



MAP KEY

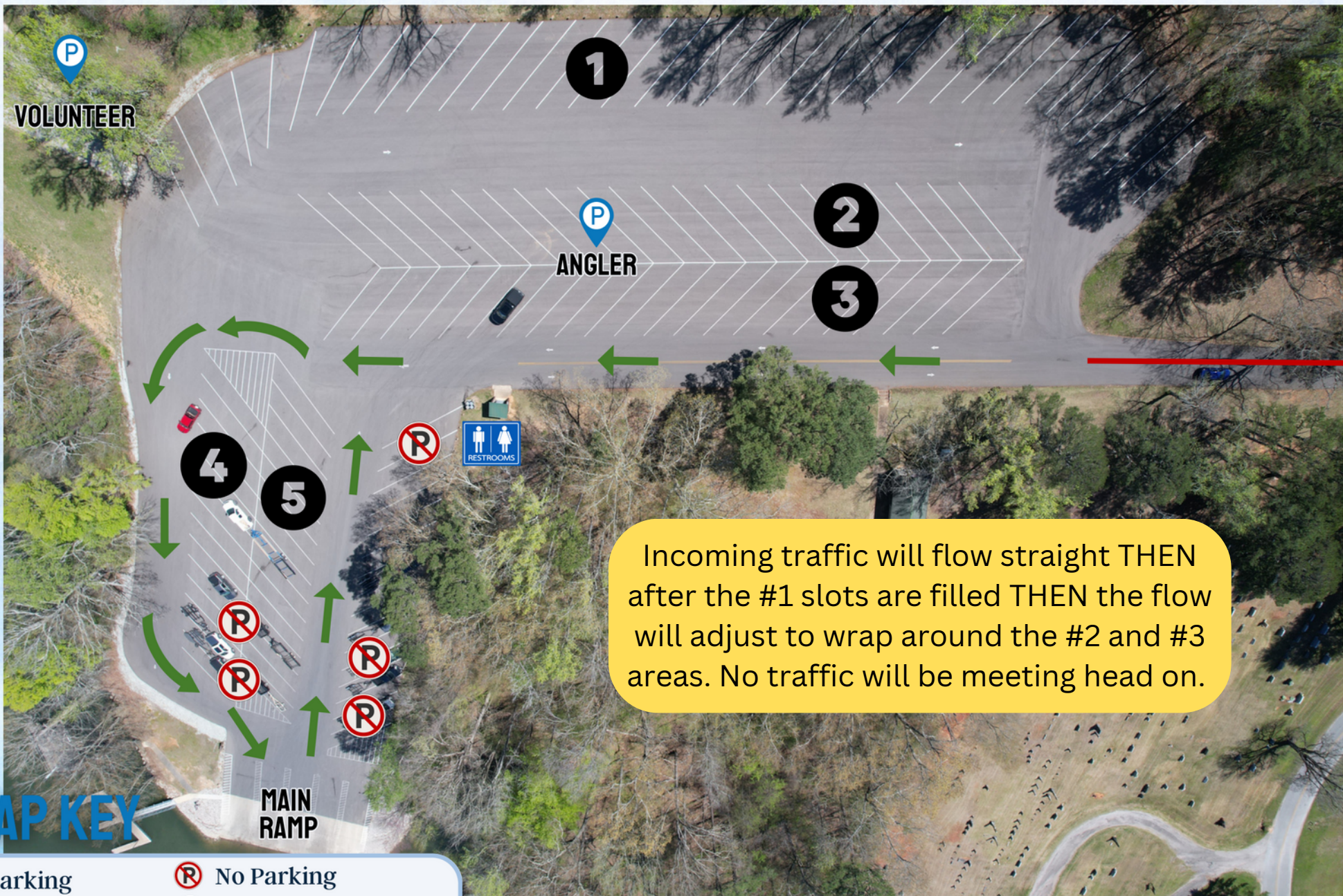
- | | | | |
|---|-----------------|---|-------------------|
|  | Parking |  | No Parking |
|  | Restrooms |  | PLSP Welcome Arch |
|  | Flow of Traffic |  | Gas |
|  | Park Road |  | Order of Parking |



MAP KEY

- | | | | |
|--|-----------------|--|-------------------|
| | Parking | | No Parking |
| | Restrooms | | PLSP Welcome Arch |
| | Flow of Traffic | | Gas |
| | Park Road | | Order of Parking |

