## **RP3 Parking Options**

### **TDM Programs**

Successful reduction of Vehicle Miles Traveled (VMT) is influenced by Travel Demand Management (TDM) Strategies

Many TDM strategies use parking as a measure for how many TDM measures that need to be incorporated

- Less parking = less driving
- More parking in a development requires more TDM measures



### Madison's TDM Program

Uses parking as a metric for how many points a development has to satisfy.

Table 1: TDM requirements for different land uses

	Residential	Small	Low- Medium	Medium	High- Medium	Large
		10-25 DU	26-50 DU	51-100 DU	101-150 DU	> 150 DU
	Parking Stalls/DU	Mitigation Points required				
	< 0.5	5	8	10	12	15
	0.5 - 0.99	10	12	15	18	20
	1.0 - 1.49	15	18	20	22	25
	1.49 - 2.0	20	22	25	28	30
	2.0 - 2.5	25	28	30	32	35
-	2.5 +	30	32	35	38	40

## Madison's TDM Program

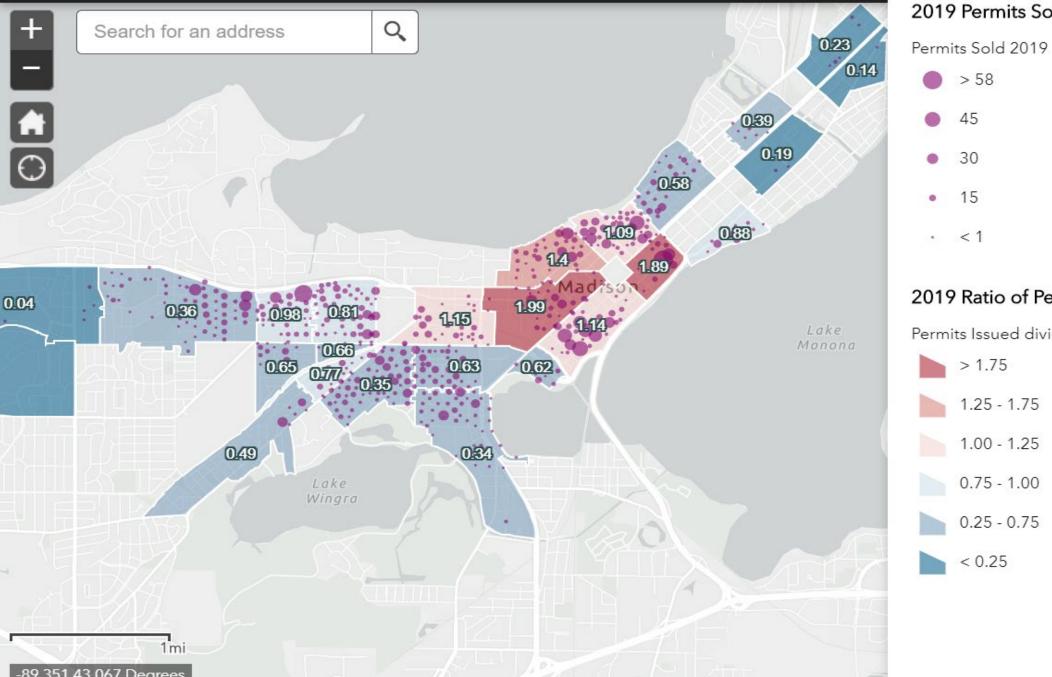
Uses parking as a metric for how many points a development has to satisfy.

- Provides an incentive for developers to build less parking
- Could cause residents/users of the development to use on-street parking.
  - Increases competition for on-street parking
  - Increases concern of adjacent residents may hinder good developments
- Implementing the TDM program should be coupled increasing effectiveness of On-street Parking Policy

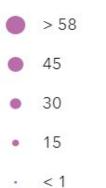


#### CITY OF MADISON Residential Parking Permits Sold by Area and Block

#### Legend

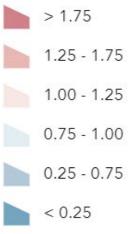


#### 2019 Permits Sold by Block



#### 2019 Ratio of Permits to Spaces by Area

Permits Issued divided by Permit Parking Spaces



## **Clarifications from Attorney's Office**

MGO 12.138 Ordinance Purpose

- Can change purpose for residential parking
  - Would probably allow changes to restriction hours
  - Would eliminate ability to exclude residents of new developments from program
- Non-residential parking purposes are best handled in a policy document rather than MGO 12.138



