GLASGOW 2026 COMMONWEALTH GAMES

SUSTAINABILITY MANAGEMENT PLAN



commonwealth games
GLASGOW 2026

1. INTRODUCTION

The Glasgow 2026 Organising Company (OC) has been established to deliver the 23rd edition of the Commonwealth Games. Glasgow 2026 promises an altogether brilliant Commonwealth Games, paving the way for a new era of Commonwealth Sport.

Taking place from 23 July to 2 August, Glasgow 2026 is an 11-day celebration that combines world-class sport with a future-focused vision; built and delivered by the vibrant spirit of Glasgow. With up to 3,000 athletes from the 74 nations and territories of the Commonwealth, supported by 3,000 volunteers, they will turn the city into a world-class festival of sport. Together, we are proud to be pioneering a leaner, more sustainable model for major events.

Delivering this revised model will demonstrate a new Commonwealth standard for the Games, which is focused on being cost-effective, sustainable, and adaptable. Glasgow 2026 will pioneer this approach by reducing cost to the host cities, creating new and lasting opportunities, and increasing the meaningful impact for local and wider communities.

1.1. WHY A SUSTAINABLE GAMES?

All facets of sustainability across environmental, social and economic dimensions, are important for Glasgow 2026 and the Commonwealth Games movement. Although the city's confirmation as host for the 2026 came relatively late in the timeline for preparing the Games, this commitment to sustainability is key to delivering the Games.

This is a pivotal moment for the Commonwealth Games movement, in which efforts are being made to create a streamlined model that sets a new standard for delivering a more focused, cost-effective, sustainable, and adaptable Commonwealth Games. Glasgow 2026 will be at the heart of this approach, aiming to reduce the financial burden on future host cities and open up hosting opportunities to a broader range of countries and cities, without imposing significant economic strain.

The powerful legacy ambition is articulated in detail in the overarching *'Story of Change'*. Underpinning the Story of Change is a series of thematic plans representing the intended legacy of the Games:: Community Engagement, Equality, Diversity and Inclusion, Accessibility, Environment, and Financial Sustainability.

1.2. HOST CITY AND REGIONAL CONTEXT

The city of Glasgow aims to position itself as a leader in 'green and Circular Economy'.

Acknowledging global rising emissions and the impact on the City, the **Glasgow Climate Plan** sets out the action plan to become a Net Zero carbon city by 2030, focused on decarbonising public transportation, improving energy and water efficiency, reducing waste, and improving biodiversity[1]. Scotland is considered a sustainability leader in the UK and Europe, with ambitious goals to meet Net Zero by 2045 (five years ahead of the global target), and a world leader in renewable electricity generation[2], as well as providing the highest proportion of 'green' jobs in the UK[3].

Building on these ambitions, the Games must actively support both Glasgow's and Scotland's wider sustainability goals, by demonstrating effective low-carbon delivery, integrating circular economy principles, and leaving a legacy that contributes to Net Zero targets.

1 Glasgow Climate Plan 2024 2 Scottish Renewables 2020 3 PWC Green Jobs Barometer 2024

1.3. THE PURPOSE OF THIS DOCUMENT

Given the limited timeframe to plan and deliver the Glasgow 2026 Commonwealth Games, we have focused on identifying the areas with the greatest environmental impact, implementing effective measures for measurement, and ensuring these actions contribute to a meaningful and lasting environmental legacy.

Specifically, this plan sets out:

1. Robust environmental goals and targets for Glasgow 2026; how they will be achieved and their outcomes measured
2. Requirements for the diverse Functional Areas and key stakeholders whose operational roles will be supporting the implementation of these goals
3. Essential safeguards to minimise environmental impact
4. How we will contribute to the new sustainable model for the Commonwealth Games, reinforcing the Commonwealth Sport brand reputation, and supporting the wider Glasgow and Scotland sustainability goals

1.4. SUPPORTING DOCUMENTATION

This document is supported by:

- Story of Change
- Supplier Code of Practice
- Recycling Management Policy
- Sustainable Event Management System Manual (ISO 20121:2024)



2. SETTING A SUSTAINABLE VISION

A NEW STANDARD FOR COMMONWEALTH SPORT, CREATING A TRANSFORMATIVE PATHWAY FOR FUTURE HOSTS.

An overarching strategy for the Games has been developed, bringing together environmental and social sustainability, public engagement, social value and legacy. The Story of Change set outs the bigger picture of what we aim to achieve through the Games, the immediate benefits on the local community, as well as the long-term lasting impact.

