



Strategic Environmental  
Assessment (SEA) of  
the Glasgow 2014  
Commonwealth Games  
Strategy and Framework  
November 2010

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# 1. BACKGROUND AND INTRODUCTION TO THE SEA

To meet its legislative requirements under the Environmental Assessment (Scotland) Act for the development of the Glasgow 2014 Commonwealth Games Strategy and Framework, Glasgow City Council (GCC) has undertaken a Strategic Environmental Assessment (SEA). In addition to compliance with the relevant legislation, this SEA has honoured commitments made within Scotland's bid to hold the 20th Commonwealth Games which, in the interests of holding a truly 'green' Games in Glasgow, included provision for the undertaking of an SEA. This report constitutes an Environmental Report in accordance with the requirements of the EC SEA Directive (2001/42/EC) and the Environmental Assessment (Scotland) Act (2005).

This section describes the purpose of SEA and the Environmental Report (ER), its structure and content and where to locate relevant SEA statutory requirements by ER chapter. The SEA of the Glasgow 2014 Commonwealth Games ('the Games') is truly unique and has required the development, refinement and subsequent implementation of an entirely bespoke approach. As well as the socio-economic benefits documented widely elsewhere, the 2014 Commonwealth Games in Glasgow presents an enormous range of environmental opportunities and also a number of environmental issues and problems. The key aim of this SEA has been to ensure that these opportunities are not missed and that any environmental problems are identified and considered at an early stage. The bespoke approach to the SEA of the Games has necessitated a novel approach to reporting. The ER as a whole is split into three distinct sections, reported in three separate documents:

- **Part A** provides background information to the Glasgow 2014 Commonwealth Games and outlines the structure and provisions of the Commonwealth Games (CG) Strategy and Framework which is the subject of this SEA. It also highlights the aims and objectives of SEA and the purpose of this Environmental Report. As some elements of the CG Strategy and Framework will not be prepared in the format of a plan or strategy document, the provisions and details of these elements as described in Part A will constitute the qualifying plan or programme component of the 'relevant documents' for consultation as per Section 16(1) of the Act;
- **Part B** describes the environmental, legislative and policy context within which the various components of the CG Strategy and Framework will operate once adopted. In particular, contextual information here supported the identification of a range of environmental opportunities that the CG Strategy and Framework may capitalise on and environmental issues and problems it should try and alleviate. The approach taken to the SEA as a whole and, in particular, the assessment of the Games' potential environmental effects is described here also; and
- **Part C** describes the outcomes of the assessment of the CG Strategy and Framework, recommendations for improving its environmental performance and measures proposed to monitor its potential significant environmental effects.

In addition to ER Parts A, B and C, there is a separate Non-technical Summary (NTS) which summarises the SEA of the CG Strategy and Framework.

## 1.1 Purpose of the SEA

The Environmental Assessment (Scotland) Act (2005) is Scotland's national legislative framework for implementation of the European Community Directive 2001/42/EC on SEA (the SEA Directive). In Scotland,

Strategic Environmental Assessment (SEA) is a requirement for all public plans, programmes and strategies which may have a significant effect on the environment. The overall aims of the SEA are to:

- Provide for a high level of environmental protection and enhancement;
- Ensure that the likely significant effects on the environment of implementing the CG Strategy and Framework are identified, described, evaluated and taken into account before it is adopted;
- Evaluate reasonable alternatives, taking into account the objectives and geographical scope of the CG Strategy and Framework, to identify their likely significant environmental effects and inform the nature, content and scope of the CG Strategy and Framework going forward; and
- Facilitate the process of consultation and engagement for stakeholders and statutory consultees to comment on the potential environmental implications of Glasgow and Scotland hosting the 2014 Commonwealth Games.

It should be noted that the CG Strategy and Framework has been developed primarily to support the eleven days of competition in the summer of 2014. Whilst this constitutes the focus of the Games per se, an equally important outcome of the Games for Glasgow and indeed Scotland as a whole will be the lasting legacy of socio-economic regeneration and environmental improvement that the investment of the CG Strategy and Framework will drive. Although the Games will deliver a range of sustainability benefits, the scope of the SEA is largely concerned with environmental issues and the socio-economic benefits of the Games have been addressed elsewhere.

A key issue that this SEA has tried to address is the development and refinement of realistic opportunities whereby the CG Strategy and Framework, in conjunction with other related initiatives such as the Clyde Gateway, can deliver tangible and lasting environmental enhancements. Despite this, the scope of the potential issues and benefits flowing from the Commonwealth Games are clearly much wider than the environmentally orientated remit of this report. Given this, the outcomes and conclusions of the SEA (as reported here) should be read in the context of the significant socio-economic benefits and issues outlined elsewhere<sup>1</sup>.

## 1.2 Purpose of the Environmental Report

The purpose of the Environmental Report is to set out the findings of the SEA process and the proposed next steps. It provides information for stakeholders and consultees responding to the consultation on the CG Strategy and Framework by:

- Summarising the SEA process; and
- Identifying, describing and providing an evaluation of the potential significant environmental effects of implementing the various components of the CG Strategy and Framework.

Where appropriate, SEA stages and tasks have been undertaken in collaboration and/ or consultation with a range of key stakeholders. Amongst others, this included:

- Various internal GCC stakeholders;
- The Scottish Government;

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<sup>1</sup> See, for example, the Commonwealth Games Health Impact Assessment (HIA) at [http://www.glasgow.gov.uk/en/YourCouncil/PolicyPlanning\\_Strategy/Corporate/Health+Policy/Health+Impact+Assessme nt/HIA+of+2014+Commonwealth+Games.htm](http://www.glasgow.gov.uk/en/YourCouncil/PolicyPlanning_Strategy/Corporate/Health+Policy/Health+Impact+Assessme nt/HIA+of+2014+Commonwealth+Games.htm)

- Glasgow 2014 Ltd;
- Scottish Natural Heritage (SNH);
- Scottish Environment Protection Agency (SEPA);
- Historic Scotland;
- Scottish Water;
- Glasgow and Clyde Valley Green Network (GCV Green Network);
- Clyde Gateway URC; and
- Various local community groups and the general public.

This consultative process has aimed to ensure, where possible, that the assessment is inclusive, that a full range of environmental opportunities, issues and problems have been captured and accounted for in the assessment and that the environmental effects and SEA recommendations identified during the assessment reflect wider opinion and perspectives. In addition, members of the Scottish Government's Environmental Assessment Team and representatives from the statutory Consultation Authorities provided valuable input during the early stages of SEA approach and assessment methodology-development. Further information on the approach taken to consultation and engagement is provided in Part B. This Environmental Report summarises the assessment of the CG Strategy and Framework and includes the following:

- The relationship of the CG Strategy and Framework with other relevant plans, programmes and strategies (PPS)
- The environmental protection objectives established at the international, national, regional or local level of relevance to the CG Strategy and Framework and information on how these have been incorporated with the SEA;
- The current environmental baseline and its likely evolution in the absence of the Commonwealth Games;
- The characteristics of the Glasgow area<sup>2</sup> most likely to be affected by the implementation of the CG Strategy and Framework;
- Key environmental issues, problems and opportunities in the Glasgow area;
- The potential environmental effects of reasonable alternatives to the CG Strategy and Framework and certain key provisions (e.g. the Transport Strategy);
- The potential environmental effects of implementing the CG Strategy and Framework;
- The measures envisaged to mitigate adverse and enhance beneficial environmental effects;
- Measures proposed to monitor the significant environmental effects of implementing the CG Strategy and Framework;
- The next steps in the SEA process.

### 1.3 Background to the SEA and screening

In line with related provisions in European and UK SEA legislation, Scottish plans and programmes qualify for statutory SEA under the requirements of Section 5(3)<sup>3</sup> of the Environmental Assessment (Scotland) Act when they are required by a legislative, regulatory or administrative provision and: 1) prepared for certain sectors (see below); 2) set the framework for development consent of projects listed under Annex I or II of Environmental Impact Assessment (EIA) Directive; and/ or require assessment in line with Articles 6 or 7 of the Habitats Directive.

<sup>2</sup> Information here covers the satellite sites outwith where certain sporting events will take place e.g. Strathclyde Country Park in North Lanarkshire.

<sup>3</sup> See [http://www.opsi.gov.uk/legislation/scotland/acts2005/asp\\_20050015\\_en\\_1](http://www.opsi.gov.uk/legislation/scotland/acts2005/asp_20050015_en_1)

Supplementary to the above, Section 5(4) of the Scottish SEA Act broadens the scope of its European and UK counterparts by including provision for statutory SEA of **all** plans and programmes deemed likely to have significant environmental effects (i.e. over and above those covered by section 5(3) of the Act). In practice, Section 5(4) of the Act 'captures' a broad range of policies, strategies and legislation with significant environmental effects.

With the notable exception of Local Development Plans, the majority of statutory SEAs in Scotland are undertaken for plans and programmes that fall within the scope of one of the eleven key sectors identified under Section 5(3) of the Act. Due to the scope of their objectives and provisions, plans and programmes developed within these sectors are considered likely to give rise to significant environmental effects hence the statutory requirement for SEA. Amongst others these sectors include:

- Forestry (e.g. the Scottish Forestry Strategy and local forestry plans);
- Energy (e.g. nuclear energy policy and offshore wind energy plans);
- Transport (e.g. the National Transport Strategy and Local Transport Strategies);
- Waste management (e.g. the National Waste Plan and Area Waste Plans);
- Water management (e.g. river basin management plans and flood management plans);
- Tourism (e.g. local tourism action plans); and
- Town and country planning and land use (e.g. the National Planning Framework and Local Development Plans).

Given the uniqueness of the Commonwealth Games and its strategic importance to Scotland as a whole, the SEA screening procedure was undertaken on a collaborative basis between Glasgow City Council and the Scottish Government. The broad scope and remit of the CG Strategy and Framework is such that by necessity, it contains several discrete plans, programmes and strategies (PPS) as outlined in section 2. Crucially, the PPS encompassed by the CG Strategy and Framework span a range of the statutory sectors included under Section 5(3) of the Act including waste management, transport, tourism and land use.

Whilst the scope of the CG Strategy and Framework is such that the SEA workload could have feasibly been divided into several separate SEA projects, it was considered appropriate and manageable to undertake an overarching SEA for the whole Games. In particular, it is hoped that by undertaking one SEA for the whole Games, greater clarity can be achieved in terms of assessing cumulative effects and a more cohesive and practicable strategy for delivery of SEA recommendations developed. In terms of SEA Screening however, screening under Section 5(3) was inherently difficult due to the multi-faceted nature of the strategy. To this end, the CG Strategy and Framework was screened under the provisions of Section 5(4) i.e. it is not considered to be a plan or programme as per the provisions of Section 5(3) but it is likely to have significant environmental effects. The SEA approach and its rationale is outlined further in Part B of the Environmental Report.

Between consultation on the CG Strategy and Framework/ Environmental Report and the event itself in 2014, there is potential for a number of additional PPS to emerge under the banner of the Commonwealth Games. Due to timescales, the scope of this SEA is restricted to the elements of the CG Strategy and Framework outlined in section 2 below. Any additional Games related PPS should be screened for SEA and take cognisance of the issues, environmental effects and recommendations identified through this SEA process.

## 1.4 Consultation on the Environmental Report

The five week consultation period on the CGSF is from: 15th November 2010 to 17th December 2010. Where relevant, the various elements of the CGSF and its accompanying Environmental Report and appendices are available to view as printed documents at the following locations:

Glasgow 2014 Ltd.  
5th Floor  
Monteith House  
11 George Square  
Glasgow  
G1 1DY

Glasgow City Council  
Land and Environmental Services  
231 George Street  
Glasgow  
G1 1RX

All printed documents are also available in electronic format from the following websites: Glasgow 2014 Ltd (<http://www.glasgow2014.com>); and Glasgow City Council ([www.glasgow.gov.uk](http://www.glasgow.gov.uk)). These websites also provide information and guidance on how to respond to the consultation. Responses to the consultation on the CGSF and its potential effects on the environment should be sent to the email or postal addresses listed below.

The SEA legislation requires us to consult the general public and also three statutory SEA Consultation Authorities: 1) the Scottish Environment Protection Agency (SEPA); 2) Scottish Natural Heritage (SNH); and 3) Historic Scotland. Throughout the SEA process, we have also engaged a number of other public and voluntary organisations including Scottish Water, the Glasgow and Clyde Valley Green Network partnership, the Royal Society for the Protection of Birds (RSPB) and the World Wildlife Fund (WWF).

Your views on the CGSF and its potential environmental effects are important. The SEA legislation requires Glasgow 2014 Ltd, as the SEA Responsible Authority, to take account of every opinion expressed in response to this consultation. Where appropriate, your comments will be used to shape and guide the finalisation of the various plans, programmes and strategies that make up the CGSF.