## **Clarifications from Attorney's Office**

#### Tools

- We can distribute permits based on the applicant's off street availability. (Note – this could require developing an off-street parking database of every residence in RP3 areas)
- We cannot vary the price per RP3 district based on the permit/spaces ratio. (Eg market based pricing)
- We cannot have the permit fees increase for each successive vehicle unless we can show that more vehicles costs more to administer
  - The fees collected in total cannot exceed the cost of running the program.
  - There would have to be a higher cost/additional work involved with issuing permits to successive vehicles.



## **Clarifications from Attorney's Office**

- We can limit the number of permits issued to the number of spaces available
  - Would have to develop a rational way to prioritize
- Metering by sign (PPO) <u>might be allowed under a different ordinance.</u>
  - This would allow <u>non-residents</u> to purchase a permit that satisfies a meter by sign.
- We can eliminate the exemption for temporary residents (students, longer-term visitors) and require that cars be registered to the address of the permit holder.



#### Option 1 – Keep RP3 with add-on options

Add-on A – Residential streets adjacent to development are automatically enrolled in RP3 (opt-out – revise MGO 12.138)

Add-on B – Limit permit numbers to spaces available

Add-on C – Graduate permit fee (if allowed) or limit permits to one per residence

Add-on D – Permitted vehicle must be registered at residence.

Note – some RPO streets still exist



#### Option 1 – Keep RP3 with add-on options

#### **Evaluation**

- 1. Does not address time limit issue (unpermitted cars can park on street after 4 pm)
- 2. Require <u>2 passes</u> from a PEO vehicle to identify a citation.
- 3. Maintains the current practice of making residents of new developments ineligible for parking permit.



# Option 2 – Move to Resident Parking Only (RPO) with add-on options

- Add-on A Residential streets adjacent to development are automatically enrolled in RPO
- Add-on B Limit permit numbers to spaces available
- Add-on C Graduate permit fee (if allowed) or limit permits to one per residence
- Add-on D Permitted vehicle must be registered at residence.
- Add-on E 100% of street parking dedicated to residents instead of 50%



#### Option 2 – Move to RPO with add-on options

#### **Evaluation**

- 1. Addresses time limit issue (unpermitted cars cannot park on street between 8 am and 6 pm)
  - a. Current RPO ordinance requires half of street to be unrestricted. Amend ordinance to create a full block RPO (RPO-100%) option.
- 2. Require <u>1 pass</u> from a PEO vehicle to identify a citation.
- 3. Maintains the current practice of making residents of new developments ineligible for parking permit.



# **Option 3 – Revise RP3 Purpose** with add-on options

Add-on A – Streets adjacent to development are automatically enrolled in RP3

Add-on B – Limit permit numbers to spaces available

Add-on C – Graduate permit fee (if allowed) or limit permits to one per residence

Add-on D – Permitted vehicle must be registered at residence.



# **Option 3 – Revise RP3 Purpose** with add-on options

- **Evaluation**
- 1. Probably addresses time limit issue restrictions would not have to fall between the hours of 8 am 6 pm
- 2. Requires <u>2 passes</u> from a PEO vehicle to identify a citation.
- 3. Allows all residents (even in new developments) to have access to parking pass.



# **Option 3 – Revise RP3 Purpose** with add-on options

- **Evaluation**
- 1. Probably addresses time limit issue restrictions would not have to fall between the hours of 8 am 6 pm
- 2. Requires <u>2 passes</u> from a PEO vehicle to identify a citation.
- 3. Allows all residents (even in new developments) to have access to parking pass.



#### **Other Possible Refinements**

- 1. Remove RP3 or RPO areas from program if no/limited permits are purchased.
  - a. Addresses those with desire to have car-free frontages



### **Next Steps**

- Put together an On-street Parking paper (with recommendation?)
  - Residential parking only? Or
  - All type of parking policy
- Couple proposal with TDM proposal.

