

## Too Smooth Entertainment

- The Vehicle access points and the pedestrian gates are:

01	GATE 01	Traders Vehicles
02	GATE 02	Accesses Vehicles
03	GATE 03	Entrance Pedestrians
04	GATE 04	Suppliers Vehicles
05	GATE 05	Delivery Vehicles
06	GATE 06	Pedestrian Exit
07	GATE 07	Drop Off People
08	GATE 08	Parking for Public Transport Coaches and Buses
09	GATE 09	Performers for All Stages
10	GATE 10	Emergency Public Traffic Entering the Site
11	GATE 11	Emergency Planning Exit
12	GATE 12	

- The Vehicle Gates are numbered gate 1 to gate 10 The site has been laid out in such a way as to segregate and have control progreegerss in place for various groups of people.
- To the \_\_\_\_\_ of the site off the \_\_\_\_\_ road via gate 8 there is access and parking for public transport coaches and buses.
- Performers for all stages are situated on the \_\_\_\_\_ side of the site and have silver and bronze car parks for staff and hospitality parking.
- In addition to gates \_\_\_\_\_ off the \_\_\_\_\_ there are additional
- First used is the gate 11 the entrance which will be used for emergency public traffic entering the festival.
- There is an entrance located between \_\_\_\_\_ gate and \_\_\_\_\_ Gate. Witch will be used in emergency planning used to exit vehicles from \_\_\_\_\_ Gate the entrance is Called \_\_\_\_\_ The final entrance to the site from the \_\_\_\_\_ Car parking areas and capacities
- The staff car park is situated in \_\_\_\_\_ location on the site map. And is associated with each of the routes into the site via \_\_\_\_\_ gate \_\_\_\_\_ gate \_\_\_\_\_ gate \_\_\_\_\_ And is situated on \_\_\_\_\_ road, to