Queries and comments on the Environmental Report and CG Strategy and Framework should be sent to:

**Peter Phillips:** [peter.phillips@glasgow.gov.uk](mailto:peter.phillips@glasgow.gov.uk)  
**Gareth Talbot:** [gareth.talbot@glasgow.gov.uk](mailto:gareth.talbot@glasgow.gov.uk)

OR

Peter Phillips & Gareth Talbot  
Commonwealth Games SEA  
Land and Environmental Services  
231 George Street  
Glasgow G1 1RX

In addition to the statutory SEA consultation on the CGSF and its Environmental Report (including this NTS), five informal Glasgow 2014 environmental community consultation events are taking place across Glasgow in November and December 2010. The event locations have been chosen to represent the five Community Health Partnership Areas. In addition, several of the event locations are coincidental with the City districts where the bulk of Games related development will take place. Come 2014, these areas will also be the main



centres of sporting activity. Additional information on these events is provided in the 'what's next' section at the end of this document.

## 1.5 Compliance with the SEA Directive and Act

The requirements of Schedule 3 of the Environmental Assessment (Scotland) Act for information to be included in Environmental Reports are listed in Table 1.1. This table cross-references the requirements of the Act to where the information can be found in this Environmental Report.

**Table 1.1 Summary of SEA requirements and where these are covered in the Environmental Report**

Information to be included in Environmental Reports under Schedule 3 of the Environmental Assessment (Scotland) Act	Relevant sections in the Environmental Report
Schedule 3(10): Non-technical Summary (including consultation timescale and address for comments)	See separate NTS
<b>ER Part A: Background to the CG Strategy and Framework and SEA</b>	
Schedule 3 (1): An outline of the contents and main objectives of the plan, programme or strategy and of its relationship with other qualifying plans, programmes and strategies	Environmental Report Part A Chapter 2
<b>ER Part B: Environmental objectives, baseline and context and SEA approach</b>	
Schedule 3 (5): Environmental protection objectives set at international, Community or Member state level	Environmental Report Part B: <ul style="list-style-type: none"> <li>• Chapter 3</li> <li>• Appendix E</li> <li>• Appendix G</li> <li>• Relevant sections in Chapters 4, 5 and 6</li> </ul>
Schedule 3 (2) and (3): The relevant aspects of the current state of the environment and the environmental characteristics of areas likely to be significantly affected – the Baseline	Environmental Report Part B: <ul style="list-style-type: none"> <li>• Chapters 4, 5 and 6</li> <li>• Appendices E, G, H and I</li> </ul>
Schedule 3 (4): any existing environmental problems or issues which are relevant to the plan, programme or strategy	Environmental Report Part B Chapter 8
<b>ER Part C: Assessment of the CG Strategy and Framework</b>	
Schedule 3 (6), (7) and (8): Assessment of environmental effects of the plan, programme or strategy, including reasonable alternatives and proposed mitigation measures	Environmental Report Part C: <ul style="list-style-type: none"> <li>• Assessment of environmental effects: Chapters 2, 3 and 4 and Appendices S – X and CC – FF</li> <li>• Mitigation measures: Chapter 3 and Appendices Y, Z and AA</li> </ul>
Schedule 3 (9): Monitoring measures	Environmental Report Part C Chapter 5

## 2. THE COMMONWEALTH GAMES STRATEGY AND FRAMEWORK

The Glasgow Commonwealth Games will be held during the summer of 2014. These are the 20<sup>th</sup> Games and there will be 17 sports taking place over 11 days of competition hosted by the city of Glasgow. Approximately 6,500 athletes and officials will take part in the Games with a total of 1 million spectator tickets going on sale. The Glasgow 2014 Commonwealth Games will include a minimum of four Para-Sports, with approximately 350 para-athletes competing. An indicative 2014 Commonwealth Games competition schedule is provided in Appendix B.

The official Glasgow bid to host the 2014 Commonwealth Games was launched on 16 August 2005. The bid had three main partners: 1) the Scottish Government; 2) Glasgow City Council; and 3) Commonwealth Games Council for Scotland (CGCS). A bid team was established to take the bid forward on behalf of the partners. On 9<sup>th</sup> May 2007, Commonwealth Games Scotland submitted a Candidate City File to the Commonwealth Games Federation (CGF) outlining proposals for the Glasgow 2014 Commonwealth Games. This document included detailed information on a number of Games related topics including sports, venues, security, finance, environment and transport. On the 9<sup>th</sup> November 2007 it was announced that Glasgow had won the right to host the 20<sup>th</sup> Commonwealth Games.

The 2014 Commonwealth Games will be staged at 20 event venues spread over 14 sites. There will be three venue clusters within the city which will stage the entire sports programme with the exception of shooting, diving and the triathlon which will be held at Satellite venues. Venues are subject to change as plans progress. Current proposed venues and the programmes of pre-games development are documented below.

To meet the complex challenges outlined above and ensure the effective delivery of the Games’ strategic objectives (see section 2.2), Glasgow City Council, the Scottish Government, Glasgow 2014 Ltd and several other key partners have developed a number of plans, programmes and strategies (PPS) across a range of different issues. In addition, a number of built development and refurbishment projects are in the process of being designed, constructed and/ or planning applications are currently with GCC’s planning department. These projects range from large scale development of new venues (e.g. Sir Chris Hoy Velodrome, National Indoor Sports Arena etc) to relatively minor public realm and transport infrastructure enhancement projects. The approach taken to consideration of ‘project level’ issues in this SEA is outlined in section 2.3.1 and in further detail in ER Part B.

Individual PPS encompassed by the CG Strategy and Framework can be broadly categorised in terms of when they will be implemented and also the core focus of their objectives. Games related PPS will be implemented across three broad time frames as outlined in Table 2.1. The purpose of this chapter is to outline the full range of the CG Strategy and Framework’s key elements and provisions which, to varying degrees, have been considered in this SEA. In line with Table 2.1, this documentation has been undertaken on the basis of Games PPS implementation time frames: 1) section 2.3 outlines pre-games provisions; 2) section 2.4 those for games-time; and 3) section 2.5 summarises post-games provisions. A schematic representation of the CG Strategy and Framework subject to SEA is shown in Figure 2.1. The scope and approach adopted in the assessment of the CG Strategy and Framework is outlined in ER Part B.

**Table 2.1 Games PPS implementation time frames and key objectives**

PPS implementation time frame	Details and key objectives
<b>Pre-games</b> i.e. between now and the event itself	Pre-games activity includes several spatially orientated programmes of development and refurbishment. This aims to ensure that the necessary venue, transport, public realm and environmental infrastructure are in a satisfactory condition to support the Games-time activities and will contribute to a positive legacy for the Games. Key project types include: <ul style="list-style-type: none"> <li>• Competition and non-competition venue development projects</li> <li>• Competition and non-competition venue refurbishment projects</li> <li>• Environmental, transport and public realm infrastructure enhancement projects</li> </ul>
<b>Games-time</b> i.e. the eleven days of	Games-time activity includes a range of management plans and strategies. These PPS have been developed in response to the unprecedented demand that the

PPS implementation time frame	Details and key objectives
competition	Games themselves will place on Glasgow's services and aim to ensure that the Games run smoothly and that environmental issues are managed effectively
<b>Post-games</b> i.e. the 'legacy period' following on from the Games	<p>The Games will leave an important legacy for the people of Glasgow and Scotland as a whole and, as such, legacy strategies have been developed by both the Scottish Government and Glasgow City Council.</p> <p>The Games' Legacy has already been addressed in the Health Impact Assessment for the Games; and Legacy Frameworks have been developed and adopted by Glasgow City Council and the Scottish Government. As these Frameworks have already been formally adopted it was not considered necessary to include this in the SEA.</p>

## 2.1 Geographical scope of the CG Strategy and Framework

The geographical scope of the CG Strategy and Framework is focused on the Glasgow City Council area but includes locations in several other Scottish Local Authorities where, due to the activity involved, certain sporting events will be held. Whilst the geographic scope is in effect Glasgow wide, there are several discrete spatial zones within the City where Games related activity across all three time frames (see Table 2.1) will be particularly noticeable. This zoning approach reflects commitments in the bid that would have sporting venues no more than twenty minutes drive away from the Athlete's Village. Meeting this objective requires high levels of integration between transport and land use planning and has resulted in the identification of three City-wide 'clusters' that encompass both competition and non-competition venues and that capitalise on the forthcoming major road infrastructure projects in the south east of the City (The M74 Extension and the East End Regeneration Route).

The spatial coverage of the three clusters (west, east and south) and locations of competition and non-competition venues in Glasgow is shown on Figure 2.2. It should be noted however that the approach taken to defining the spatial boundaries of clusters has been entirely arbitrary and does not reflect any agreed boundaries or zones from the bid document and/ or Glasgow 2014 Ltd or Glasgow City Council management policy etc (see below). This caveat also applies to any cluster sub-zones (see ER Part B). In effect, the zoning approach has been adopted purely to support of the SEA process. The locations of the various satellite venues which include Strathclyde Country Park (North Lanarkshire), the Royal Commonwealth Pool (City of Edinburgh Council) and Barry Buddon Shooting Centre (Angus Council) are shown on Figure 2.3.

## 2.2 The Commonwealth Games Strategic Framework

In addition to the more detailed spatial development programmes, games-time management and legacy strategies, the Games has an overarching 'Strategic Framework' enshrined in the bid document. As depicted in Figure 2.1, this guides the approach taken to the Games' more detailed strategies by outlining the following:

- An overarching vision that is shared with the Commonwealth Games Federation (CGF);
- Five key principles;
- Nine key objectives;
- Four related strategic issues that the Games seeks to address; and
- Nine key output measures.

Key elements of the Strategic Framework have been subject to environmental assessment as part of this SEA (see ER Part C sections 3 & 4). This approach has aimed to highlight, from a strategic perspective, potential inconsistencies, tensions, opportunities and synergies between the Games' strategic actions and relevant environmental aspirations as enshrined in the SEA objectives (see ER Part B section 3). Outcomes from this assessment have informed the development of the CG Strategy and Framework going forward and also highlighted key environmental issues that have benefited from more detailed consideration in related parts of the assessment. The Strategic Frameworks' vision, objectives and output measures are outlined in Table 2.2. The full Strategic Framework is provided in Appendix C.

**Table 2.2 Vision, objectives and output measures from the CG Strategic Framework**

<p><b>Vision:</b> <i>to stage an outstanding, athlete centred and sport focussed Games of world class competition; a Games that will be celebrated across the Commonwealth, generate enormous pride in Glasgow and Scotland and leave a lasting legacy</i></p>
<p><b>Objectives:</b></p> <ul style="list-style-type: none"> <li>• To provide an outstanding environment for athletes, enabling them to perform at the peak of their abilities</li> <li>• To deliver a quality experience in a safe environment for the Commonwealth Games family and the spectators</li> <li>• To nurture the Commonwealth Games Federation's brand and to be true to its values of humanity, equality and destiny</li> <li>• To generate significant commercial revenues to support the public investment in the Games</li> <li>• To work with our partners to deliver first class venues and to operate them effectively and efficiently</li> <li>• To stage a Games with responsible environmental and sustainability standards that set new benchmarks</li> <li>• To create an atmosphere that encourages and supports positive and comprehensive media coverage</li> <li>• To support the Scottish Government, Glasgow City Council and Commonwealth Games Scotland in realising their ambitions for legacy from the Games</li> <li>• To nurture and harness the enthusiasm of the people of Glasgow and Scotland through engagement</li> </ul>
<p><b>Key output measures, impact and legacies:</b></p> <ul style="list-style-type: none"> <li>• Refurbished and new sports facilities</li> <li>• Opportunities to promote active participation in sport and physical activity leading to more healthy lifestyles</li> <li>• New skills and other educational benefits</li> <li>• Better transport infrastructure</li> <li>• Wide-ranging environmental improvements</li> <li>• More jobs</li> <li>• Improved stock of housing</li> <li>• Opportunities for self-development through volunteering for the Games and future sports events</li> <li>• Wide-ranging cultural activities</li> </ul>