Regarding environmental sustainability, we aim to build on the accomplishments of the previous Commonwealth Games, including Birmingham 2022, Gold Coast 2018 and Glasgow 2014. We will support the realisation of this vision by by embedding a low-carbon and zero waste approach supported by Circular Economy principles into every stage of planning and delivery. This plan sets a clear expectation that all decisions, from venue use and procurement to transport and waste, must consider low-impact solutions.

By aligning with Glasgow's Net Zero 2030 target and Scotland's 2045 climate goals, the vision ensures that the Games contribute meaningfully to long-term regional sustainability.

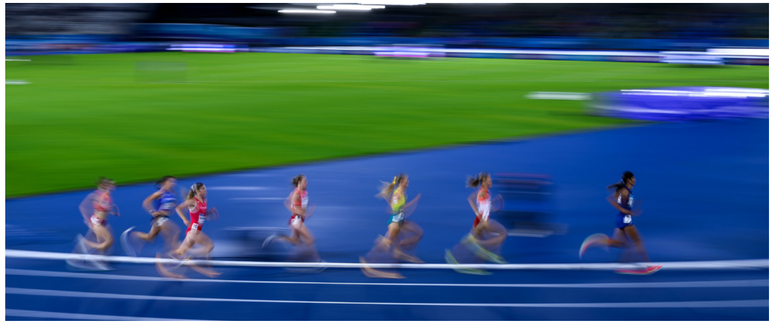
3. SCOPE

The scope of this Environment Plan applies to the planning, construction, delivery and decommissioning of the Glasgow 2026 Commonwealth Games.

Specifically, this covers the operational use of the four competition venues, training venues, and accommodation, as well as the goods and services procured by the OC.

Environmental sustainability will be embedded into every relevant policy and procedure within the OC and supported by individual Functional Area and Venue Management Plans.













4. THE IMPACT OF THE REIMAGINED MODEL

The new streamlined model for Glasgow 2026 not only delivers significant financial savings through simplifying the scale of the event, but also drives substantial environmental benefits through the following:

ZERO CONSTRUCTION THROUGH EXISTING VENUE USE

The Games will only utilise existing venues for competition and training grounds. The competition venues: Scottish Event Campus, Sir Chris Hoy Velodrome, Tollcross International Swimming Centre and Scotstoun Stadium, will be updated to meet Games' requirements using hired temporary overlay, which will be returned to the supplier post-Games for reuse at other events.

This significantly reduces the carbon footprint usually associated with the construction and fitting out of new venues of bespoke overlay for other mega-events.

KINGS BATON RELAY

The reimagined King's Baton Relay for Glasgow 2026 places sustainability at its core by eliminating the need for international travel and transit between nations and territories. Instead, each of the 74 Commonwealth nations and territories will receive its own locally decorated Baton, crafted in Glasgow using a simpler, more sustainable design. This approach significantly reduces the event's environmental impact while empowering local communities to celebrate through their own creativity and culture.

UTILISING GLASGOW'S EXTENSIVE HOTEL OFFERING

Instead of a single dedicated Athlete's Village, all athletes at Glasgow 2026 will be allocated rooms across an Accommodation Hub, using the city's network of hotels. The Accommodation Hub will be within walking or active travel distance of all competition venues.

This further reduces the carbon footprint normally associated with the construction, catering and other specialist facilities provided in a bespoke Athlete's Village.

COMPACT VENUE FOOTPRINT

All events are held within an eight-mile corridor, connected through walking and cycling paths. This configuration will limit transport-related carbon emissions.

OPTIMISED SPORTS PROGRAMME

The Games will feature ten sports (reduced from 19 in Birmingham 2022 Games). This means fewer facilities and services than previous Games, which reduces the carbon footprint in relation to the energy required to power the Games, a smaller workforce (therefore fewer meals, uniforms and related services), and overall savings in logistics and transportation.

INTEGRATION OF SUSTAINABILITY INTO PROCUREMENT

The procurement process requires all suppliers of goods and services for Glasgow 2026 to commit to the Supplier Code of Practice. A key target of the Games is to prioritise working with local, innovative suppliers who meet the Games' standards for ethical sourcing, environmental sustainability and social impact.

5. ALIGNING TO GLOBAL BEST PRACTICE

We're committed to aligning with global best practices and internationally recognised standards to deliver a truly sustainable Games.

We're establishing a robust methodology to measure, track, and publicly report the full carbon footprint, including Scope 1, Scope 2, and key Scope 3 emissions, in accordance with the Greenhouse Gas Protocol[4]. Beyond measurement, the Games is actively certifying against global standards of best practice, including ISO 20121:2024 and Albert for sustainable broadcast operations, among other benchmarks.



