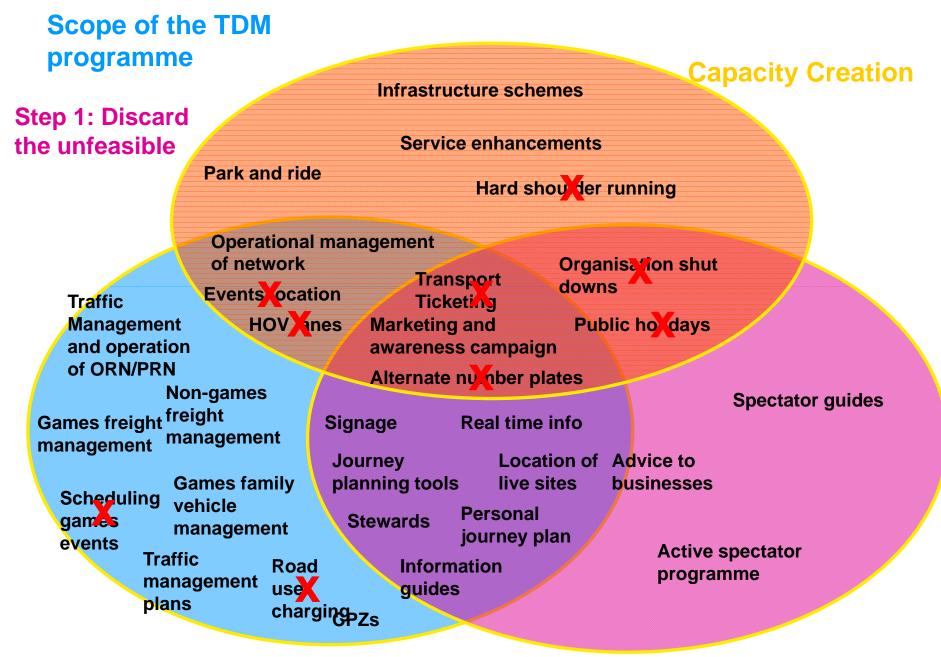
"to influence enough people, enough ..."

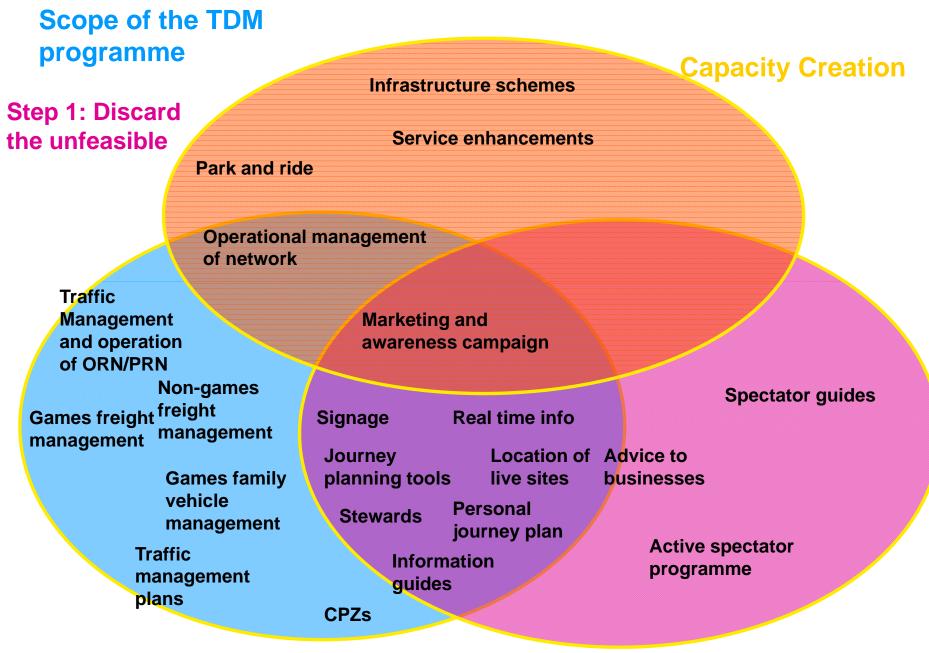
in order to free up capacity on the transport system to accommodate the increased demand generated by the Games.