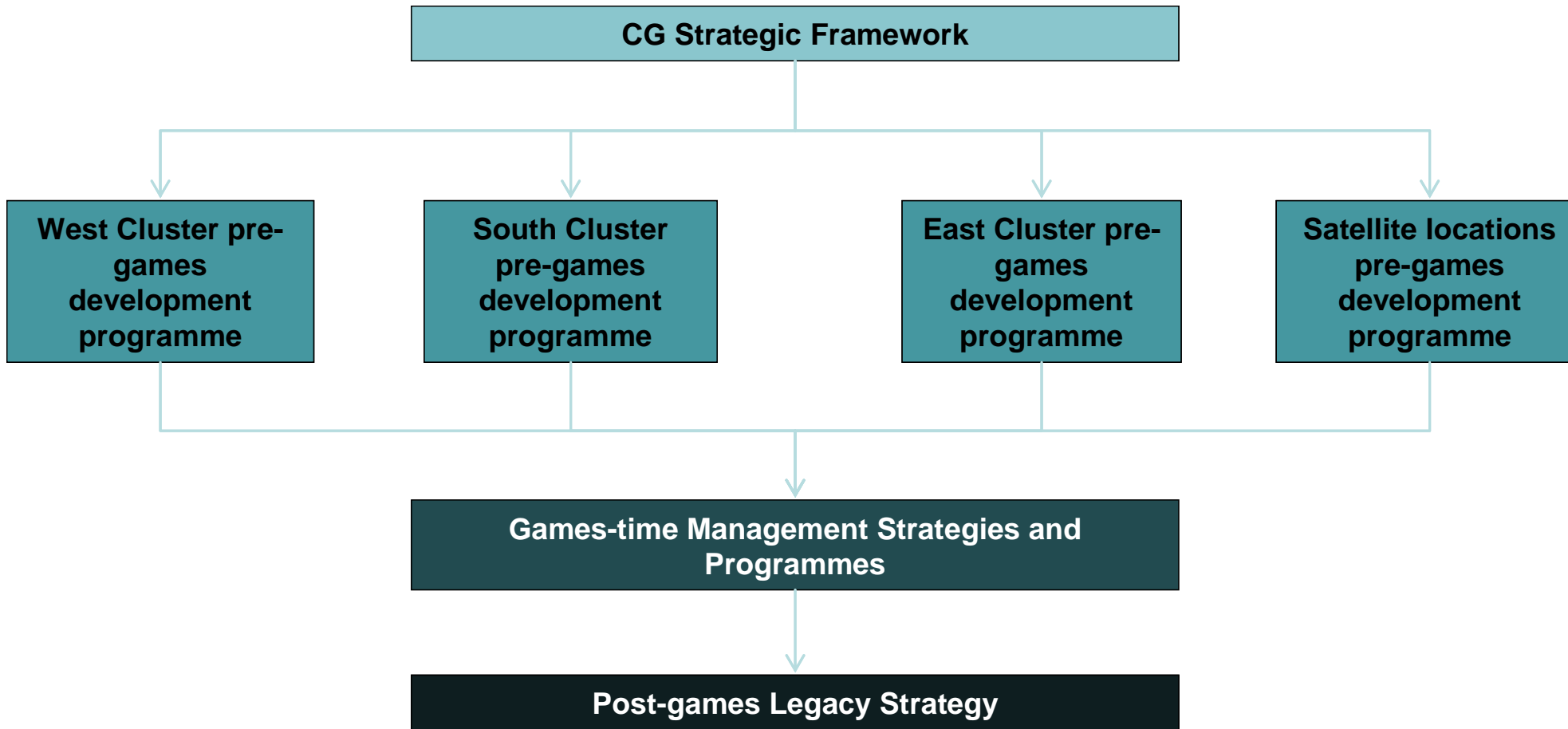


Figure 2.1 Schematic diagram of the Commonwealth Games Strategy and Framework

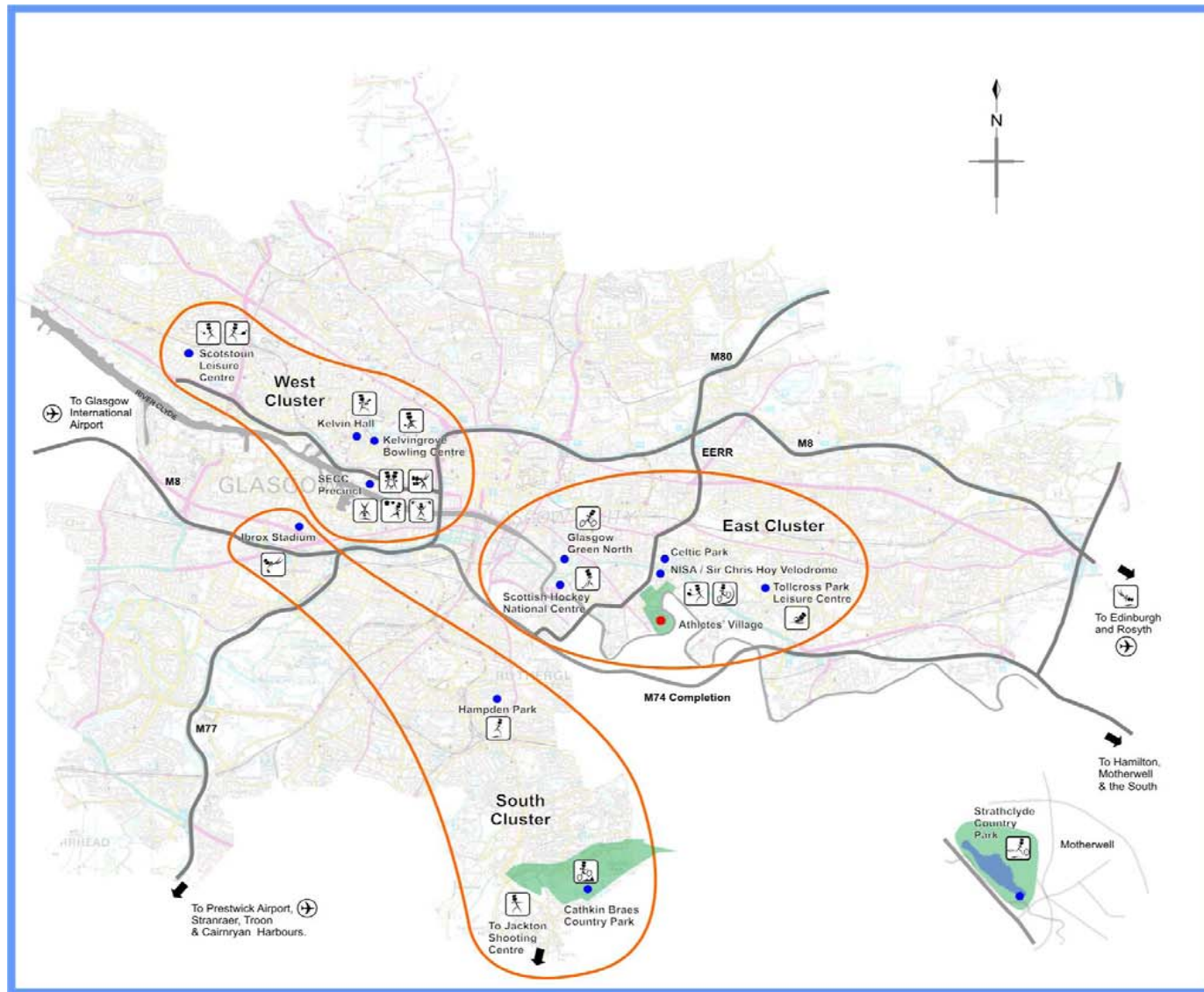


Figure 2.2  
Commonwealth  
Games Venues

Legend:-  
 ● Games Venue  
 ● Athletes' Village  
 ○ Venue Cluster

0 3 km

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Figure 2.2 Commonwealth Games Venues and Clusters in Glasgow

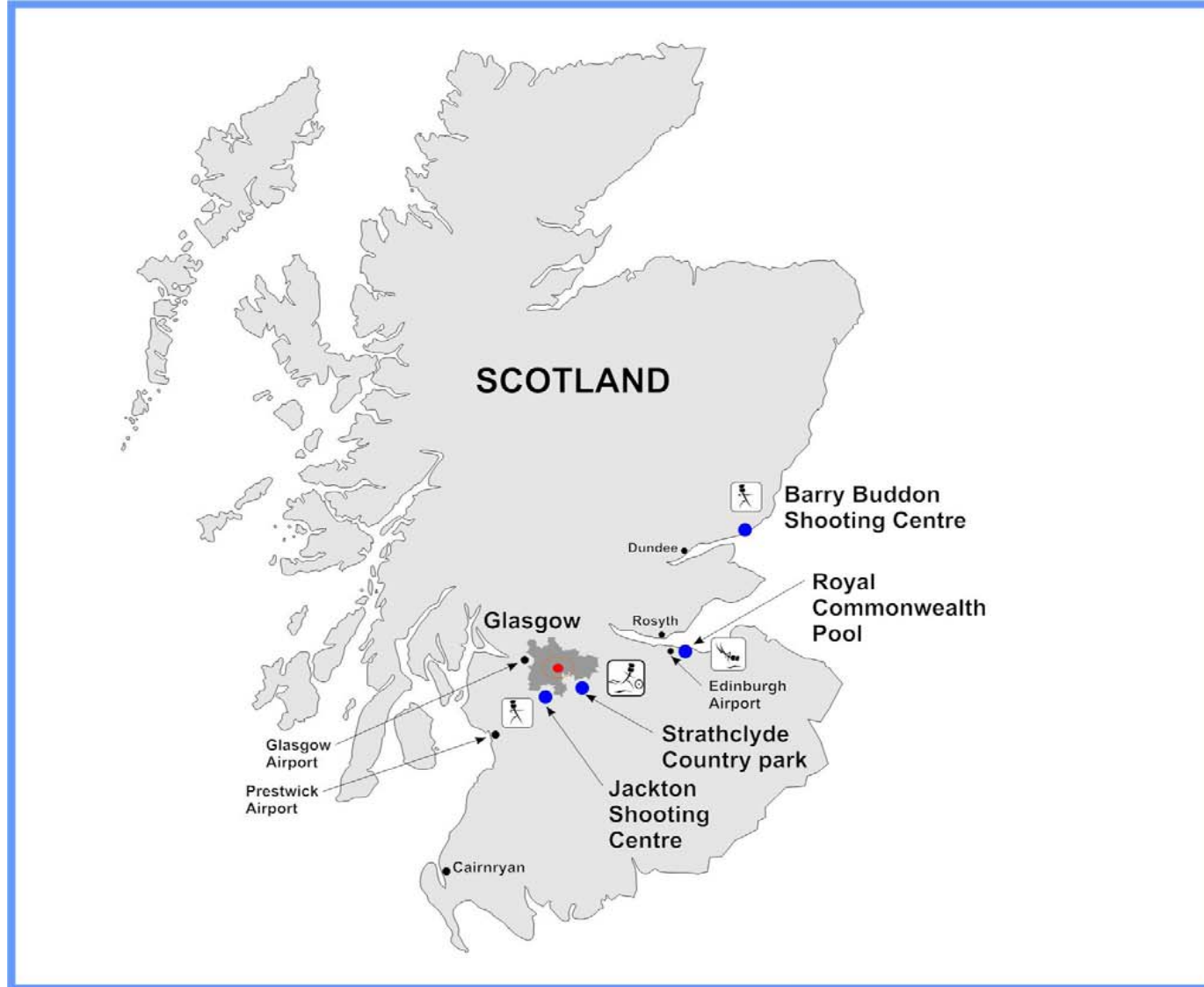


Figure 2.3  
Commonwealth  
Games  
Outlying Venues

Legend:-  
 ● Games Venue  
 ● Athletes' Village  
 ○ Venue Cluster

0 100 km

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Figure 2.3 Commonwealth Games Satellite Venues

## 2.3 Pre-games provisions

In advance of the Games, a broad range of development, refurbishment and enhancement projects are being considered, primarily for Glasgow but also for the three satellite venues and one satellite village. As shown on Figures 2.1, 2.2 and 2.3, these projects are located within one of four spatial zones, the first three of which are in Glasgow:

- **Glasgow west cluster** pre-games development activity;
- **Glasgow south cluster** pre-games development activity;
- **Glasgow east cluster** pre-games development activity;
- **Satellite** venue/ location pre-games development activity.

For the purposes of SEA and as described in more detail in ER Part B, pre-games development activity within each of the four spatial zones has been subject to a programmatic style environmental assessment. In essence, the assessment has considered the cumulative effect of all projects taking place within a given spatial zone as opposed to assessing each project individually (see ER Part B section 2.7 for further information). Where relevant, this approach has facilitated consideration of project and/ or site specific issues (e.g. where a specific project has potential to cause a particularly significant effect and/ or a specific site within one of the spatial zones is particularly sensitive).

The aim of the four pre-games development programmes is to ensure that the necessary venue, transport, public realm and environmental infrastructure are in a satisfactory condition to support the Games-time activities and contribute to a positive legacy for the Games. The three 'cluster' zones in Glasgow (east, west and south) are effectively 'groupings' of Glasgow based competition and non-competition venues. In addition to a broad range of potential public realm, transport infrastructure and environmental projects, pre-games development programmes within these areas capture all of the venue refurbishment, alteration and new build projects. The remainder of this section provides summary information on each of the four spatially orientated pre-games development programmes; for all information on satellite venue assessment please see Appendix G. Where relevant, this includes a range of information on individual projects that fall into five broad categories of development:

- **Venue** development, alteration and refurbishment projects;
- **Public realm** games venue access corridor enhancement projects;
- **Transport infrastructure** enhancement projects;
- **Venue access route** enhancement projects; and
- **Environmental** enhancement projects.