5.1. ISO 20121[5]

Our aim is for Glasgow 2026 to be certified to the global standard of event sustainability best practice, ISO 20121. This is a holistic, event sustainability management system standard, that will apply across all elements of the Company's sustainability agenda. In accordance with the requirements of the standard, we will incorporate the principles of transparency, inclusivity, environmental stewardship, and integrity into the internal management of the Games.

Although this will be delivered in a condensed timeframe, the formal processes of an internal audit and performance evaluation (including management review) will form essential parts in supporting the delivery of this plan and achieving our goals.



5.2. ALBERT[6]

The Glasgow 2026 Broadcast team is committed to delivering a sustainable media operation by achieving Albert certification—the leading standard for environmental sustainability in broadcast production. By certifying to Albert, the team will measure, manage, and reduce the carbon footprint of all broadcast activities, including transmission, on-site operations, and travel. This approach aligns with the Games' low-carbon goal and ensures that the media coverage is produced efficiently and responsibly.



4 The Greenhouse Gas Protocol (GHG Protocol) is a globally recognised framework for measuring, managing and reporting greenhouse gas emissions, helping organisations understand their carbon footprint.

5 ISO 20121:2024 is an internationally recognised standard that provides a framework for managing events sustainably, helping organisations minimise their environmental impact, promote social responsibility and improve economic sustainability throughout event planning and delivery.

6 Albert is the screen industry's leading environmental sustainability initiative, supporting film and television productions to measure and reduce their carbon footprint and adopt more sustainable production practices.

6. GOALS AND TARGETS

To support our vision, we have commmitted to three ambitious goals, underpinned by SMART objectives, KPI metrics, and the certifications outlined above. Achieving these goals requires a collaborative approach across the OC, with active engagement from key Functional Areas.

A topline action plan for delivering the objectives and achieving our goals is presented below, which will be further detailed and operationalised through Functional Area Action Plans.

GOAL	OBJECTIVE	BASELINE OBJECTIVE AGAINST BIRMINGHAM 2022	BASELINE OBJECTIVE AGAINST OTHER MEGA EVENTS (OLYMPICS/WORLD ATHLETICS ETC)
To host a low-carbon Games by reducing greenhouse gas emissions through sustainable design, procurement and operations	At least 60% of Games fleet vehicles are electric	Achieved 42%.	**World Athletics 2025 and Paris 2024:** achieved 100%.
	80% of attendees use public transport	54% of spectators	**World Athletics 2025:** 70% of spectators **Men's Rugby World Cup 2023:** 84% of spectators **Paris 2024:** 87% of spectators
	100% of energy is derived from the Mains Grid and/or green energy sources	100% from the mains grid and all generators used HVO Fuel[7]	**LA28:** 100% of purchased electricity for venues will be renewable. **Paris 2024:** 100% powered by renewable sources and all venues connected to the national grid. 100% of generators powered by biofuel, hydrogen, or batteries
	80% of food and drink procured for the Games is locally sourced, to reduce emissions from transport and production	N/A	**Paris 2024:** 80% of produce came from 100KM from the Olympic Village, with 100% seasonal fruits and vegetables.
	25% of all Games menus are plant-based	Achieved 40% for non-spectators' food	**Paris 2024:** achieved 50% for non-spectators, and 60% for spectators.

7 If temporary power solutions are necessary, these should use HVO or other non-fossil fuel options.

GOAL	OBJECTIVE	BASELINE OBJECTIVE AGAINST BIRMINGHAM 2022	BASELINE OBJECTIVE AGAINST OTHER MEGA EVENTS (OLYMPICS/WORLD ATHLETICS ETC)
To deliver a Circular Games that maximises reuse, designs out waste, and creates lasting value	At least 90% of the Games temporary overlay is hired and returned for reuse	95% of overlay and temporary structures was hired	**Paris 2024:** 100% of temporary structures reused after the Games, with 95% of the equipment being reintegrated into the supplier's rental inventory
	Resell or donate at least 75% of leftover Games owned assets and materials	72% materials from Look and Wayfinding were donated	**Paris 2024:** 87% of products were rented or taken back by service providers, and 100% of second life for digital equipment, including 75% that were leased
	100% of suppliers to align with circular economy principles, by prioritising goods that are reusable, recyclable, or made from recycled content.	Ceremonies team had 100% of suppliers agree compliance with the Sustainability and Social Values Charter	**Paris 2024:** 100% of licensees have had access to a tailor-made eco-design support programme
To achieve a Zero Waste to Landfill Games through waste avoidance, reduction and recycling	Divert 95% of Games-related waste (by weight) from landfill through reuse[8], recycling, or composting	Zero waste to landfill (includes waste to energy)	**LA28:** 100% of the Los Angeles area venues will activate food waste composting and food donation programmes **London 2012:** 100% of waste was diverted from landfill
	Minimise the use of single-use plastic items across all venues, catering, and operations, replacing them with reusable or compostable alternatives	41 water refill stations were provided by Severn Trent, and 56% of spectators used Water Refill Stations	**Paris 2024:** 80% of spectators brought a water bottle to the venues, and there was 100% reusable tableware for restaurants in the Athletes' Village. **Gold Coast 2018:** water refill stations in 18 venues saved 1.7 million single-use water bottles **LA28:** 100% of concessions beverage containers will be reusable, recyclable, or compostable in local facilities

