

THE LA28 CONSTRUCTION SHUTDOWN

Caltrans is shutting down highway construction across Southern California for three months around the 2028 Games. While thoughtful traffic management during the LA28 Olympic and Paralympic Games is a legitimate need, a summer-long shutdown across the spine of the Los Angeles freeway system is punitive, unnecessary and anti-worker.

WHAT THE SHUTDOWN DOES

- Stops all work for more than 3 months (93 days) on the Games Route Network. “No work or highway closures are allowed along the Games Route Network from June 1, 2028 to September 1, 2028.” The network is defined by table in each district’s provision: 19 segments of Routes 1, 2, 5, 10, 47, 57, 91, 101, 105, 110, 134, 164, 210 and 405 — roughly 225 centerline miles across Los Angeles, Orange and San Diego counties.
- Shuts every other District 7 (Los Angeles County) highway for nearly two months. No work or closures within the traveled way from July 11 to July 31 and from August 14 to August 28, 2028, across Los Angeles and Ventura counties. During these periods of time, work outside the GRN now “may be allowed if authorized by the Engineer,” creating a subjective standard that’s impossible to predict.
- Extends the same 93-day stoppage into Orange and San Diego counties. Districts 11 and 12 have issued their own versions, covering SR-57 and SR-91 in Orange County and 47 miles of I-5 from the Los Angeles County line to Basilone Road.
- Freezes venue ramps for the same 93 days. At the LA28 venues named in the provisions, no work may encroach on the freeway, connector, or a list of ramps from June 1 to September 1, 2028.
- Layers Unnecessary Event-Day Restrictions. Caltrans currently has restrictions in place for encroaching work from three hours before to two hours after any event at 46 different venues in Southern California. The proposed LA28 shutdown adds one more onerous restriction on top of already convoluted rules.

THE PRACTICAL EFFECT OF TIERING THE SHUTDOWN (DISTRICT 7)

The two Tier 2 windows are thirteen days apart, and with the realities of a construction schedule, this means in practice that work will be stopped along these routes for the entirety of the summer. Meeting a shutdown date means demobilizing crews, releasing equipment and subcontractors, securing the site and striking traffic control. In practice the second tier is one continuous shutdown running July 11 through August 28, which totals 49 days of de facto stoppage.

THE CASCADING EFFECT

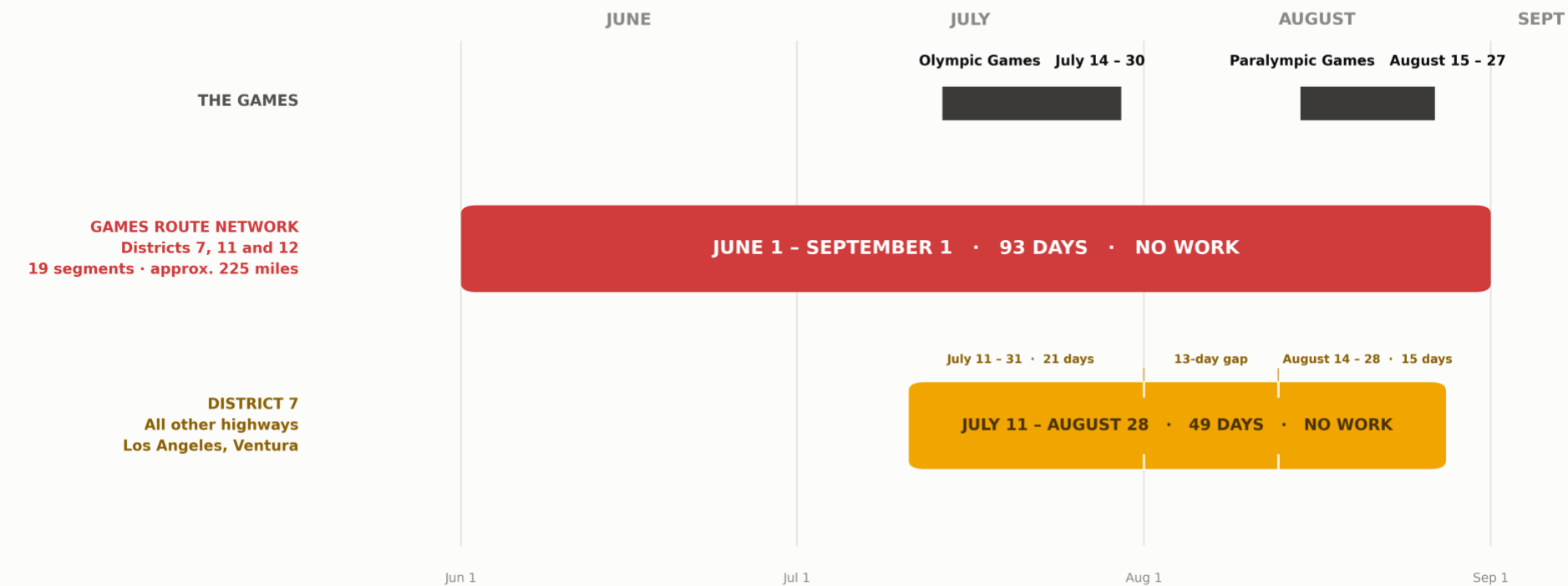
The shutdown will not stop at the state highway system. Cities and counties that operate state routes or streets adjacent to affected freeways typically mirror Caltrans policy and are expected to implement the same shutdown on their local streets and roads. This would have a devastating impact on the livelihood of Southern California construction workers, slashing their yearly take-home pay by around \$20,000 plus benefits.

