

# Roadtaking Scenarios

## Banners

We have different size banners for different roads, with 5m and 8m typical.

Place banners where traffic naturally stops- for instance stop signs, traffic lights and pedestrian crossings.

Always have banner message facing out to the traffic that is being blocked.

## Banner Placement Timing

### **Never Go Out Too early**

- If you do, the blocked traffic may not see the march and they'll be angry at being held up for no obvious reason. That's dangerous.
- If you go out too late, the march leader will stop the march when they see no road block in place. That is the better option: stop the march. That will also concentrate the marchers, reducing gaps.
- Blocking a major intersection is not an instant event. You must send out your road blockers when the lights are red for their traffic. Another team may have to wait for the lights to be red for their traffic. So timing is crucial, but, if in doubt, delay.

### **Roadtake team move on once march itself is blocking intersection**

- Other stewards can take over as a line, or side banners can take over.
- Unless it's a major junction and we need the physical banner presence to deter motorists.
- Be prepared for rapid switching to the next junction. Once you have finished, you will need to leapfrog the banner team in front of you waiting for the march to arrive and get ready at the junction after that.

### **Releasing Roadtakes**

- Be careful, especially at the march rear when we release blocked traffic. Everyone should move out of the road at the same time.

### **Gaps in Marches**

- Gaps in a march are dangerous: bikes, e-bikes, e-scooters and motorbikes will try to get through. That's when roadblockers should stay in place until a side banner comes along to block access for these pesky machines. Only then do you head off to the next intersection.
- There will be many different banners in a large march (march banners, not road-taking banners). These will want a gap so photographers can get a good shot.

## Example Road Junction scenarios

These animations show a march interacting with traffic and banner teams moving into position and then releasing and moving on. It assumes other Stewards or banner teams will hold junctions as the march passes by.

## Crossroads - Marching left

<https://tube.rebellion.global/videos/embed/1c531e1e-d999-408c-b000-3fa30a3ead2d>

Turning Left, simplest scenario

One banner to protect march as it turns

Banner out as march arrives

Blocks traffic from the right

And traffic from the top trying to turn (their right)

All other traffic keeps moving

Once march has passed, then banner leapfrogs on to next junction

## Crossroads - Marching straight across

<https://tube.rebellion.global/videos/embed/1a4d2e7d-47f5-458d-bcdd-92bdbff776c6>

Straight on, slightly more complex

Three banners (or one 5m, one 8m)

Banner out as march arrives

Blocks traffic from the right

And traffic from the top trying to turn (their right)

Second banner blocks traffic from the left

Once march has passed, then banner leapfrogs on to next junction

## Crossroads - Marching right

<https://tube.rebellion.global/videos/embed/7fbb8eb8-8763-4641-b49c-2021580d9571>

Turning Right, complex scenario

Three banners to protect march as it turns

Banner out as march arrives

Blocks traffic from the right

Second banner blocks traffic from top

Third banner blocks traffic from the left

Only limited traffic keeps moving

Once march has passed, then banner leapfrogs on to next junction

## Minor road - Marching left at major road junction

<https://tube.rebellion.global/videos/embed/0071db1a-7e74-4363-a1b8-c8ee9b7e361b>

Turning Left, simplest scenario

One banner to protect march as it turns

Banner out as march arrives

Blocks traffic from the right

All other traffic keeps moving

Once march has passed, then banner leapfrogs on to next junction

## Minor road - Marching right at major road junction

<https://tube.rebellion.global/videos/embed/1c48157b-bbc9-4f99-9959-06b85b3c3edd>

Turning right, more complex scenario

Two banners to protect march as it turns

Banner out as march arrives

Block traffic from the right

Block traffic from left

No traffic keeps moving

Once march has passed, then banner leapfrogs on to next junction

## Side roads - Marching past junctions on left and right

<https://tube.rebellion.global/videos/embed/979c76fa-249a-471e-9c8c-ecfe952e3e12>

Passing side roads

Basically, block roads just before march arrives

Banners out as march arrives

Note how we only protect the side of road that march is on

All other traffic keeps moving

Once march has passed, then banner leapfrogs on to next junction

## Narrow (one-way) streets

<https://tube.rebellion.global/videos/embed/ee413bb0-68c8-4f13-9f2d-74862466ce06>

Most complex scenario – we try and avoid routes like this

Needs signalling to traffic that is held up that march is approaching as drivers (and march coordinators and roadtake crews) cannot see round corners

Roads blocked for a long time as we don't want traffic to meet march head on down a side street, so these routes often need more deescalation

Once march has passed, then open up the side roads if possible  
Junction with main road is as we have seen in examples above

## Roundabout - Marching right

<https://tube.rebellion.global/videos/embed/f0caf4ce-974c-410e-8e9b-3f90ae749c74>

Roundabout, turning right for clarity

Banners to block each entrance so that roundabout doesn't become clogged and block march

Banner out as march arrives

Blocks traffic from the right

Then other junctions

As march arrives shift right banner

Release banners as march passes each road

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