8 When referring to reuse, this means for materials that otherwise would end up as waste. Items that were procured on a rental basis and returned to their supplier are not included in this target.

7. GOVERNANCE

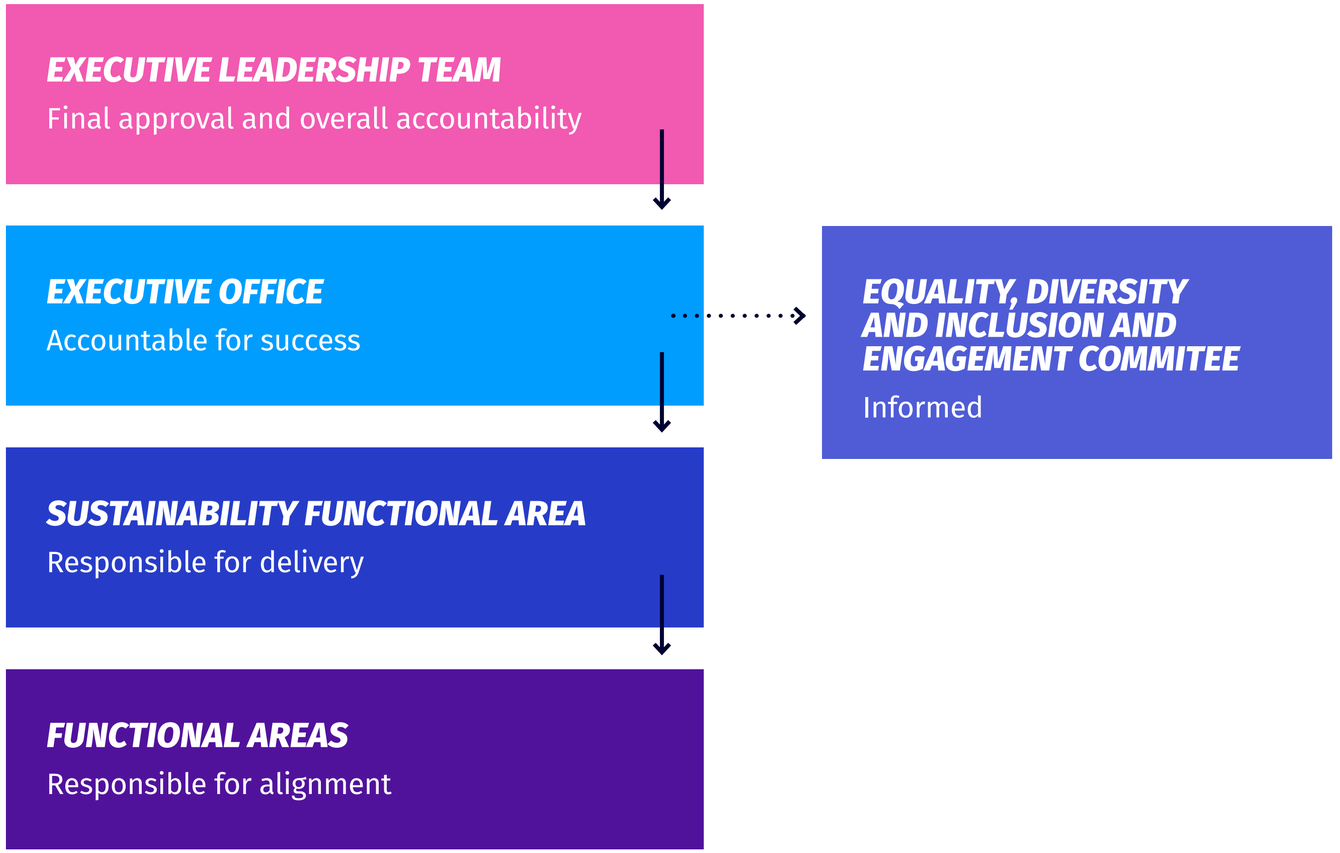
7.1. GOVERNANCE STRUCTURE

Governance and accountability are critical for achieving our sustainability objectives; they provide the structure and framework necessary to align environmental sustainability goals with the OC's objective to promote transparency, manage risks, engage stakeholders and measure success.