As outlined in Chapter 1, pre-games development activity is being delivered on a project by project basis and will not be presented or summarised as a formal plan or programme document. As such, the pre-games development programme summary information here constitutes the qualifying plan or programme component of the 'relevant documents' for consultation as per Section 16(1) of the Act. To facilitate an effective consultation process by providing consultees with sufficient background information, the following types of summary information, where available, has been provided for each planned project within each of the four spatial zones: 1) project location; 2) scope of works; and 3) project schedule.

It should be noted that the public realm/ transport infrastructure/ environmental enhancement projects outlined in subsequent sections are all 'potential' projects. The decision to include these projects in the finalised programmes will depend on a number of factors including budget, design and environmental



issues. This raises a key opportunity for the SEA to inform the development of these types of projects going forward as part of the wider programmes of pre-games development.

### **2.3.1 Scoping projects for consideration in the pre-games assessment**

A number of venue projects that will be used during the Games were planned prior to the announcement of Glasgow's successful bid to hold the 2014 Commonwealth Games. Whilst these venues will be key to games-time delivery and indeed the post-games legacy, their core objective is not to support the Games. In any event, many of these projects are already in construction and/ or planning and have already been subject to an SEA process through the assessment of relevant provisions from City Plan 2. Furthermore, a number of venue refurbishment and/ or alteration projects are planned for privately owned venues (i.e. the stadia). Where possible, this SEA has tried to maintain a reasonable scope and only consider issues that it can reasonably hope to influence. To this end, venue projects that were planned prior to the Games, are currently in construction or planning or are for privately owned buildings have not been considered in the pre-games assessment. Where relevant, related sub-projects (e.g. public realm and environmental enhancements) developed as part of a wider strategy for the 'excluded' projects **have** been considered. 'Excluded' projects in this context are:

- The Athlete's Village (East Cluster);
- National Indoor Sports Arena (NISA) and Sir Chris Hoy Velodrome (East Cluster);
- Tollcross Pool Extension (East Cluster);
- National Sports Arena (West Cluster);
- Ibrox Stadium (South Cluster);
- Celtic Park (East Cluster); and
- Hampden Park (South Cluster).

Where relevant, summary information on the above projects has been included here in the interest of comprehensiveness.

### **2.3.2 Transport and public realm infrastructure projects**

A wide range of potential transport and public realm infrastructure enhancements have been identified as necessary to ensure the hosting of a successful Commonwealth Games in 2014. The enhancements that are currently being considered aim to ensure that Glasgow's traffic corridors and streetscapes can accommodate the needs of Games officials, competitors, visitors and its citizens whilst presenting the City in the most positive fashion when the eyes of the world are upon it. In developing its programme of transport and public realm infrastructure projects, Glasgow City Council has been working towards four key objectives:

- To enable Games officials, competitors and spectators to move freely across the city to and from the city centre and Games venues in a sustainable fashion with the minimum of fuss;
- To present Games visitors with a positive experience when travelling around the city;
- To contribute to maintaining Glasgow's position as a major European business, shopping and tourist centre in the medium and longer term; and
- To leave a positive long term legacy for the City, for sustainable and public transport infrastructure, for the city centre and major transport corridors, and for local communities in the vicinity of Games venues.

The potential transport and public realm infrastructure projects have been further categorised on the following basis:

- **Major Projects (MP projects):** potential projects under this category have been identified in terms of their physical scale, importance to the Games, location, context and potential costs. Amongst others, these projects include: 1) vital new infrastructure to ensure the success of the Games; 2) the provision of key links in inter-venue sustainable transport infrastructure; and 3) the provision of aesthetic enhancements at sites where Glasgow is currently portrayed in a poor context. Major Projects have been identified for each of the three venue clusters;
- **Games Venue Access Routes (VAR projects):** outwith the city centre, local Games venue access routes (see section 2.4.1 also) will be the main face to face contact that athletes, officials and spectators have with the city of Glasgow. Given this, it is essential that the local routes from railway stations, subway stations, bus corridors, 2014 Games transport hubs, cycle routes and walking routes to Games venue access points are in good physical condition. The routes should also be well lit and safe, well signed and provide a positive image for visitors. 2014 Games related enhancements to these local routes will provide the added benefit of a long term legacy of improved infrastructure and environment for local communities in the vicinity of the Games Venues. Projects under this category address road infrastructure and wider streetscape issues.

Where relevant, summary information on the potential pre-games public realm and transport infrastructure projects within each of the five spatial zones has been further categorised on the basis of whether they are 'Major Projects' or 'Games Venue Access Route' type projects (see sections 2.3.3, 2.3.4 and 2.3.5).. The remainder of section 2.3 outlines summary information against each of the pre-games development programmes within the three spatial zones.

### 2.3.3 West cluster pre-games development programme summary

The west cluster area encompasses just under half of the Glasgow specific competition and non-competition venues as indicated on Figure 2.4. This includes: 1) The SECC (Games-time media centre); 2) Clyde Auditorium (boxing); 3) Kelvingrove Bowling Centre (bowls); 4) Kelvinhall (potential use for boxing and/ or as a training camp); 5) Scotstoun Leisure Centre (squash and badminton); and the Scottish National Arena (gymnastics and netball). West cluster pre-games development activity across all project categories is summarised in Table 2.3. Please refer to Appendix A for comprehensive information relating to pre-games activity including project schedules and key actions against the various Games Venue Access Route enhancement projects (VAR projects) within the west cluster.

**Table 2.3 West cluster pre-games development activity**

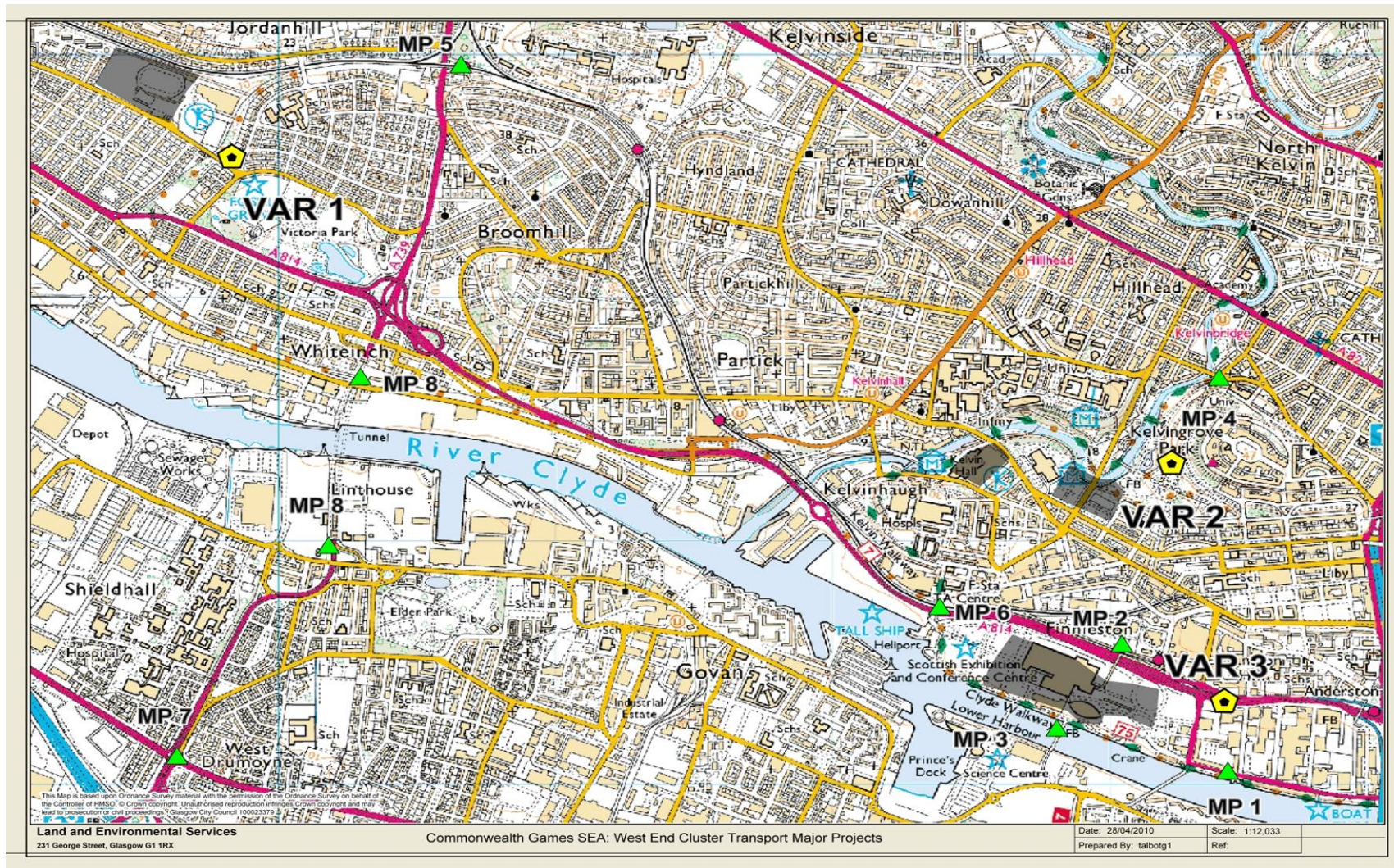
**Note:** in line with criteria outlined in section 2.3.1, inclusion of pre-games development activity in the assessment is limited to issues that the SEA can influence i.e. where decision-making stages regarding project design and scope/ schedule of works will be undertaken after SEA Post-adoption. 'Excluded' projects have been included in the interest of a comprehensive documentation of pre-games development activity

Project category	Project code	Project name, location and summary scope of works
Competition and non-competition venue development	N/A	<p><b>Project name:</b> Scotstoun Squash Centre</p> <p><b>Project location:</b> Extension to the National Badminton Academy at Scotstoun Leisure Centre</p> <p><b>Objectives and key actions:</b> To provide facilities for the Commonwealth Games squash competition. In legacy mode, these will be used either for squash or as an addition to the existing fitness accommodation</p> <p><b>Scope of works:</b> provision of five/ six new permanent squash courts which will have moveable walls to provide 3 larger double courts for potential use in legacy mode as racquet ball courts or additional dance/ fitness studios. Also, retractable seating for each court to accommodate between 50 and 100 spectators</p>
	N/A	<p><b>Project name:</b> Scottish National Arena</p> <p><b>Project location:</b> SECC Campus Glasgow</p> <p><b>Objectives and key actions:</b> To provide a multipurpose indoor arena that will seat 12,000 people, offer a range of public entertainment and stage increased number of sports events. The project is being staged in three contracts: Contract 1 Roads and infrastructure (completed); Contract 2, Piling and sub structure and Contract 3 Superstructure and fit out</p> <p><b>Summary scope of works:</b> The arena has been designed to conform to a BREEAM rating of 'very good'. The choice of materials and physical design will make it a very low energy building. Ground source heat pumps will be used to heat and cool the building. The landscaping plan is to join the arena with the existing building on the campus and the River Clyde</p> <p><b>Note:</b> The potential environmental effects of SNA related built development activities have not been considered in this SEA. Information here has been included for reference only. Please refer to section 2.3.1 for further information</p>
Competition	N/A	<p><b>Project name:</b> Kelvingrove bowling greens replacement</p> <p><b>Project location:</b> Kelvingrove Park</p>

Project category	Project code	Project name, location and summary scope of works
and non-competition venue refurbishment		<p><b>Objectives and key actions:</b> To provide facilities for the Commonwealth Games bowls competition. In legacy mode, these can be used by bowlers and clubs throughout Scotland</p> <p><b>Scope of works:</b> Provision of five upgraded (re-turfed) bowling greens, a new drainage system, upgraded paths to give improved accessibility and a new pavilion (to be rebuilt in existing location)</p>
	N/A	<p><b>Project name:</b> Kelvin Hall redevelopment</p> <p><b>Project location:</b> Kelvin Hall International Sports Arena</p> <p><b>Objectives and key actions:</b> A study is currently underway (due late 2010) to assess the feasibility of redeveloping the Kelvin Hall as follows: 1) space currently occupied by the International Sports Arena to become the Hunterian Museum exhibition space; 2) space currently occupied by Glasgow Club to become joint museum stores for Culture and Sport Glasgow and Glasgow University (east portion of the building at Blantyre Street); 3) space currently occupied by the Museum of Transport to become a Sports Venue (south and west portions of the building at Bunhouse Road); and 4) Potential Commonwealth Games use as the venue for the boxing competition or as a training camp.</p> <p><b>Scope of works:</b> information will be available following completion of feasibility studies</p>
Public realm infrastructure enhancement	MP1	<p><b>Project name:</b> Lancefield/ Anderston Quay Walls reconstruction and public realm works</p> <p><b>Project location:</b> North bank of the River Clyde between the Kingston Bridge and the Clyde Arc</p> <p><b>Scope of works:</b> Quay wall reconstruction at Lancefield Quay only. Intermediate grade public realm enhancements on both Anderston and Lancefield Quays. Works to include clearance of dilapidated features and paving and replacing with low maintenance design incorporating trees, grass, sealed paths and off the shelf lighting &amp; street furniture. Enhanced flood defences would not be included but provision should be made within the design to allow implementation at a later date.</p>
	MP2	<p><b>Project name:</b> Exhibition Centre Station walkway refurbishment</p> <p><b>Project location:</b> Link bridge between Exhibition Centre Station on Minerva Street and SECC main entrance</p> <p><b>Scope of works:</b> Refurbishment of the bridge including the replacement of all Perspex panels and repainting of structural members. Consideration would also be given to the renewal of gates, running surface, lighting and CCTV etc</p>
	MP3	<p><b>Project name:</b> Bells Bridge refurbishment</p> <p><b>Project location:</b> Connection bridge between SECC complex north of the River Clyde and Pacific Quay and Glasgow Science Centre to the south. <b>Note:</b> Bells Bridge is a signed part of NCN Route 7 and 75</p> <p><b>Scope of works:</b> Full refurbishment of the bridge including the repainting of structural members, replacement of all the roof panels and refurbishment of the opening mechanism. Consideration would also be given to the enhancement of access ramps, a new running surface, lighting and CCTV etc</p>
	MP5	<p><b>Project name:</b> Crow Road railway bridges refurbishment works</p> <p><b>Project location:</b> Railway crossings over Crow Road immediately west of Jordanhill railway station</p>

