



MEMORANDUM

Council Agenda
Item No. IX.D.
8/29/2017

The City of OKLAHOMA CITY

TO: Mayor and City Council

FROM: James D. Couch, City Manager

Ordinance on final hearing, relating to General Schedule of Fees, amending Chapter 60 of the Oklahoma City Municipal Code, 2010, Section 60-32-36, Fee for parking in parking meter zones.

Purpose Standardize on-street parking in metered spaces to a maximum two-hour time limit and increase parking meter rates to \$2 per hour.

Background On April 11, 2012, City Council approved Project 180 Time Limit Parking Meter Zone which allowed for a new on-street parking rate of \$1.50 per hour for the multi-space electronic parking meters. All other parking spaces metered with manual meters remained unchanged and have not had a rate adjustment for many years while the costs to operate/manage the same have increased. Parking rates at those meters range from \$0.25 for two and half hours which is the lowest rate to \$1.50 an hour, the highest possible rate.

A rate increase to \$2 per hour is intended to match the off-street parking rate and make short-term on-street parking spaces available by encouraging high turnover, increasing user convenience, reducing traffic circulation and covering the cost to operate/manage on-street metered parking.

In addition to the current varying parking rate schedule, the on-street parking system has five zones: One Hour Time Limit Zone, Two Hour Time Limit Zone, Five Hour Time Limit Zone, Central City District Time Limit Parking Meter Zone and the Project 180 Time Limit Parking Meter Zone. The proposed ordinance change will reduce the five parking meter zones to one, two-hour time limited zone.

On July 17, 2017 (Item number V-L) the Traffic and Transportation Commission approved this item.

Revenue An estimated annual increase of \$640,000 to be deposited in the General Fund – General Operations – Parking Meter Fees (001-0001-41300012)

Review Public Transportation and Parking Department

Recommendation: Ordinance be adopted.

Attachment