The Sustainability Lead for Glasgow 2026 is Selina Donald. She will be responsible for the development and management of this plan, embedding the core principles into each Functional Area. Selina will be supported by two Sustainability Managers and Subject Matter Experts, where required.

The Sustainability Lead will report progress and key strategic updates on a weekly basis to Gayle Shepherd, Executive Director.

The Sustainability Lead will also provide monthly reports to the OC's Executive Leadership Team, reporting progress against goals, as well as highlighting key risks and opportunities. On a quarterly basis, progress will be reported to the Equality, Diversity and Inclusion (EDI) Committee—a panel of external experts leading the way in EDI.



7.2. STAKEHOLDERS

Our key stakeholders will help shape the delivery and success of the sustainability programme for the Games. These include:

COMMONWEALTH SPORT

Commonwealth Sport have set robust sustainability goals, with a measurement system and commitment to ISO 20121 for the organisation. Glasgow 2026 offers Commonwealth Sport a new model to promote the hosting of the Games across all Commonwealth countries, protecting its future as a major event.

SCOTTISH GOVERNMENT AND GLASGOW CITY COUNCIL

Whilst no public funding has been invested in the Games, the delivery can both support the Scottish and Glasgow environmental goals of Net Zero, and in the aim of becoming a Circular city, whilst also contributing to the economic growth and upskilling of talent in the region.

ZERO WASTE SCOTLAND

To gather the wide range of knowledge and insight into waste management policies, compliance and infrastructure in Glasgow and wider Scotland, we have consulted Zero Waste Scotland on the creation of this Sustainability Management Plan, and the supporting policies.

SPONSORS

Commercial partners in sport are increasingly under pressure, both from investors and consumers, to demonstrate authentic sustainability commitments. A robust and data-driven plan offers a platform to showcase brand values and reach potentially new audiences who increasingly expect climate-conscious and socially responsible corporate behaviour.

SUPPLIERS

The criteria for selecting preferred partners relates to environmental impact, among other factors, including capability, credibility, and price, as well as diversity and inclusion criteria and Human Rights. All suppliers will be required to comply with the Supplier Code of Practice, as well as support requirements for the ISO 20121 certification and contribute data for the carbon footprint measurement.

ATHLETES AND GAMES-TIME FAMILY

Recent times have seen Athletes' stand up for climate action, understanding the significant impact of rising temperatures on sport. A credible sustainability plan reassures participants and Federations, as well as enhancing the experience of the Games.

7.3. CULTURE

A culture that encourages positive social and environmental stewardship is integral to the overall success of any proposed goals and objectives. Engagement with our key stakeholders and our workforce will be critical to the project's success. Our goal is to embed sustainability into the OC's culture, as far as possible within the time frame provided, and extend across our value chain.

The nature of the organisation (one that has been set up for a specific purpose) means that the culture needs to be a collaborative one. The fast-paced environment, inflexible deadlines, and short-term contracts are a risk. To mitigate the risk, all new starters will receive a sustainability induction as part of their onboarding process. Due to the tight timescale, we will prioritise communicating the environmental targets from the outset, as there will be no time to retrofit practices and policies. The benefits of these inductions will ensure that all staff understand the commitments of the OC, and precisely what they need to do to meet them.

8. IMPLEMENTATION



8.1.

FUNCTIONAL AREA (FA) SUSTAINABILITY ACTION PLANS

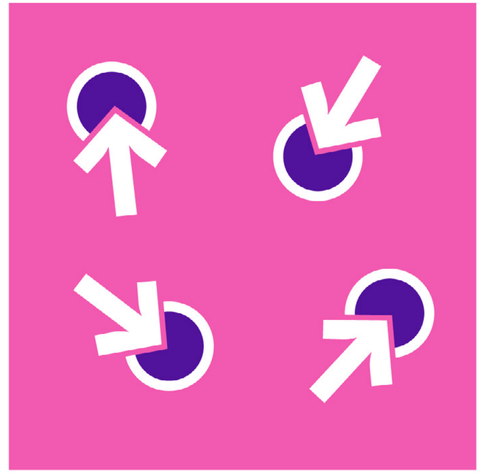
For each FA that has an operational role that relates to our environmental objectives, we will define specific sustainability requirements. These will be developed in dialogue with each FA to ensure the requirements are readily understood, practical and measurable.