Project category	Project code	Project name, location and summary scope of works
		<p><b>Scope of works:</b> Limited intervention including the removal of outdated signage, introduction of 2014 Games banners to mask the bridges, minimal painting, new anti-pigeon measures, and limited soft landscaping works, consideration should be given for topical use of advertising sites for Games period</p>
	<b>MP6</b>	<p><b>Project name:</b> Sandyford Street footbridge ramp replacement  <b>Project location:</b> The footbridge crosses the Clydeside Expressway at Sandyford Street west of the SECC site. <b>Note:</b> footbridge forms part of the current route of the Riverside Walkway and NCN Route 75  <b>Scope of works:</b> Limited refurbishment work including painting and infilling the existing steps with a half width wedge of asphalt to allow prams and possibly wheelchairs to cross the bridge, albeit with difficulty</p>
<b>Transport infrastructure enhancement</b>	<b>MP4</b>	<p><b>Project name:</b> Kelvin walkway/ cycleway enhancement at Eldon Street  <b>Project location:</b> Kelvin walkway between Kelvinbridge Subway Station and Kelvingrove Park. The path passes below the Eldon Street bridge over the River Kelvin and adjacent to the north portal of the disused Kelvingrove railway tunnel  <b>Scope of works:</b> Reconstruct the 60m of Kelvin Walkway/ Cycleway from north of Eldon St Bridge to the main path in Kelvingrove Park. Works should incorporate upgrading the path below the Eldon Street bridge and across the wooded side slope into Kelvingrove Park including enhancements to alignment, surfacing, lighting and adjacent soft landscaping. The underside of Eldon Street bridge should be cleaned up and consideration should be given to painting the parapets. Vehicular access to the railway tunnel portal should also be incorporated into the works</p>
	<b>MP7</b>	<p><b>Project name:</b> Refurbishment/ reconstruction works on Shieldhall Viaduct Clyde Tunnel Expressway  <b>Project location:</b> On the main traffic approach south of the Clyde Tunnel north of the exit slip-road from the eastbound M8  <b>Scope of works:</b> Installation of temporary props to support the viaduct but designed to be incorporated into future reconstruction works</p>
	<b>MP8</b>	<p><b>Project name:</b> Refurbishment/ reconstruction works on the Clyde Tunnel approaches  <b>Project location:</b> On the main traffic approaches to the Clyde Tunnel, from Moss Road to the south and from Balshagray Avenue to the north including some access ramps from the A814 Clydeside Expressway  <b>Scope of works:</b> Full refurbishment of the concrete ground slab resolving the water ingress issue and full resurfacing of the approach ramps</p>
<b>Venue access route enhancements</b>	<b>VAR1</b>	<p><b>Project name:</b> Scotstoun Leisure Centre access route enhancements</p> <ul style="list-style-type: none"> <li>• <b>Route 1:</b> National Cycle Network Route 7 via Primrose Street and the off-road path from Dumbarton Road to Jordanhill to the Games venue</li> <li>• <b>Route 2:</b> Jordanhill Railway Station via Southbrae Drive and the off-road path from Jordanhill to Dumbarton Road to the Games venue</li> <li>• <b>Route 3:</b> Games Transport Hub and Local Bus Stops on Westland Drive and Victoria Park Drive North via Danes Drive</li> </ul> <p><b>Note:</b> please refer to</p>

Project category	Project code	Project name, location and summary scope of works
Appendix A for further details of VAR projects including key actions and project schedules		footpath to the Games venue <ul style="list-style-type: none"> <li>• <b>Route 4:</b> Scotstounhill Railway Station via Queen Victoria Drive and Danes Drive to the Games venue</li> </ul>
	<b>VAR2</b>	<b>Project name:</b> Kelvingrove Complex access route enhancements <ul style="list-style-type: none"> <li>• <b>Route 1:</b> Kelvinhall Subway Station via Dumbarton Road to the Games Venue at the Sauchiehall Street/ Argyle Street junction</li> <li>• <b>Route 2:</b> Kelvinbridge Subway Station via Kelvingrove Park and Kelvin Way to the Games venue</li> <li>• <b>Route 3:</b> Charing Cross via Sauchiehall Street to the Games venue at the Sauchiehall Street/ Argyle Street junction</li> <li>• <b>Route 4:</b> Charing Cross via Kelvingrove Park to Kelvin Way (cycle route)</li> <li>• <b>Route 5:</b> National Cycle Route 7 at Ferry Road via Old Dumbarton Road to Kelvin Way (cycle route)</li> </ul>
	<b>VAR3</b>	<b>Project name:</b> SECC Complex access route enhancements <ul style="list-style-type: none"> <li>• <b>Route 1:</b> Broomielaw via River Clyde Walkway/ NCN Route 75 to SECC (includes cycle route provision)</li> <li>• <b>Route 2:</b> Argyle Street via Minerva Street and Exhibition Centre Station walkway to SECC</li> <li>• <b>Route 3:</b> Partick Interchange via NCN Route 7 and the Riverside Museum to SECC</li> <li>• <b>Route 4:</b> Cessnock Subway Station via Pacific Quay &amp; Bells Bridge to SECC</li> </ul>



**Figure 2.4 West cluster pre-games development activity**

**Note:** Location of Venue Access Route enhancement projects (VAR projects) as shown on this Figure is indicative only. VAR projects address the enhancement of several route/ mode options per venue concerned. Please refer to Table 2.3 and Appendix A for further information on west cluster VAR projects

### 2.3.4 South cluster pre-games development programme summary

The south cluster area encompasses three of the Glasgow specific competition and non-competition venues as indicated on Figure 2.5. This includes: 1) Ibrox Stadium (rugby sevens); 2) Hampden Park (athletics and closing ceremony); and 3) Cathkin Braes (mountain biking). South cluster pre-games development activity across all project categories is summarised in Table 2.4. Please refer to Appendix A for comprehensive information relating to pre-games activity including project schedules and key actions against the various Games Venue Access Route enhancement projects (VAR projects) within the south cluster.

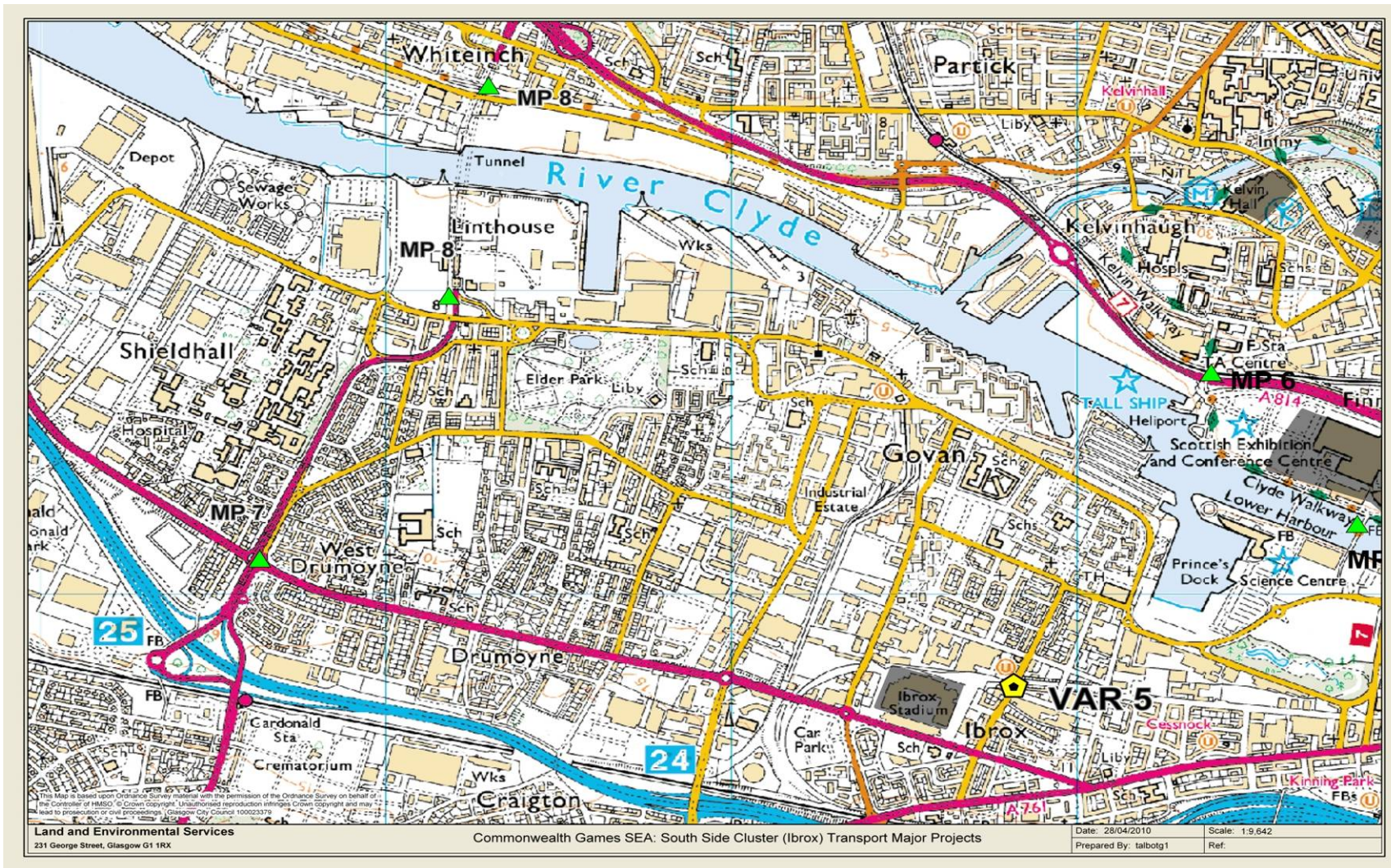
**Table 2.4 South cluster pre-games development activity**

**Note:** in line with criteria outlined in section 2.3.1, inclusion of pre-games development activity in the assessment is limited to issues that the SEA can influence i.e. where decision-making stages regarding project design and scope/ schedule of works will be undertaken after SEA Post-adoption. 'Excluded' projects have been included in the interest of a comprehensive documentation of pre-games development activity

Project category	Project code	Project name, location and summary scope of works
<b>Competition and non-competition venue development</b>	<b>N/A</b>	<p><b>Project name:</b> Cathkin Braes 2014 Mountain Biking Course</p> <p><b>Project location:</b> Cathkin Braes Country Park, Glasgow</p> <p><b>Objectives and key actions:</b> The main objectives of the project are to provide a mountain bike course suitable for Glasgow 2014, construct graded mountain bike circuits based on the Glasgow 2014 course, which will be available as a permanent facility, enable events to take place, improve access arrangements to and through the country park for all users, enhance personal security for all park users by encouraging greater legitimate use of the country park and promote and enhance biodiversity</p> <p><b>Scope of works:</b> The purpose of this project is to build a mountain bike course that will be suitable for the Glasgow 2014 Commonwealth Games. In addition, the trails developed must be of a sufficient standard for use in other events and for local recreation and also to complement the Games legacy. Trails require to be developed over a mix of terrain such as open moorland, wooded areas, challenging climbs and descents. These trails will vary in width and surface condition presenting a range of skill and fitness challenges to the user</p>
<b>Public realm infrastructure enhancement</b>	<b>MP9</b>	<p><b>Project name:</b> Hampden East Public Realm Enhancements</p> <p><b>Project location:</b> The Hangingshaw Place approach to Hampden Park from Aikenhead Road (see Appendix A for full details of location)</p> <p><b>Scope of works:</b> Reconstructed Hangingshaw Place as an integrated stadium access gateway with enhanced soft landscaping of the grass area to the north. The gap site to the south should be developed as a permanent transport hub or temporary Games facility, both should incorporate a level of soft landscaping as screening</p>
<b>Transport</b>	<b>MP10</b>	<p><b>Project name:</b> Prospecthill Road Railway Bridge</p> <p><b>Project location:</b> Prospecthill Road immediately west of Mount Florida Railway Station</p>

