

ORDINANCE NO. 149 OF 1972

BY: Mr. D'Artois

Mr. Burton

AN ORDINANCE AMENDING AND RE-ENACTING SECTION
108, DEALING WITH OVERTIME PARKING, OF CHAPTER 19 OF SHREVEPORT
CITY CODE OF 1955.

BE IT ORDAINED by the City Council of the City of Shreveport, Louisiana,
in due and legal session convened, that Section 108, which deals with Overtime
Parking, of Chapter 19 of the Shreveport City Code of 1955 be, and the same is
hereby amended and re-enacted to read as follows, to-wit:

SEC. 19-108. OVERTIME PARKING.

It shall be unlawful and a violation of the provisions of this division
for any person to cause, allow, permit or suffer any vehicle registered in his
name or operated by him to be parked overtime, or beyond the period of legal
parking time established for any parking meter zone, or to permit any vehicle
to remain or be placed in any parking space adjacent to any parking meter while
such meter is displaying a signal indicating that the vehicle occupying such
parking space has already been parked beyond the period prescribed for such
parking space.

For the offense of overtime parking or parking beyond the period of legal
parking time established for any parking meter zone the penalty shall be a fine
of Two Dollars (\$2.00), or one day, provided, however, that if said fine is not
paid within ten (10) days of the date of the offense, the fine shall be three
dollars (\$3.00), or one day; one dollar being added for cost.

Effective DATE will be Nov. 1, 1972.

September 12, 1972 - Read by title and as read, passed first reading by the following vote: Ayes; Mayor Allen, Commissioners Burton, D'Artois, Collins and Hathaway 5. Nays; None.

Sept. 26, 1972 - Having passed first reading on September 12, 1972, was read by title and on motion, ordered passed to third reading. Read the third time in full and as read, adopted by the following vote: Ayes: Mayor Allen, Commissioners Burton, D'Artois, and Hathaway 4. Nays; none.

Gladys S. Witte
Clerk of Council

William J. Allen
Mayor

James M. Dyer
Secretary-Treasurer