8.2.

TRAINING

Sustainability will be an integral part of all levels of workforce training, from initial induction to orientation training, through to venue-specific and job-specific training.



8.3.

ASSURANCE

During the operational phase (i.e. overlay installation and venue set-up, Games-time and decommissioning), the sustainability team will carry out regular checks on compliance with the environmental safeguards put in place, and assess the performance of our Sustainability initiatives. These could be in the form of audits or daily site walkover checks.

9. OBJECTIVE ACTION PLANS

The following is a breakdown of each objective, including the metrics by which progress will be measured, the scope and boundaries of the objective, and the associated action plans for achievement. These action plans acknowledge the Functional Areas required for collaboration and delivery.



9.1. HOSTING A LOW CARBON GAMES

OBJECTIVE 01	AT LEAST 60% OF GAMES FLEET VEHICLES ARE ELECTRIC	
Metrics	% of electric and hybrid vehicles in the official fleet.	
Boundaries	Includes Games contracted vehicles for the following stakeholders: Athletes, Games Family, T1 clients, Officials. Refers to buses and cars contracted for the purpose of the Games.	
Supporting Functional Areas	Transport	Sponsorship
Supporting Documentation	Data Collection Methodology	
Action Plan	• Support sponsorship with securing EV car sponsor. • Work with Transport to confirm numbers of vehicles from the supply chain. • Aim for higher quantities of vehicles with confirmed supplier.	

9.1. HOSTING A LOW CARBON GAMES

OBJECTIVE 02	80% OF ATTENDEES USE PUBLIC TRANSPORT	
Metrics	% of attendees using public or active transport. Average transport emissions per person (tCO_2e per person). % of attendee public transport tracked through ticket purchase.	
Boundaries	Data is dependent on engagement by the public to share travel plans, via communication and/or software.	
Supporting Functional Areas	Transport Public Engagement Marketing and Communications – Content	Integrated Technology Workforce
Supporting Documentation	Public Engagement campaigns Transport Planning	Data Collection Methodology
Action Plan	• Develop Data Collection Methodology. • Review and confirmation of available software to track public travel. • Promote sustainable travel options: public transport, active travel (walking/cycling), and shared mobility. • Incentivise low-carbon travel “Finnie 5K” between venues. • Explore gamified engagement. • Communicate impact to audiences, showing how their choices contribute to the Games’ carbon reduction goals. • Increase cycle availability and cycle paths between venues. • Partner with Glasgow City Council for further support/joint campaigns.	

OBJECTIVE 03	100% OF ENERGY IS DERIVED FROM THE MAINS GRID AND/OR GREEN ENERGY SOURCES[9].	
Metrics	% of energy from green energy sources used across all contracted venues. % of energy sourced from Mains Grid. % of energy sourced from temporary power supplies[10].	
Boundaries	Applies to Competition Venues. Data to be collected on all contracted venues.	
Supporting Functional Areas	Event Operations Venue Management Accommodation Sport Operations	Live Sites and Fan Zones Overlay Sponsorship – Special Project
Supporting Documentation	Temporary Power Scope Venue Energy Audits	Data Collection Methodology
Action Plan	• Confirm with power supplier (Paragon) to prioritise Mains Grid and all generators to be fuelled by sustainably sourced HVO (achieved). • Confirm energy tariff for each venue (Competition and Non-Competition) and identify % working from renewable energy. • Review power requirements with Paragon and Overlay. • Create Reduction Strategy with Paragon and Overlay. • Data Collection Methodology. • Reporting. **Special Project:** Transition venues to renewable energy supplier working with Sponsorship and EDF	

9 If temporary power solutions are necessary, these should use HVO or other non-fossil fuel options.

10 While our aim is to eliminate single use plastic, in some cases for safety and hygiene purposes it is impractical to entirely avoid single-use materials.