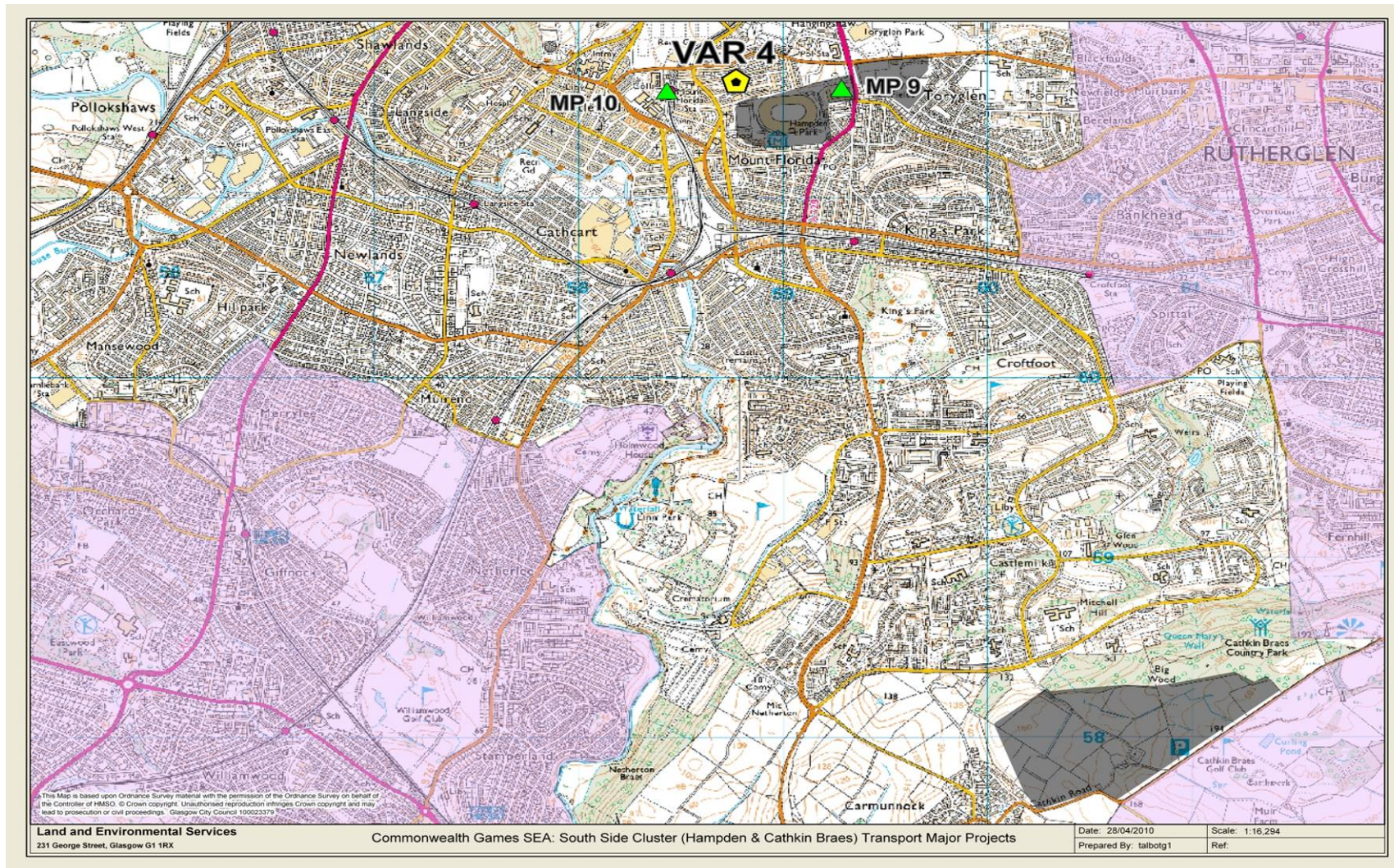


Project category	Project code	Project name, location and summary scope of works
<b>infrastructure enhancement</b>		<b>Scope of works:</b> Structural refurbishment work on the railway bridge including permanent containment kerbs on both footways. Promotion of a new TRO between Cathcart Road and Prospecthill Grove would allow the appropriate widening of the south footway of Prospecthill Road providing significantly enhanced DDA compliant access to Mount Florida Station from both Hampden Park and the Victoria Infirmary. Consideration should also be given to providing an uncontrolled crossing point or zebra crossing on Prospecthill Road at Prospecthill Grove to give easier access to the wider north footway
<b>Venue access route enhancements</b>  <b>Note:</b> please refer to Appendix A for further details of VAR projects including key actions and project schedules	<b>VAR4</b>	<b>Project name:</b> Hampden Park access route enhancements <ul style="list-style-type: none"> <li>• <b>Route 1:</b> Mount Florida Station via Bolton Drive and Somerville Drive (west) to Hampden Park</li> <li>• <b>Route 2:</b> Mount Florida Station via Prospecthill Road and Cathcart Road to Somerville Drive and Hampden Park, Disability Discrimination Act (DDA) compliant route</li> <li>• <b>Route 3:</b> King's Park Station via King's Park Avenue and Aikenhead Road to Hampden Park</li> <li>• <b>Route 4:</b> Cathkin Park Transport Hub via Aikenhead Road and Hangingshaw Place to Hampden Park</li> <li>• <b>Route 5:</b> Mount Annan Drive Accredited Visitor Access to Hampden Park</li> </ul>
	<b>VAR5</b>	<b>Project name:</b> Ibrox Stadium access route enhancements <ul style="list-style-type: none"> <li>• <b>Route 1:</b> Albion Car Park via Edmiston Drive to Ibrox Stadium</li> <li>• <b>Route 2:</b> Bells Bridge via Govan Town Hall and Ibrox Subway Station to Ibrox Stadium</li> <li>• <b>Route 3:</b> Cessnock Subway Station via Paisley Road West to Ibrox Stadium</li> </ul>
<b>Environmental enhancements</b>	<b>ENV1</b>	<b>Project name:</b> Cathkin Braes and Castlemilk Commonwealth Community Forests Project <b>Project location:</b> Woods at Cathkin Braes and Castlemilk <b>Project objectives and actions:</b> The Commonwealth Community Forests project aims to develop social cohesion and solidarity, enhance participation, contribute to increased life expectancy and create a more sustainable and equitable Scotland. Forestry Commission Scotland and partners will deliver a dynamic programme of activities before, during and after the games through activities such as orienteering, Forest Schools, sculpture trail, tree stories and woodland workouts involving participants from a range of communities across Glasgow. Key actions include: <ul style="list-style-type: none"> <li>• Key partners identified and commitment to delivery secured through formal agreements if necessary</li> <li>• Funding for delivery secured</li> <li>• Develop an engagement action plan.</li> <li>• Develop a communications plan.</li> <li>• Develop a programme of activities for delivery on all sites as appropriate</li> <li>• Develop links to local communities and to the Commonwealth.</li> <li>• Ensure the finalised designs for greenspace and access provision minimise the need for expensive maintenance.</li> </ul> <b>Scope of works:</b> TBC



**Figure 2.5 South cluster (Ibrox) pre-games development activity**

**Note:** Location of Venue Access Route enhancement projects (VAR projects) as shown on this Figure is indicative only. VAR projects address the enhancement of several route/ mode options per venue concerned. Please refer to Table 2.4 and Appendix A for further information on west cluster VAR projects.



**Figure 2.6 South cluster (Hampden and Cathkin Braes) pre-games development activity**

**Note:** Location of Venue Access Route enhancement projects (VAR projects) as shown on this Figure is indicative only. VAR projects address the enhancement of several route/ mode options per venue concerned. Please refer to Table 2.4 and Appendix A for further information on west cluster VAR projects.

### 2.3.5 East cluster pre-games development programme summary

Similarly to the west cluster, the east cluster area encompasses just under half of the Glasgow specific competition and non-competition venues as indicated on Figure 2.7. This includes: 1) The National Indoor Sports Arena (badminton); 2) Sir Chris Hoy Velodrome (cycling); 3) Scottish National Hockey Centre, Glasgow Green (hockey); 4) Tollcross Park Leisure Centre (swimming); 5) Celtic Park (opening ceremony); and 6) the Athlete's Village. East cluster pre-games development activity across all project categories is summarised in Table 2.5. Please refer to Appendix A for comprehensive information relating to pre-games activity including project schedules and key actions against the various Games Venue Access Route enhancement projects (VAR projects) within the east cluster.

**Table 2.5 East cluster pre-games development activity**

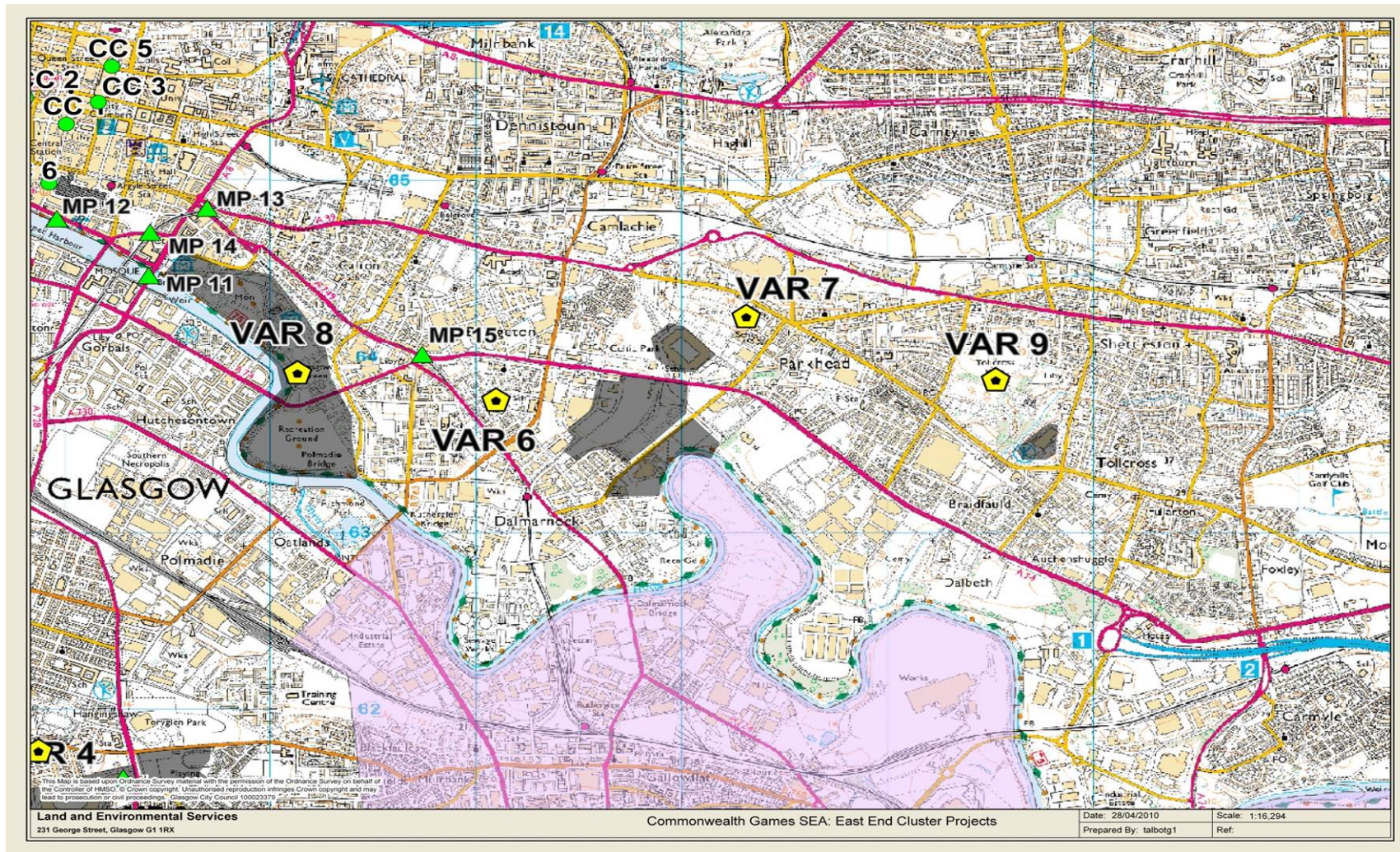
**Note:** in line with criteria outlined in section 2.3.1, inclusion of pre-games development activity in the assessment is limited to issues that the SEA can influence i.e. where decision-making stages regarding project design and scope/ schedule of works will be undertaken after SEA Post-adoption. 'Excluded' projects have been included in the interest of a comprehensive documentation of pre-games development activity

