

**CITY OF SELDOVIA
ORDINANCE 20-01**

**AN ORDINANCE OF THE CITY COUNCIL OF THE CITY OF SELDOVIA, ALASKA,
AMENDING CHAPTER 10.16 PARKING LOT REGULATIONS, SECTIONS 10.16.030
THIRTY DAY PARKING, AND 10.16.040 LONG TERM PARKING- *as amended***

SECTION 1. CLASSIFICATION: This ordinance is permanent in nature and shall become a part of the Municipal Code of the City of Seldovia.

SECTION 2: SEVERABILITY: If any provision of this ordinance or any application thereof to any person or circumstances is held invalid, the remainder of this ordinance and the application to another person or circumstances shall not be affected thereby.

SECTION 3. ENACTMENT: AMENDING SECTIONS 10.16.030 THIRTY DAY PARKING, AND 10.16.040 LONG TERM PARKING BY REMOVING LANGUAGE IN STRIKEOUT AND ADDING LANGUAGE IN HIGHLIGHT TO READ AS FOLLOWS:

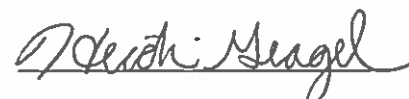
10.16.030 Thirty Day Parking. Lots 5 & 6, Block 10 Urban Renewal area shall be designated "Thirty Day Parking" and may be considered for economic development as found applicable to the City of Seldovia. Persons utilizing this area shall register with the Harbormaster prior to parking. There shall be no overnight parking for any of the following: camper, motor home, or travel trailer parking, boat trailers, vans, or any other type of commercial vehicle in this area. (Ord. 90-08A; Ord. 97-01; Ord. 99-02)

10.16.040 Long Term Parking. Lots 3, 4 & 5, Block 2 urban renewal area shall be designated "Long Term Parking". ~~A fee of twenty dollars (\$20) a month for each~~ Each space utilized will be charged a fee established by the Seldovia Fee Schedule. Persons utilizing this area shall register and pay fees at the City Office prior to parking. (Ord. 90-08A)

SECTION 4. EFFECTIVE DATE. This ordinance becomes effective upon its adoption by the City Council.

ADOPTED by a duly constituted quorum of the City Council of the City of Seldovia, Alaska this 12th day of August, 2019.

ATTEST:



Heidi Geagel, City Clerk

APPROVED:



Dean Lent, Mayor

Vote:

Colberg-y	Rojas-y
Campbell-y	Lethin-y
Morrison-y	Sweatt-y

