

CITY OF GLENVIEW
ORDINANCE 3, SERIES 2001

An Ordinance regulating on-street parking

WHEREAS the City of Glenview owns the lanes, streets and roadways within its jurisdiction, and

WHEREAS these residential lanes, streets and roadways are narrow and mostly tree lined within the City of Glenview boundaries, and

WHEREAS the City's lanes, streets and roadways are used by residents for vehicular ingress and egress, walkways and bikeways, and

WHEREAS it is deemed essential and prudent to keep the lanes, streets and roadways clear for fire, police and other emergency vehicles, and

WHEREAS stabilized shoulders do not exist along most lanes, streets and roadways, and

WHEREAS the City is concerned about the safety of its residents, and the safe movement of traffic and emergency vehicles, and

WHEREAS it is apparent that on-street parking interferes with the safe use of the lanes, streets and roadways, and

WHEREAS the zoning regulations of Jefferson County have certain residential zone parking restrictions.

NOW THEREFORE, Be it ordained by the City of Glenview

- Section 1. That parking on lanes, streets and roadways owned and maintained by the City of Glenview is prohibited, except for short duration, pickups, dropoffs or deliveries, and occasional social functions for the convenience of guests. Violators may be towed away at the owner's expense.
- Section 2. That regular parking of vehicles at residences must conform with established Jefferson County residential zone regulations.
- Section 3. That any person, corporation or firm violating any section of this ordinance upon conviction thereof shall be guilty of a misdemeanor and fined not less than ten dollars (\$10) nor more than one hundred dollars (\$100) per violation. Each day during which such violations continue shall be deemed a separate offense.

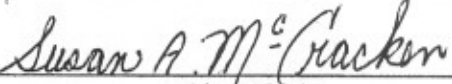
This ordinance shall take effect after its passage and upon publication.

Enacted this 19 day of December, 2001.

Second reading approved January 16, 2002.



Mayor

Attest: 

City Clerk