Project category	Project code	Project name, location and summary scope of works
Competition and non-competition venue development	N/A	<p><b>Project name:</b> Glasgow Green Hockey Centre</p> <p><b>Project location:</b> Glasgow Green</p> <p><b>Objectives and key actions:</b> To provide facilities for the Commonwealth Games hockey competition. In legacy mode, this site will be used by Scottish Hockey as their base. Key actions include the design of a new pavilion with changing accommodation and office space and the design of two new pitches with artificial surfaces</p> <p><b>Scope of works:</b> Provision of two new artificial hockey pitches, a new 500 spectator pavilion with changing accommodation &amp; office space and car parking facilities</p>
	N/A	<p><b>Project name:</b> Tollcross Aquatic Centre</p> <p><b>Project location:</b> Tollcross Leisure Centre, Tollcross</p> <p><b>Objectives and key actions:</b> Extension of existing facility to include a new 6 lane 50-metre warm-up pool. In legacy mode, this will offer even greater scope for excellence to City of Glasgow Swim Team and the community at large. The inclusion of replacement community facilities for the fire damaged Shettleston Burgh Halls will result in an enhanced local hub for both sporting and cultural events</p> <p><b>Scope of works:</b> see Appendix A</p> <p><b>Note:</b> due to project schedule, pre-games development at Tollcross Leisure Centre has <b>not</b> been considered in the pre-games assessment. Where relevant, issues have been considered in the post-games 'legacy' assessment</p>
	N/A	<p><b>Project name:</b> Athlete's Village</p> <p><b>Project location:</b> Dalmarnock</p> <p><b>Objectives and key actions:</b> To provide accommodation for athletes and officials for the Commonwealth Games prior to the</p>

Project category	Project code	Project name, location and summary scope of works
		<p>village becoming a new urban neighbourhood in the East End of the City. A subsequent phase will deliver the temporary accommodation needed to support the operation of the Village including the International and Service Zones and a Transport Hub</p> <p><b>Summary scope of works:</b> The construction of 704 housing units comprising detached, semi-detached, terraced and flatted accommodation with associated infrastructure and landscaping</p> <p><b>Note:</b> The potential environmental effects of Athlete's Village related built development activities have not been considered in this SEA. Information here has been included for reference only. Please refer to section 2.3.1 for further information</p>
	N/A	<p><b>Project name:</b> National Indoor Sports Arena (NISA) and Sir Chris Hoy Velodrome</p> <p><b>Project location:</b> Parkhead - the site is bounded by London Road, Springfield Road, Bogside Street and the new East End Regeneration Route (EERR)</p> <p><b>Objectives and key actions:</b> To provide a national arena for world class athletic and cycling events, elite athlete training facilities for athletics, cycling and basketball, headquarters for 4 national governing bodies and community sports facilities.</p> <p><b>Summary scope of works:</b> provision of a 5000 seat indoor athletics arena with 200m hydraulic athletics track and sport surface throughout, fixed and telescopic seating to provide flexible configurations to suit competition areas, 3 sports halls arranged in liner format with removable sub divisions, velodrome comprising a 250m fixed timber velodrome track with recessed track centre and fixed spectator seating, spectator entrance concourse giving access to the arena velodrome and sports hall concourses, four floodlit football pitches, car parking and a SuDS drainage system</p> <p><b>Note:</b> The potential environmental effects of NISA related built development activities have not been considered in this SEA. Information here has been included for reference only. Please refer to section 2.3.1 for further information</p>
Public realm infrastructure enhancement	MP11	<p><b>Project name:</b> Albert Bridge refurbishment works</p> <p><b>Project location:</b> River Clyde crossing south of Glasgow Cross between Saltmarket and Crown Street</p> <p><b>Scope of works:</b> Full refurbishment including the removal and replacement of the cast iron parapets, stone cleaning and resurfacing where appropriate and repainting of the whole structure</p>
	MP13	<p><b>Project name:</b> Gallowgate, London Road and Saltmarket railway bridges refurbishment</p> <p><b>Project location:</b> Rail crossings over Gallowgate, London Road and Saltmarket immediately east and south of Glasgow Cross</p> <p><b>Scope of works:</b> Carry out a limited intervention including the removal of outdated signage, introduction of 2014 Games banners to mask the bridges, minimal painting, new anti-pigeon measures, and limited soft landscaping works, consideration should be given for topical use of advertising sites for Games period</p>
	MP14	<p><b>Project name:</b> Saltmarket public realm project</p> <p><b>Project location:</b> In the heart of the Merchant City east of the city centre, Saltmarket runs south from Glasgow Cross to the River Clyde at Albert Bridge and bordering on Glasgow Green</p>

Project category	Project code	Project name, location and summary scope of works
		<b>Scope of works:</b> Ingram Street type Public Realm - Caithness footway + Blacktop carriageway = New street furniture
<b>Transport infrastructure enhancement</b>	<b>MP12</b>	<b>Project name:</b> National Cycle Network (NCN) Route 75 Enhancement Works on Clyde Walkway Glasgow Green to Broomielaw Casino, including Custom House Quay <b>Project location:</b> North bank of the River Clyde from a point east of the Athlete's Village to George V Bridge in the city centre <b>Scope of works:</b> Implementation of Smarter Choices/ Smarter Places projects across the east section (east of Glasgow Green to East of Games Village). Temporary local enhancements through Custom House Quay in the west section (city centre)
	<b>MP15</b>	<b>Project name:</b> London Road tunnel Bridgeton station/ strengthening <b>Project location:</b> London Road immediately east of Bridgeton Cross for a distance of approximately 200m <b>Scope of works:</b> Railway Tunnel strengthening works using medium term temporary props to support the tunnel edge beam - Doesn't allow reopening of the tunnel
<b>Venue access route enhancements</b>  <b>Note:</b> please refer to Appendix A for further details of VAR projects including key actions and project schedules	<b>VAR6</b>	<b>Project name:</b> NISA/ Velodrome/ Games Village access route enhancements <ul style="list-style-type: none"> <li><b>Route 1:</b> Bridgeton Cross Station via London Road to the Games Complex</li> <li><b>Route 2:</b> Dalmarnock Station via the East End Regeneration Route to the Games Complex</li> <li><b>Route 3:</b> Riverside Walkway/ NCN Route 75 City Centre to the Games Complex (cycle route)</li> <li><b>Route 4:</b> Parkhead Cross via Springfield Road to the Games Complex</li> </ul>
	<b>VAR7</b>	<b>Project name:</b> Celtic Park access route enhancements <ul style="list-style-type: none"> <li><b>Route 1:</b> Bridgeton Cross Station via London Road to Celtic Park</li> <li><b>Route 2:</b> Dalmarnock Station via the East End Regeneration Route to Celtic Park</li> <li><b>Route 3:</b> Riverside Walkway/ NCN Route 75 City Centre to Celtic Park (cycle route)</li> <li><b>Route 4:</b> Parkhead Cross via Springfield Road to the Games Complex</li> <li><b>Route 5:</b> Parkhead Cross via Gallowgate to Celtic Park</li> </ul>
	<b>VAR8</b>	<b>Project name:</b> Glasgow Green access route enhancements <ul style="list-style-type: none"> <li><b>Route 1:</b> NCN Route 75 from Victoria Bridge to Rutherglen Bridge via Glasgow Green</li> <li><b>Route 2:</b> Glasgow Cross via Saltmarket and Greendyke Street to Glasgow Green</li> <li><b>Route 3:</b> Bridgeton Cross Station to Glasgow Green via James Street/ King's Drive</li> <li><b>Route 4:</b> Dalmarnock Railway Station via East End Regeneration Route and Newhall Street to Glasgow Green</li> </ul>
	<b>VAR9</b>	<b>Project name:</b> Tollcross Leisure Centre access route enhancements <ul style="list-style-type: none"> <li><b>Route 1:</b> Carntyne Railway Station via Carntynehall Road, Shettleston Road and Anstruther Street then through Tollcross Park to the Children's Museum</li> <li><b>Route 2:</b> Paths through Tollcross Park from the Main Lodge, Tollcross Park Gardens and Muiryfauld Road entrances to the Children's Museum and on to the Games Venue</li> </ul>

Project category	Project code	Project name, location and summary scope of works
		<ul style="list-style-type: none"> <li>• <b>Route 3:</b> Wellshot Road, Fairburn Street, Fairholm Street, Altyre Street, Trainard Avenue</li> <li>• <b>Route 4:</b> Tollcross Road between Muiryfauld Road and Dalness Street</li> <li>• <b>Route 5:</b> Shettleston Road between Wellshot Road and Blair Street</li> </ul>
Environmental enhancements	ENV2	<p><b>Project name:</b> Riverside Project</p> <p><b>Project location:</b> North bank of the River Clyde adjacent to the Athlete's Village</p> <p><b>Scope of works:</b> Sensitive management of trees and woodland along the walkway, riverbank stabilisation works using soft engineering approaches where possible, a lighting strategy with self sufficient lighting along the footpath, wildflower planting and linking of the various SuDS proposed in the area</p>
	ENV3	<p><b>Project name:</b> Commonwealth Arboretum</p> <p><b>Project location:</b> Exact site location TBC but the aspiration is for a site in the East End of Glasgow in close proximity to the Athletes' Village</p> <p><b>Objectives:</b> The Commonwealth Arboretum will radically alter the appearance of a vacant and derelict land site and provide an attractive, publicly accessible public green space for the people of Glasgow and surrounding area in close proximity to the Athletes' Village. The project will exhibit a range of tree species and will provide a major educational asset around issues such as conservation and climate change. The project will enhance public awareness of, and access to Scotland's internationally recognised heritage tree collection</p> <p><b>Key actions:</b></p> <ul style="list-style-type: none"> <li>• Carry out remedial site works as soon as possible</li> <li>• Sensitively manage the existing wildlife and woodland component whilst delivering the desired end product</li> <li>• Develop an engagement action plan</li> <li>• Develop a communications plan</li> <li>• Design and deliver relevant access provisions such as footpaths, car parking facilities and other infrastructure</li> <li>• Design arboretum and undertake tree planting</li> <li>• Develop links to local communities and to the Commonwealth</li> <li>• Ensure the finalised designs for greenspace and access provision minimise the need for expensive maintenance</li> </ul>



**Figure 2.7 East cluster pre-games development activity**

**Note:** Location of Venue Access Route enhancement projects (VAR projects) as shown on this Figure is indicative only. VAR projects address the enhancement of several route/ mode options per venue concerned. Please refer to Table 2.5 and Appendix A for further information on west cluster VAR projects.



## **2.4 Games-time provisions**

The bid document includes a range of environmental and infrastructural commitments around issues such as transport, waste, carbon emissions and air quality. Due to the scale of operations, success in meeting many of these commitments will depend on the approach taken to managing games-time activity. To this end, a number of games-time management strategies and plans will be put in place to ensure that these commitments are met, that Glasgow's services can assimilate the additional demand from the athletes, officials and spectators, that environmental issues are managed effectively and, crucially, that the eleven days of competition run smoothly.

At the time of writing, Glasgow City Council, on behalf of Glasgow 2014 Ltd, has developed a draft Glasgow 2014 Commonwealth Games Transport Strategic Plan (see section 2.4.1). Between consultation on the CG Strategy and Framework/ Environmental Report and the event itself in 2014, it is anticipated that a number of additional games-time PPS will emerge e.g. waste management, energy/ carbon management etc. Due to timescales, the scope of this SEA is restricted to the elements of the CG Strategy and Framework as outlined in this part of the Environmental Report (see sections 2.3, 2.4 and 2.5). Any additional Games related PPS should be screened for SEA and take cognisance of the issues, environmental effects and recommendations identified through this SEA process.

### **2.4.1 The Glasgow 2014 Commonwealth Games Transport Strategic Plan**

The provision of safe, secure, reliable and accessible transport is a key issue for the Games and will be addressed by the Transport Strategic Plan. This plan aims to ensure that Games Family members and spectators, including people with a disability, have suitable transport facilities available to them. Approximately one million spectator tickets will be available for sale to the general public representing approximately half the population of the Greater Glasgow area. Mobilised over the 11 days of competition, this number of spectators in addition to nearly 7,000 athletes, para-athletes and officials demonstrates the scale of the transport challenge being faced.