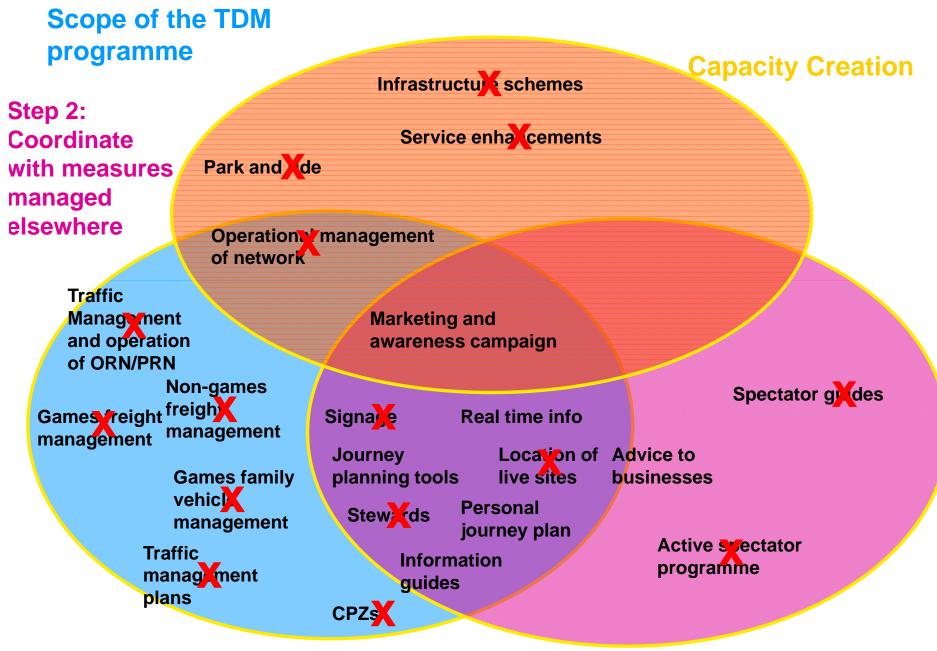
Background demand will be influenced to reduce their overall need to travel, re-time, re-route or revise their mode of travel