THIS IS BEAURACRATIC POLICY, NOT LEGISLATION

No statute, regulation, or executive order imposes the shutdown, so there is no bill to track or oppose. Caltrans is implementing it administratively — writing Section 12-4.02C(3)(e), “Closure Restrictions for Special Events and Venues,” directly into the specifications of the contracts it advertises and awards, and into the stage construction and traffic handling plans that go with them.

THE SHUTDOWN CALENDAR

Caltrans Districts 7, 11 and 12 LA28 Nonstandard Special Provisions · each replaces Section 12-4.02C(3)(e) · Games dates from LA28



District 7 restricts two windows totalling 36 days. The 13 days between them cannot absorb a demobilization and a remobilization, so the stoppage runs July 11 through August 28 — 49 days. The two-window structure exists only in District 7. The District 11 and 12 provisions restrict their Games Route Network segments and nothing further.

TIER 1

The Games Route Network — no work and no highway closures of any kind, June 1 through September 1, 2028

Caltrans Districts 7, 11 and 12 LA28 Nonstandard Special Provisions · each replaces Section 12-4.02C(3)(e)



19 segments · approx. 225 centerline miles · Los Angeles, Orange and San Diego counties. Route geometry: OpenStreetMap, clipped to the route limits stated in each provision.

The Games Route Network across Districts 7, 11 and 12. No work and no highway closures of any kind, June 1 through September 1, 2028.

THE 19 SEGMENTS

Route limits verbatim from each district's Games Route Network table.

DISTRICT 7 · Los Angeles & Ventura 16 seg · 164 mi

- 1 Orange County Line to 7th St
- 2 Route 101 to Route 134
- 5 Stadium Way to Route 2
- 10 Route 405 to Route 110
- 10 Route 101 to White Ave
- 47 Route 110 to Harbor Blvd
- 57 Routes 10/57/71 interchange to Via Verde
- 91 Vermont Ave to Orange County Line
- 101 Route 10 to Alvarado St
- 101 Campo De Cahuenga to Hayvenhurst Ave
- 105 Route 405 to Route 110
- 110 Route 47 to Stadium Way
- 134 Route 101 to Route 210
- 164 Route 60 to Route 10
- 210 Mountain St to Baldwin Ave
- 405 Orange County Line to Victory Blvd

DISTRICT 12 · Orange 2 seg · 13 mi

- 57 Katella Ave to SR-91
 - 91 LA/Orange County Line to SR-57
- Plus two connectors at the SR-91/SR-57 interchange: EB 91 to SB 57, NB 57 to WB 91.