This first version of the Transport Strategic Plan has been prepared by Glasgow City Council on behalf of Glasgow 2014 Ltd. This version is available for comment as part of the wider consultation on the full CG Strategy and Framework and this Environmental Report. The Transport Strategic Plan describes the objectives and principles of the transport operations for the various members of the Games Family (athletes and team officials, sponsors, accredited media, technical officials etc) the spectators and the Games workforce. All modes of transport, venue specific operations and planned transport infrastructure are described in the Transport Strategic Plan which has been produced in collaboration with key transport stakeholders. The strategic and planning objectives for games-time transport provisions are as follows:

- Deliver safe, secure, reliable and accessible transport for the Games Family;
- Provide fast, frequent, friendly and accessible transport for spectators;
- Keep Glasgow moving during the Games;
- Provide a low carbon transport system for the Games;
- Leave a positive legacy in terms of a continued shift towards sustainable modes of transport; and
- Provide a Games transport system that offers value for money.

The Transport Strategic Plan can be broadly divided into two key strands: 1) strategy for Games Family transport issues; and 2) strategy for spectator and Games workforce transport issues. These two elements

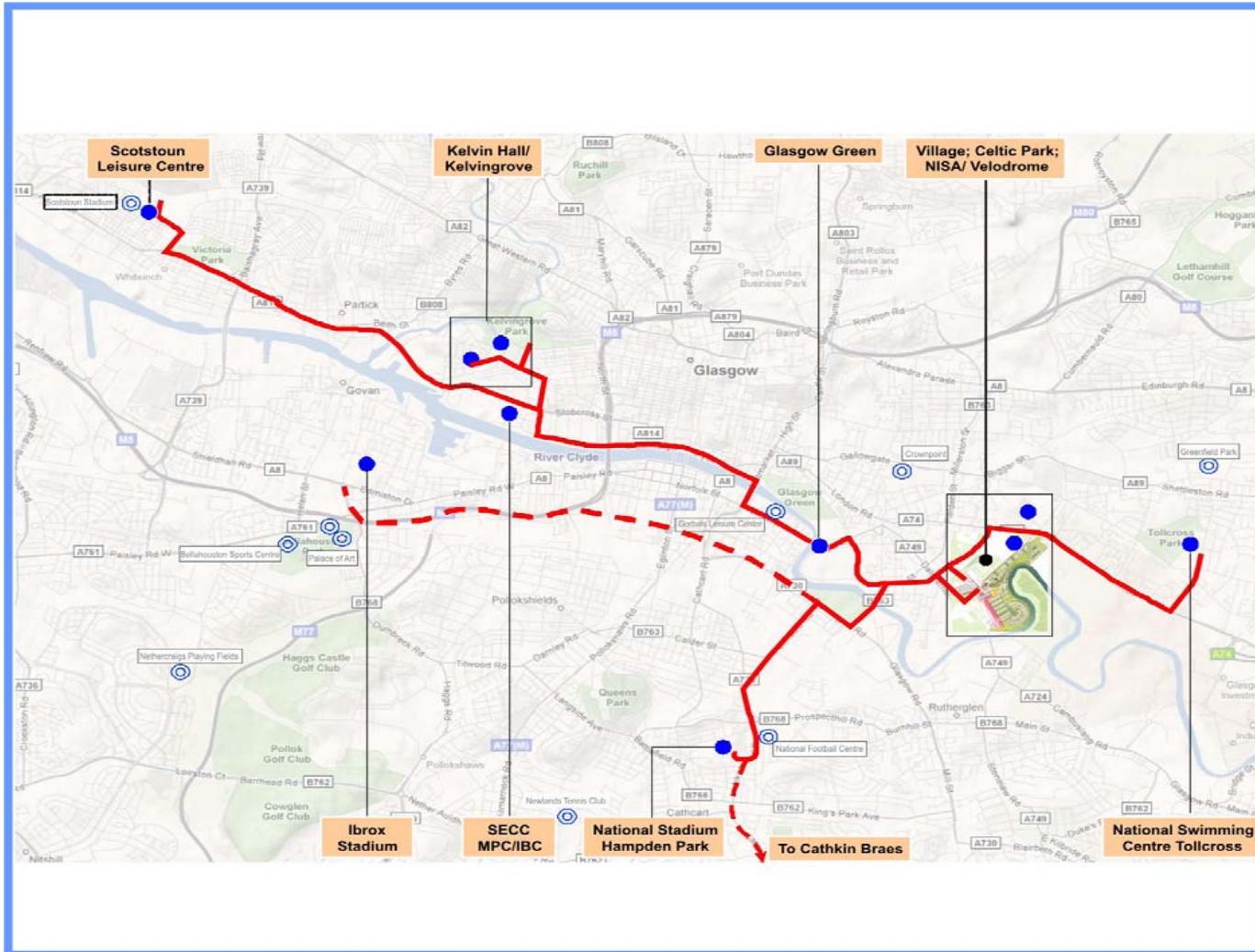
of the strategy are outlined in more detail in the plan document itself (see Table 2.7). In particular, transport strategy for the Games Family includes provision for a Games Route Network (GRN). The GRN aims to ensure safe, secure, reliable and accessible transport for the Games Family including journeys between accommodation, competition and non-competition venues and other official locations (see Figure 2.9). At this stage in the plan's development, a broad strategy and several outline traffic management measures have been developed to ensure that the GRN is effective during games-time. As plans progress through subsequent drafts, the traffic management strategy will be assessed using traffic modelling. Modelling results will feed back into the planning process informing changes to the strategy where relevant. In addition to the core GRN within Glasgow, a non core GRN has been developed to facilitate access to the various satellite venues. Appendix D details the proposed Games Venue Access Corridor plan which outlines the proposed routes that can be utilised by various modes of transport to access the Games venues.

The Transport Strategic Plan has three revision periods built into its development programme. From an environmental perspective, the SEA assessment and consultation will play a key role informing the development of Version 2 (please refer to ER Part B section 2.8.1 to 2.8.3 for information on the approach taken to assessing the potential environmental effects of the draft Transport Strategic Plan). Provisionally, the plan's three revision periods are as follows: 1) **Version 1** was issued in October 2010; 2) **Version 2** is due 2011 (post Delhi Games); and 3) **Version 3** (final version) is due 2013.

**Table 2.6 Transport Strategic Plan – key chapters**

Chapter	Details
<b>Chapter 3</b>	Describes the objectives of the Transport Strategic Plan, sources of funding and the roles and responsibilities of those involved. An overview of delivery partners, consultees and stakeholders is given, as well as details of the background schemes required to make the Games a success
<b>Chapter 4</b>	Outlines the transport strategy adopted for the Games and sets out the transport objectives for both Games Family and spectators
<b>Chapter 5</b>	Summarises the Games Family transport strategy and the specific requirements of each group of clients. It also details the GRN and how it will operate and discusses the measures that will be taken to reduce the demand on transport systems and infrastructure during games-time
<b>Chapter 6</b>	Considers the transport requirements of spectators and the Games workforce and also the modes of transport that will be available to them
<b>Chapter 7</b>	Provides venue access plans and the access strategy that will be utilised for each venue during the Games
<b>Chapter 8</b>	Describes the road events and the impact they will have on the transport systems in the city. These events include the Marathon, Road Cycle Races and Queen's Baton Relay
<b>Chapter 9</b>	Outlines the non-competition venues, such as the Athletes' Village, Games Family hotels and airports. It also presents information on the Opening and Closing Ceremonies as well as the cultural events that will be held across the city during the Games
<b>Chapter 13</b>	Describes the alignment with the transport legacy delivery programme for the Games

Figure 5.1  
Commonwealth  
Games  
Core Route



— Core Route  
● Games Venue  
● Training Venue

0 1000m

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Figure 2.8 Proposed Commonwealth Games Transport Strategic Plan Games Route Network (GRN)

## 2.5 Post-games provisions

Whilst the CG Strategy and Framework has been developed primarily to support the eleven days of competition in the summer of 2014, an equally important outcome of the Games for Glasgow and indeed Scotland as a whole will be the lasting legacy of socio-economic regeneration and environmental improvement that the investment of the CG Strategy and Framework will drive. Glasgow City Council (GCC) and the Scottish Government anticipate that hosting the Games will bring a long lasting legacy to the people of Glasgow and Scotland as a whole. In preparing the city for the Games, the council is leading on twenty major infrastructure projects, some of which are outlined above in section 2.3. Through these projects, the physical landscape of the city is set to alter dramatically. The social landscape of the city will also change, with the Games an impetus for raising aspirations, driving achievement and contributing to a more positive future for Glasgow and Glaswegians.

A key aim of this SEA is to ensure that any potential environmental issues or problems associated with implementation of the CG Strategy and Framework are considered at an early stage and mitigated where possible. Equally, the various plans, programmes, strategies and projects delivered under the banner of the CG Strategy and Framework present a considerable range of environmental opportunities that need to be capitalised on and developed into tangible environmental benefit. Given this, perhaps the most important issue addressed by this SEA has been the identification of the Games' potential positive environmental effects and associated environmental opportunities across a range of 'SEA topics and sub-topics' (e.g. biodiversity, green network, greenspace, cultural heritage, public realm, access etc). 'Marrying' these two outcomes up in the form of practicable SEA recommendations has then been undertaken. Delivery of these recommendations will be key to maximising the environmental legacy of the Games.

The Games' Legacy has already been addressed in the Health Impact Assessment for the Games; and Legacy Frameworks have been developed and adopted by Glasgow City Council and the Scottish Government. As these Frameworks have already been formally adopted it was not considered necessary to include this in the SEA..

A particular issue considered in the post-games assessment has been the degree to which pre-games and games-time provisions have been integrated with the post-games strategy. Where relevant and from an environmental perspective in line with the remit of SEA, recommendations have been made for improving this integration. In particular, a number of additional environmental 'legacy projects' have been suggested that would build on the good-work delivered as part of the pre-games and games-time strategies. This process has facilitated consideration of the relationship between legacy 'elements/ design-features' built into venue and other pre-games projects and relevant provisions within the legacy strategy. Legacy 'elements/ design features' were not subject to detailed consideration as part of the pre-games assessment (which focused primarily on the developmental impacts of pre-games activity) and include issues such as SuDS, energy efficiency measures, micro renewables etc.

### 2.5.1 Glasgow 2014 Legacy Framework

Legacy is the set of benefits left behind well after a major event, such as Glasgow 2014, has ended. Lasting benefits will be both tangible (e.g. job opportunities; business opportunities; new infrastructure investment) and less tangible (e.g. enhanced image; civic pride; improved health; improved community engagement). The legacy is also the opportunity provided by a major event, to help motivate and inspire individuals, stakeholders and communities, in such a way that can act as a catalyst for economic and social change.

Acknowledging current economic challenges, GCC will maximise legacy benefits from direct investment in Games related infrastructure and projects but also from the substantial investment in major infrastructure projects which were already planned but will benefit the Games. Legacy is not a stand-alone or separately funded group of activity: it is the process of maximising the long-term benefits that Glasgow 2014 provides. The legacy is the opportunity to enhance and build on existing programmes of activity, to develop new ways of working, develop better partnerships, and encourage the pooling of resources and organisations to deliver more inspired ways of working.

Glasgow 2014 offers a unique opportunity to showcase the city and an opportunity to transform Glasgow socially, economically and environmentally. By working in partnership across the city, the Games will help leave a lasting effect for all of Glasgow's residents beyond the event itself. The Glasgow 2014 Legacy Framework sets out a vision for the legacy and how this will be achieved including key outcomes before, during and after the Games. The Legacy Framework's vision is:

*"Glasgow 2014 will help achieve a healthier, more vibrant city with its citizens enjoying and realising the benefits of sport and the wider, longer term economic, social, cultural and environmental benefits that Glasgow 2014 can help deliver"*

Building on the significant economic and social progress already achieved in recent years, the Glasgow 2014 Legacy Framework sets the strategic direction up to 2019. The Framework covers six legacy themes as a reflection of people's aspirations from the Commonwealth Games in Glasgow, and to help shape the direction of activity going forward. Legacy strategy (including objectives, targets and key actions) has been developed under the six themes outlined below:

- **A prosperous Glasgow:** A more Prosperous Glasgow will build on the investment and social renewal already achieved over the past decade, to create real and permanent economic progress (see Part A of the Legacy Framework);
- **An active Glasgow:** A more Active Glasgow will use the Games to inspire more Glasgow citizens to become physically active and participate in sport, leaving a community legacy of world class venues being developed as part of the Games (see Part B of the Legacy Framework);
- **An international Glasgow:** A more International Glasgow will use Glasgow 2014 to showcase Glasgow and help strengthen the city's image, worldwide reputation and civic pride (see Part C of the Legacy Framework);
- **A greener Glasgow:** A Greener Glasgow will use Glasgow 2014 to help Glasgow become one of the most sustainable cities in Europe by setting an environmental standard that the city will follow (see Part D of the Legacy Framework);
- **An accessible Glasgow:** A more Accessible Glasgow will see around £2 billion of investment in the city's transport infrastructure, providing businesses, citizens and visitors with faster, more reliable access in and out of Glasgow (see Part E of the Legacy Framework); and
- **An inclusive Glasgow:** A more Inclusive Glasgow will be an opportunity for all who don't have a formal role in Glasgow 2014, to participate in this once in a life time event (see Part F of the Legacy Framework).