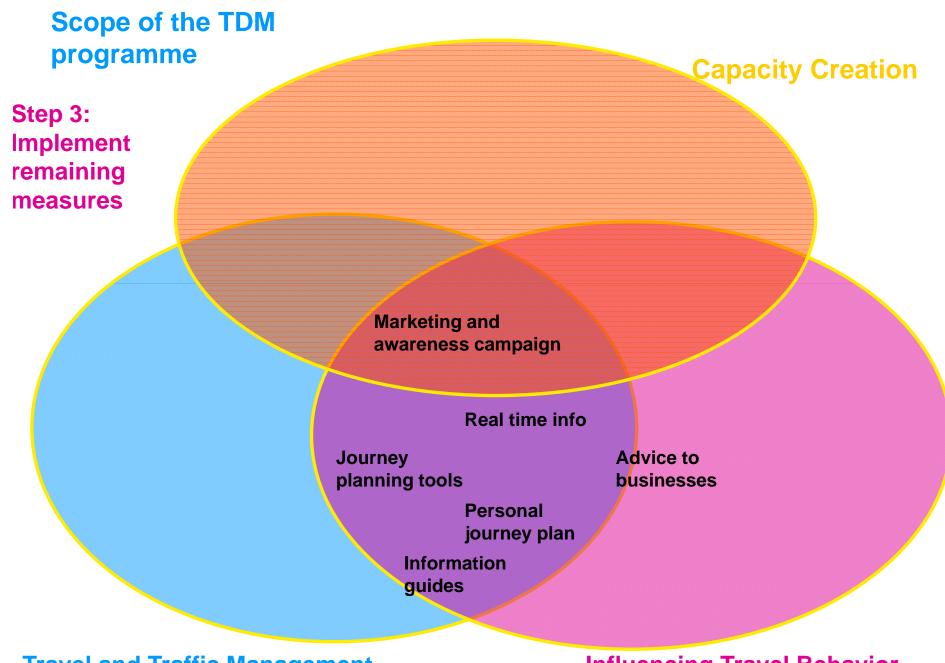






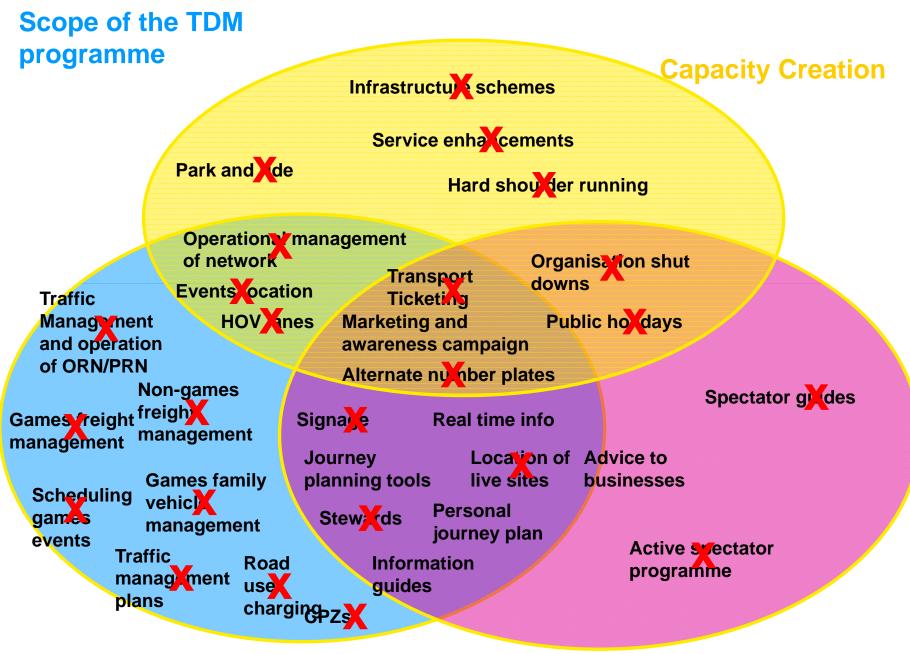






Travel and Traffic Management

Influencing Travel Behavior



TDM approach

The programme:

Is designed to achieve a temporary behavioural change Is targeted geographically

Focuses on spectators and background demand

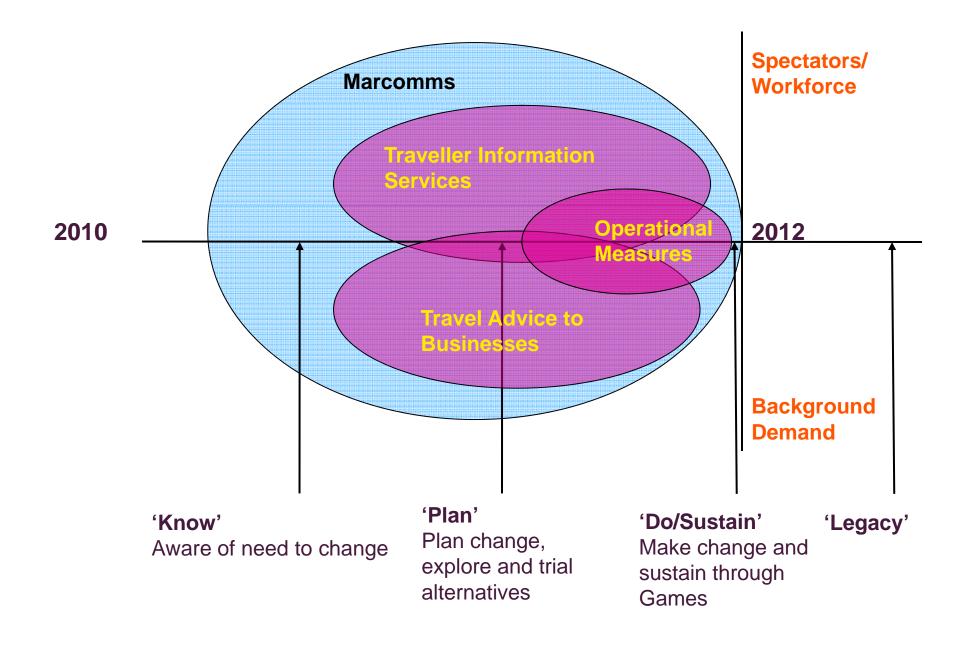
National programme-London and Regional Venues

Public transport and Highways

Works alongside operational measures e.g MMA,ORN and the last mile



An integrated Travel Demand Management programme



Games time TDM -we know it can work

Been a part of every games since Altanta

Up to 40% reductions achieved in Sydney, Salt Lake and Vancouver

All hosts have similar TDM programmes-

- TDM messaging
- Business campaigns
- Journey planning tools

In depth ODA research in Vancouver





TDM Interventions

Travel Advice for Businesses

- Working with business organisations
- Site Specific Advice
- Self help material
- Travel advice web pages

TDM Communication

- National & London Awareness Campaign
- Business Focus Campaign
- London Hotspots Campaign
- ORN, Venues & Hotspots Campaign

