

SPECIAL EVENT NOTIFICATION

St George MarathonTraffic Impact

On Saturday, October 4th, 2025, the City of St George will welcome 8,000 runners for the St George Marathon and Half Marathon presented by Intermountain Health. This annual event will start in Central, Utah and end at Vernon Worthen Park in St George.

This letter provides **specific information for your neighborhood** to help residents adjust plans to accommodate the race and to minimize impacts to your day's activities. Detour signage will be placed to help you navigate around the closures.

IN YOUR NEIGHBORHOOD...Central, Brookside to Veyo

Thursday & Friday, October 2nd & 3rd - (Central ONLY)

Setup for the St George Marathon start line will begin on Monday, September 29th on SR-18. Traffic control for Northbound and Southbound traffic on SR-18 will take place on Thursday and Friday from 200 South to Sumac Dr in Central.

Saturday, Oct 4, 2025

Saturday there will be road closures until approximately 1:00 p.m. on SR-18 between Central and St George. As the last runner passes the traffic controls will be lifted as soon as possible.

SR-18 at Central

4:00 a.m. **Closure of SR-18 at 200 South in Central for Northbound traffic**
Closure of SR-18 at Sumac Drive in Central for Southbound traffic
Both of these closures will use the same Detour route in opposite directions

Detour Route (SR-18 Northbound)

1. Right Detour Arrow onto 200 South
2. Left Detour onto 300 East.
3. Left Detour onto Pine Valley Road / Center Street
4. Right Detour onto 100 East / N Lodge Road.
5. Left Detour onto Lodge Road
6. Left Detour onto Sumac Drive
7. Right Detour onto SR-18

SR-18 at Brookside

- 6:00 a.m. **Closure** of Northbound traffic on State Road 18
- 6:00 a.m. **Closure** of Southbound traffic on State Road 18
- 10:00 a.m. Northbound Hwy 18 should be available

SR-18 at Veyo

- 6:00 a.m. **Closure** of Northbound traffic on State Road 18
- 6:00 a.m. **Closure** of Southbound traffic on State Road 18
- 10:00 a.m. Access to Gunlock Road should be available