9.1. HOSTING A LOW CARBON GAMES

OBJECTIVE 04	80% OF FOOD AND DRINK PROCURED FOR THE GAMES IS LOCALLY SOURCED, TO REDUCE EMISSIONS FROM TRANSPORT AND PRODUCTION	
Metrics	Locally sourced is defined as from within Scotland. % of local and seasonal products in the food and beverage served. • Public catering • Athlete catering • Hospitality catering Average emissions per meal ($kgCO_2e$/meal)	
Boundaries	Applied to all menus across all OC contracted venues.	
Supporting Functional Areas	Catering Accommodation	Cleaning, Recycling and Catering
Supporting Documentation	The Food Framework Data Collection Methodology	Accommodation Questionnaire
Action Plan	• Due Diligence being carried out by Sustainability into all Non-Competition venues (questionnaire being sent to hotels). • Assessment of supply chain and adjustment of target, if required. • Input into Catering ITTs and menus. • Engagement with Competition Venue caterers and food trucks. • Engagement with Non-Competition Venues. • Data Collection Methodology – monitoring and reporting. • Promote The Food and Drink Framework for all caterers to align with, which prioritises local supply chain. • Track the food menu through software. **Special Project:** Apply carbon labelling to menus and spotlight menu choices	

OBJECTIVE 05	25% OF ALL GAMES MENUS ARE PLANT-BASED	
Metrics	Applies to both spectator and non-spectator menus. % of plant-based products in the food and beverage served • Public catering • Athlete catering • Hospitality catering	
Boundaries	Applied to all menus across all OC contracted venues.	
Supporting Functional Areas	Catering Accommodation	Cleaning, Recycling and Catering
Supporting Documentation	The Food Framework	Data Collection Methodology
Action Plan	• Due Diligence being carried out by Sustainability into all Non-Competition venues (questionnaire being sent to hotels). • Assessment of menus and adjustment of target, if required. • Input into Catering ITTs and menus. • Engagement with Competition Venue caterers and food trucks. • Engagement with non-competition venues. • Data Collection Methodology – monitoring and reporting. • Promotion of The Food and Drink Framework. • Carbon labelling on all menus. • Public engagement campaign on food and healthy eating within the Games. **Special Project:** Athlete Engagement Campaign on Plant-Based food	

9.2. DELIVER A CIRCULAR GAMES

OBJECTIVE 06	AT LEAST 90% OF THE GAMES TEMPORARY OVERLAY IS HIRED AND RETURNED FOR REUSE	
Metrics	% of construction assets/materials that are hired or made from recycled or sustainable content.	
Boundaries	Applies to Competition Venues only.	
Supporting Functional Areas	Overlay Event Operations	Event Delivery Partner Procurement
Supporting Documentation	Venue Operational Plans	Asset Dissolution Plan and Database
Action Plan	• Define the Overlay scope with Procurement and EDP. • Analysis of Procurement contracts – hire/own. • Review of designs – ensure modular and flexible design principles for all temporary structure. • Centralised asset tracking and lifecycle management. • Continuous monitoring and reporting. • Work with suppliers to ensure minimal damage and that all overlay can be reused for future events. **Special Project:** Explore Sustainability Protocol for Temporary Infrastructure from Milano Winter Olympics – transfer of knowledge project	

OBJECTIVE 07	RESELL OR DONATE AT LEAST 80% OF LEFTOVER GAMES OWNED ASSETS AND MATERIALS	
Metrics	% of assets/materials reused, recycled, or repurposed from existing infrastructure. Value of materials or goods donated or returned post-Games (e.g., furniture, tech). % of assets with post-Games reuse or redeployment plans.	
Boundaries	Applies to all Assets tracked in the Asset Register and managed and approved by the Asset Dissolution Working Group.	
Supporting Functional Areas	All Functional Areas	Led by Asset Dissolution Working Group
Supporting Documentation	Asset Dissolution Policy, Database and Process	Onward Life Planning for all Assets
Action Plan	• Kick off Asset Dissolution Working Group. • Agree Plan for centrally tracking assets. • Implement Closed-Loop system with each FA. • Identify assets that are owned by Games / likely to be left by Athletes/ Games family and available for resale and donation. • Develop Resale Plan. • Develop Donation Plan. • Identify relevant execution partners. • Identify execution resourcing with HR/Workforce. **Special Project:** Donation project with community groups – generate good news stories, and turn materials, uniforms and branding into new assets for gifting e.g. banners into tote bags/t-shirts.	

9.2. DELIVER A CIRCULAR GAMES

OBJECTIVE 08	100% SUPPLIERS TO ALIGN WITH CIRCULAR ECONOMY PRINCIPLES BY PRIORITISING GOODS THAT ARE REUSABLE, RECYCLABLE, OR MADE FROM RECYCLED CONTENT	
Metrics	% of goods and services meeting circular procurement criteria. % of goods procured under circular contracts (e.g., lease, share, take-back schemes). Carbon savings from circular initiatives (e.g., reuse, recycling)	
Boundaries	Applies to all Suppliers contracted under the OC's Standard Terms of Service Agreement. Further discussion required on compliance from Suppliers contracted through PO only.	
Supporting Functional Areas	All Functional Areas	Procurement
Supporting Documentation	Supplier Code of Practice	Procurement Policy and Process
Action Plan	• Supplier Code of Practice approved and circulated as part of contractual process. • Tracking Supplier commitments with Procurement and/or direct with Suppliers. • Tracking supplier data with Procurement teams. • Plan Supplier Engagement – Training Workshop pre-site and ability to troubleshoot and preempt barriers/challenges to meeting sustainability goals.	



