

EXTRACT OF DRAFT
TRANSPORTATION COMMITTEE
MINUTES 8
07 OCTOBER 2015

EXTRAIT DE L'ÉBAUCHE DU
PROCÈS-VERBAL 8 DU COMITÉ DES
TRANSPORTS
LE 07 OCTOBRE 2015

WINTER OVERNIGHT PARKING REGULATIONS

ACS2015-COS-PWS-0031

CITY WIDE

REPORT RECOMMENDATIONS:

That the Transportation Committee recommend Council approve:

- 1. Amendments to the Winter Overnight Parking Regulations as outlined in this report;**
- 2. Amendments to the Traffic and Parking By-law (By-law No. 2003-530, as amended) to expand the authority of the General Manager of the Public Works Department with respect to identifying when overnight winter parking prohibitions are necessary, as detailed in Document 1, to take effect November 15, 2015;**
- 3. The reduction of the overnight parking rate to \$0 to allow for free parking in City-owned parking garages for time periods in which an overnight winter parking ban has been implemented under the Traffic and Parking By-law, as described in this report; and**
- 4. Amendments to the fee structure for on-street parking permits, in accordance with the City of Ottawa On-Street Parking Permit Policy, effective upon approval of this report, and as outlined within the report.**

Kevin Wylie, General Manager, Public Works provided a detailed overview of the report. A copy of his PowerPoint presentation is held on file. Luc Gagne, Manager, Roads Services was also in attendance to respond to questions.

Building on the option which would allow people to park free in City parking lots, Mr. Wylie agreed to compile a list of private lots, which would include their overnight rates, and post it to the City's website. He would also attempt

to circulate to all members of Council, prior to the item rising to Council on 14 October, the number of annual permit holders issued by the City.

Following further discussion, the report recommendations were CARRIED, as presented, with the following Direction to Staff:

DIRECTION TO STAFF

That permit holders be allowed to pay for their annual permits in quarterly installments.