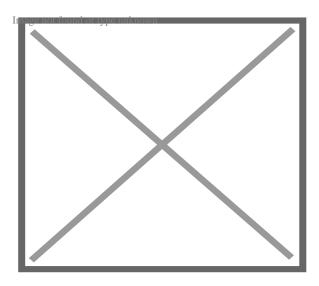
Home > Chargers Home Game

## **Chargers Home Game**



Take the Trolley to the game! The <u>Green Line</u> provides regular service to Qualcomm Stadium every day from 5am to midnight with scheduled departures from most stations every 15 minutes. Extra Service begins 3 hours before kickoff. <u>UC San Diego Blue Line</u> passengers can transfer to the Green Line at the 12th & Imperial Station. <u>Orange Line</u> passengers can transfer at either 12th & Imperial or Grossmont.

All Chargers home games are available on our <u>mTicket</u> mobile ticketing service. Skip the lines at the Ticket Vending Machines and enjoy the special mTicket Express boarding lines!



## **Game Day Tips**

- Travel early: Allow extra time as Trolleys may be crowded. At some of the more popular locations closer to the stadium, trains may arrive that are already full. Rest assured that the trains will continue to operate as often as possible, providing service to all of our customers. In addition, some trains begin service at mid-line points (Hazard Center and Grantville) to ensure that fans boarding at stations closest to the stadium have additional options.
- Purchase a Regional Day Pass: Before the game, purchase your Day Pass in order to avoid lines after the game. Day Passes can be purchased on your smartphone (\$5.50), at a

Ticket Vending Machine (\$5 with a Compass Card, or \$7 without), or at a Kiosk at select Green Line stations. Kiosks begin selling the \$6 Chargers Commemorative Day Pass four hours before game time at: Gaslamp, Santa Fe Depot, Old Town Transit Center, Morena/Linda Vista, Fashion Valley, Hazard Center, Mission Valley, Rio Vista, Qualcomm, Grantville, Grossmont, Amaya, and El Cajon.

- **Old Town overflow parking:** Available nights and weekends at the Caltrans building on Taylor Street just north of the station platform.
- **Hazard Center:** Parking allowed for weekend and weeknight games on Lower Level only. Hazard Center also offers great pre- and post-game places to dine and celebrate!
- Park and Ride east of Qualcomm Stadium: Most fans arrive from the west. To expedite
  post-game service, riders with a pre-purchased Day Pass will be allowed to enter the
  stadium station at the circular stairs directly below the boarding platform. This will provide
  direct access to eastbound trains.
- Avoid attempting to bypass the line by walking to the next station: Although the line
  may appear daunting, please be patient and allow us to move all passengers in as timely a
  manner as possible. Passengers choosing to walk to the Mission San Diego or Fenton
  Parkway stations will find that station access is metered, allowing only a limited number of
  passengers to enter at a time. If you must avoid the rush, please consider departing the
  game a little early or waiting for a while after the game to enter the line.
- Accessible entrance: The ADA accessible entrance for both eastbound and westbound
  passengers is located by the Jack Murphy statue next to Gate K. This entrance allows
  direct access to the station elevator and boarding platform ramps. Passengers requiring an
  accessible path should use this entrance regardless of travel direction.
- Carry-ins: Be aware that the NFL has a <u>strict enforcement policy</u> on the size and type of bags and other items that may be brought into the stadium. A person with non-compliant items will be turned away at the gate. If turned away, fans may go to the bag check service located in Section K2 of the Qualcomm parking lot. Check-in opens three hours before game time and the cost is \$5 per bag checked.
- Pacific Surfliner® and Trolley: Leave the traffic and parking hassles behind. Ride the Pacific Surfliner to the San Diego from the Old Town Transit Center and Trolley to Qualcomm Stadium for Chargers games. <u>Make your train reservations today</u>.

**Event Type:** San Diego

**Date and Time:** 

Sunday, December 4, 2016 - 1:30pm

Original URL: https://www.sdmts.com/inside-mts/events/chargers-home-games

Source URL:https://mtsnet.demosite.us/event/chargers-home-game