Travel Information Services

- Games Travel Web pages
- Spectator Journey Planner
- Real Time Information
- Mapping

Travel Advice for Business

Travel Advice for Business launched on 24th November 2010

Self help toolkit distributed and available on line

Site Specific Advice commenced immediately following the launch

73 businesses signed up to site specific advice, employing over 200,000 people. Target is 500 businesses

Over 40 intermediary organisations representing 204,000 businesses in London have agreed to channel advice and information their members on the Games time transport challenge





Business Influencer Campaign

Encourages businesses to visit London2012 website and start to plan for the impact of the Games

Following the Travel Advice to Business launch:

- -Adverts appeared in the Evening Standard
- -Digital adverts on business websites
- -Email and Direct mail went out to 54,000 businesses

The next wave is currently being rolled out in London with press adverts, digital adverts and direct mail



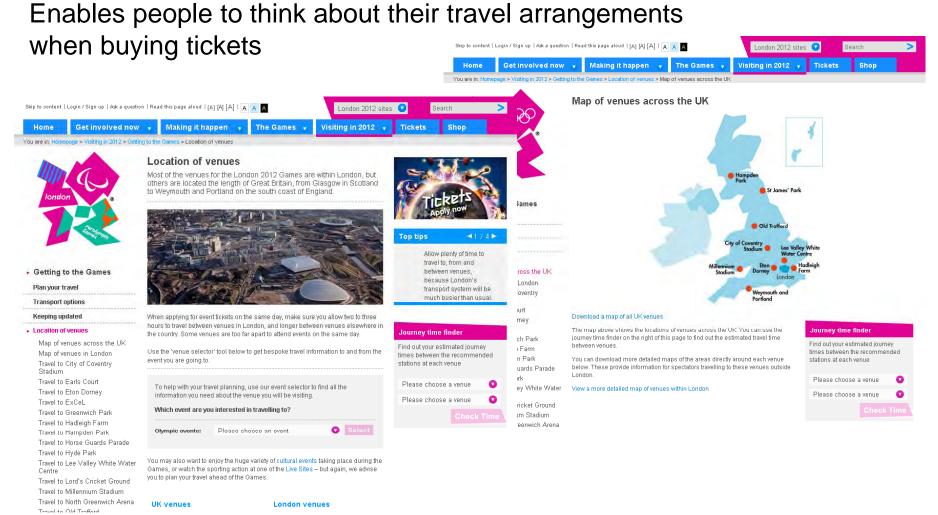




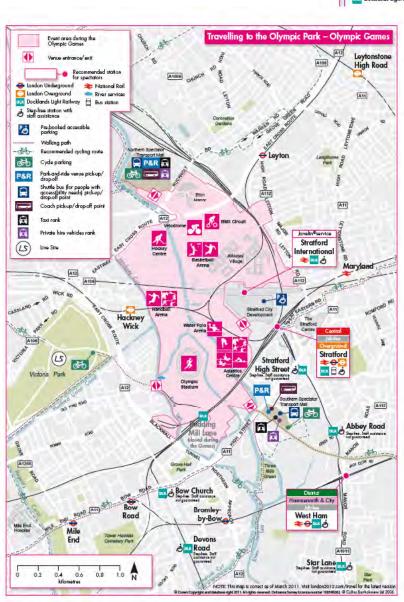
Games Travel Pages

Launched on 15 March alongside with ticket sales

Enables people to think about their travel arrangements



Games Travel Pages -**Mapping**



River services



Priorities for 2011/2012

Launch of Spectator Journey Planner and upload of gamestime travel information into existing journey planners eg TfL, NRES, AA Journey Planner

Continued roll-out of Marcomms campaigns nationally

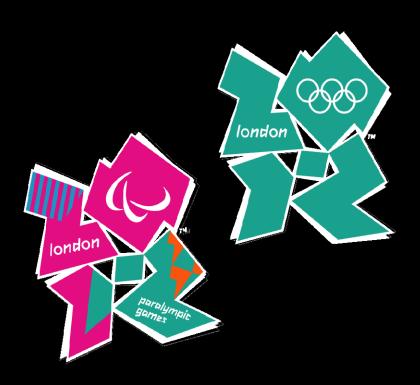
Keep up momentum on business engagement

Scoping out role of TDM's Games-time role, including real time information

Tracking awareness and intention to change travel behaviour during the Games

TDM input into London 2012 maps, guides, social media and website content continues

Thank you



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