## **Current Fine Schedule**

Code	Violation	Fine	Child Safety Fee	Total with Child Safety Fee	Total with Late Fee
P01	No Parking, Stopping or Standing Anytime	\$60	\$5	\$65	\$90
P02	Keys in Car	\$105	\$5	\$110	\$135
P03	Parked Facing Traffic	\$35	\$5	\$40	\$65
P04	Storing Vehicle on Street	\$55	\$5	\$60	\$85
P05	Parked in a Fire Lane/Zone	\$200	\$5	\$205	\$255
P06	No Parking From To	\$60	\$5	\$65	\$90
P08	Parking Meter Expired	\$40	\$5	\$45	\$70
P10	Other	\$40	\$5	\$45	\$70
P11	Parked in Disabled Space/Zone	\$200	\$5	\$205	\$255
P12	Parked In Front/Side Yard	\$80	\$5	\$85	\$110
P15	Parked in a Tow-Away Zone	\$105	\$5	\$110	\$135
P16	Parked Within 15 Feet of Fire Hydrant	\$105	\$5	\$110	\$135
P17	Meter Feeding	\$35	\$5	\$40	\$65
P19	Parked Exceeding 18 Inches from the Curb	\$35	\$5	\$40	\$65
P20	Parked Vehicle on Street/Less than 10 Feet Left Available	\$35	\$5	\$40	\$65
P21	Exceeded Passenger Loading Zone Time Limit	\$35	\$5	\$40	\$65
P22	Unattended Vehicle in Passenger Loading Zone	\$35	\$5	\$40	\$65
P23	Exceeded Commercial Loading Zone (CLZ) Time Limit	\$90	\$5	\$95	\$120
P24	Parked in Alley	\$35	\$5	\$40	\$65
P25	Parked/Stopped Non-Commercial Vehicle in CLZ	\$35	\$5	\$40	\$65
P27	Oversized Commercial Vehicle on a Public Street	\$200	\$5	\$205	\$255
P29	Parked Articulated Vehicle (Six or More Wheels)	\$35	\$5	\$40	\$65
P36	Head-In Parking	\$35	\$5	\$40	\$65
P37	Stop, Stand or Park Prohibited in Certain Places	\$50	\$5	\$55	\$80
P38	Parked at a Non-Operational Meter	\$35	\$5	\$40	\$65
P39	Manner of Parking at Meters	\$35	\$5	\$40	\$65
P44	Fail to Display Meter Receipt, Hangtag or Permit	\$40	\$5	\$45	\$70
P45	Exceeded Meter Time Limit	\$35	\$5	\$40	\$65
P46	Stop, Stand or Park on a Sidewalk	\$35	\$5	\$40	\$65
P47	Parked in Front of a Public or Private Driveway	\$35	\$5	\$40	\$65
P48	Exceeded Valet Zone - 5 Minute Limit (Non-Hotel)	\$35	\$5	\$40	\$65
P49	Exceeded Valet Zone - 30 Minute Limit (Hotel)	\$35	\$5	\$40	\$65
P50	Parked in a Tow-Away Zone - Valet Zone	\$105	\$5	\$110	\$135

Revised Jan. 1, 2019.