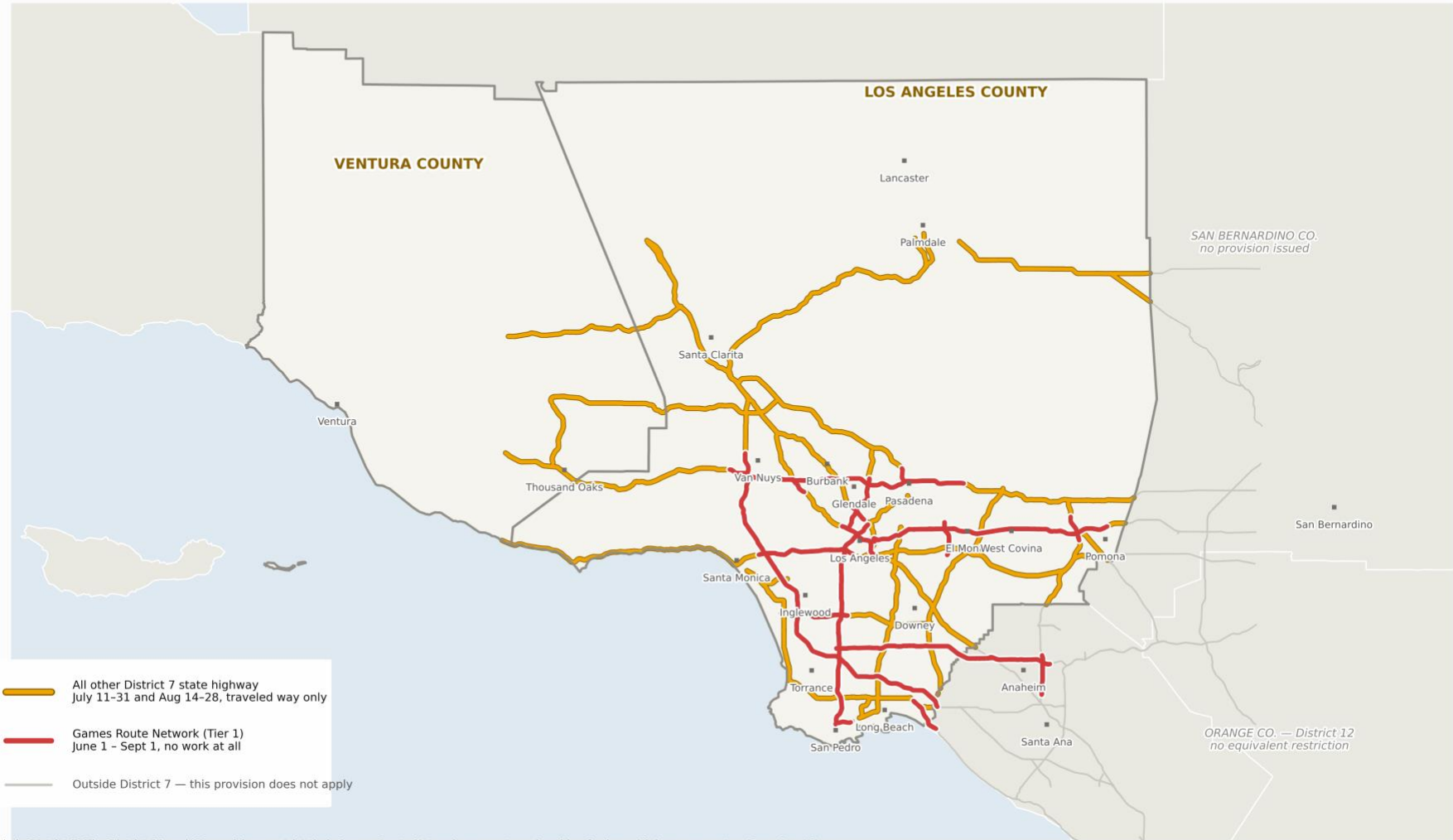
DISTRICT 11 · San Diego & Imperial 1 seg · 47 mi

- 5 Orange County Line to Basilone Road

TIER 2

Every other state highway in District 7 — no work in the traveled way, July 11–31 and August 14–28, 2028

Caltrans District 7 LA28 Nonstandard Special Provision · replaces Section 12-4.02C(3)(e) · February 2026



Tier 2 exists only in District 7. The District 11 and 12 provisions restrict their Games Route Network segments and nothing further. Highway geometry: OpenStreetMap.

Tier 2 — every other state highway in District 7. No work in the traveled way, July 11–31 and August 14–28, 2028: a 49-day dead span in practice. Tier 2 exists only in District 7.