9.3. ACHIEVE A ZERO WASTE-TO-LANDFILL GAMES

OBJECTIVE 09	DIVERT 95% OF GAMES-RELATED WASTE (BY WEIGHT) FROM LANDFILL THROUGH REUSE[11] RECYCLING, OR COMPOSTING	
Metrics	% of total waste diverted from landfill (target: 95%). Total waste sent to landfill (in tonnes or kg). Waste generated per attendee (kg/person). % of waste recycled, composted, or reused. Volume of food waste composted or donated.	
Boundaries	Applies to Competition Venues only where waste management is under the control of the OC.	
Supporting Functional Areas	Event Operations Cleaning, Recycling and Catering Accommodation	Venue Management Procurement Overlay
Supporting Documentation	Recycling Management Policy* Material Stream Analysis*	Recycling Management Plan
Action Plan	• Consultation with Zero Waste Scotland. • Due diligence on appropriate Recycling and Waste contractors. • Policies and Processes to be circulated internally. • Material Stream Analysis and Management Plan • Closed loop food system. • 'Bring your own' incentives and public campaigns to workforce, volunteers and spectators. • Incentivise non-competition venues to join. • On-site training of workforce, volunteers and suppliers to understand material segregation. • Engagement with suppliers (workshop) pre-site. • Explore Zero Waste certification for the Competition Venues. • Work with Glasgow City Council to ensure The Last Mile and footfall areas are clear of waste. **Special Project:** Engage environmental students as 'Waste Warriors' and create a public engagement campaign with Zero Waste Scotland during the Games (Sponsorship dependent)	

OBJECTIVE 10	MINIMISE THE USE OF SINGLE-USE PLASTIC ITEMS ACROSS ALL VENUES, CATERING, AND OPERATIONS, REPLACING THEM WITH REUSABLE OR COMPOSTABLE ALTERNATIVES		
Metrics	% reduction in single-use plastics during the Games. Number of waste reduction initiatives implemented.		
Boundaries	Applies to all contracted OC venues and activity		
Supporting Functional Areas	Event Operations Cleaning, Recycling and Catering Venue Management	Procurement Sponsorship LWS	Anti-Doping Overlay Accommodation
Supporting Documentation	Recycling Management Policy	Materials and Packaging Policy Supplier Code of Practice	
Action Plan	• Consultation with Zero Waste Scotland. • Conduct a full audit of current plastic use, including catering, merchandise operations, signage, packaging, and operational supplies. • Identify high-volume, high-impact items (e.g., water bottles, cutlery, straws, takeaway containers, bags). • Work with Sponsorship to minimise plastic created/provided by sponsors. • Work with each FA to conduct a Plastic Review – identify areas for reduction and removal pre-Games/procurement. • Close work with Catering to remove single-use plastic serveware – Requires leadership support. • Supplier Code of Practice to be provided to Procurement and teams. • Materials and Packaging Policy - banning or restricting non-essential plastics – include reference guide for alternatives. • 'Bring your own' incentives and public campaigns to the workforce, volunteers and spectators. • Training for workforce, volunteers and suppliers. **Special Project:** Aim to be the first Games to be 100% reusable and compostable and, given the smaller scale, it's realistic to set this standard.		

11 When referring to reuse, this means for materials that otherwise would end up as waste. Items that were procured on a rental basis and returned to their supplier are not included in this target.

10. CONTINUAL IMPROVEMENT

Glasgow 2026 is committed to a culture of continual improvement in sustainability across all aspects of Games planning, delivery, and legacy.

Through regular monitoring, review, and reporting of environmental performance, we will identify opportunities to reduce carbon emissions, embed Circularity, and enhance resource efficiency.

Lessons learned, stakeholder feedback, and evolving best practices will be incorporated into updated policies, procedures and action plans, to ensure that the Games not only meets current sustainability standards, but progressively exceeds them, leaving a lasting positive environmental and social legacy.

The outcomes of the Glasgow 2026 Sustainability Management Plan can be found in the Glasgow 2026 Impact Evaluation Report — Delivering a Greener Games chapter.













Timings are local time (BST).
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