PLSP: MARINA RAMP

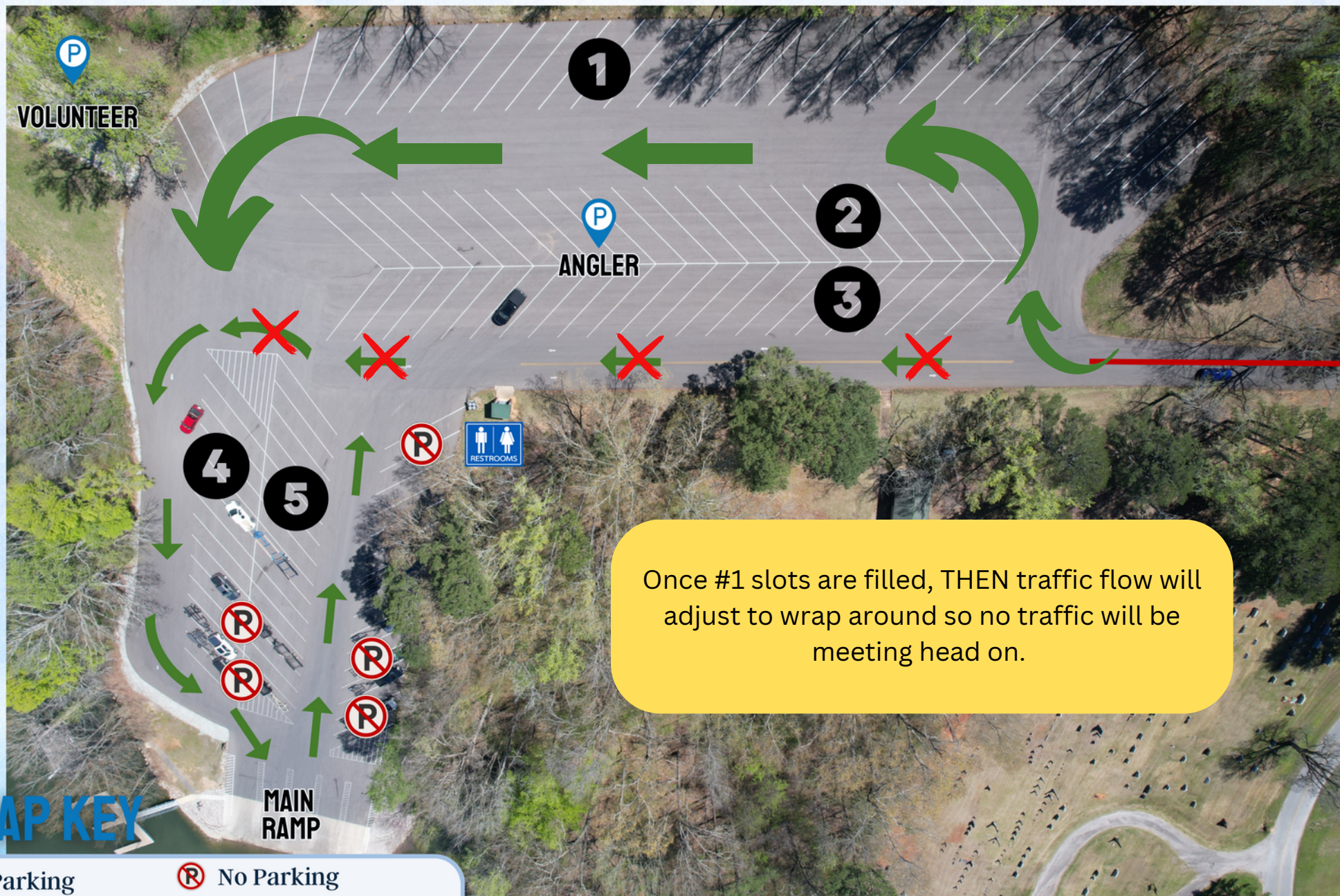


Incoming traffic will flow straight THEN after the #1 slots are filled THEN the flow will adjust to wrap around the #2 and #3 areas. No traffic will be meeting head on.

MAP KEY

- | | | | |
|--|-----------------|--|-------------------|
| | Parking | | No Parking |
| | Restrooms | | PLSP Welcome Arch |
| | Flow of Traffic | | Gas |
| | Park Road | | Order of Parking |

PLSP: MAIN RAMP



Once #1 slots are filled, THEN traffic flow will adjust to wrap around so no traffic will be meeting head on.

MAP KEY

- | | | | |
|--|-----------------|--|-------------------|
| | Parking | | No Parking |
| | Restrooms | | PLSP Welcome Arch |
| | Flow of Traffic | | Gas |
| | Park Road | | Order of Parking |

PLSP: MAIN RAMP