January 24, 2017

GAMEDAY: OVERALL PARKING

NOTE: Initial Season Plan, Subject to Refinement based on Actual Game Day Operations

What we heard:

Need to provide necessary parking on main campus for non-game related faculty, staff, and student employees who are required to come to campus on game days.

Need to mitigate event parking in adjacent residential neighborhoods during stadium events.

Need to provide additional “close-in” residence hall student “repark” opportunities on Main Campus.

Need to provide shuttle service for the residence hall student needing to repark.

Need to address ADA parking and “critical needs” parking in all parking lots for both game day patrons and non-game related users who need to be on campus.

What to expect:

All regular CSU parking permits are not valid on game days for Main Campus parking lots and spaces.

All vehicles must be removed from designated campus parking lots the night before a game. Lots will be secured at that time.

Parking lots will open to the football game permit holders 4 hours prior to kick-off and close 4 hours after the game or midnight whichever comes first.

Non-game related faculty and staff (including student employees) will have access to designated lots by 6:00 AM on game day. 500 spaces will be available for these non-game related faculty and staff (including Housing and Dining staff). These parking lots on South Campus will be supported by transit shuttle service to Main Campus.

Parking lots for cash payment will be available on South Campus near NRRC and at the new Research Boulevard parking lot. Non-resident hall students parking in these lots will have to pay.

Satellite parking will be supported by transit shuttle service to the stadium.

ADA parking lots will be provided with shuttle service to the stadium.

Parking restrictions for football stadium events will be in effect in the surrounding neighborhoods that currently have the weekday parking permit program. The City will be reaching out to surrounding neighborhoods soon to obtain feedback about the football stadium event parking permit program.

CSU and the City are working cooperatively to create a variety of outreach about game day parking and other game day policies and ordinances to communicate to ticketholders, the campus community and City residents. These will include social media, game day fans' guides, digital messaging boards, etc.

Who to contact for more information:

Parking on Campus for Game Day:
Gary Ozello
CSU Game Day Liaison
gamedayexperience@colostate.edu

Parking in Surrounding Neighborhoods on Game Day:
Delynn Coldiron
City of Fort Collins
Neighborhood Services
(970) 224-6046

What we are working on:

• Finalizing specific ingress and egress plans.
• Finalizing parking permit programs in residential neighborhoods, and the City will be reaching out to surrounding neighborhoods soon to obtain feedback.
• Various communication methods to continue to provide information BEFORE the first stadium event.
GAMEDAY:
RESIDENCE HALL STUDENT REPARK PLAN

January 24, 2017
NOTE: Initial Season Plan, Subject to Refinement based on Actual Game Day Operations

What to expect:

All residents will need to relocate their vehicles to one of the lots shown here.

Repark will take place Friday 4:00-8:00 p.m.

Vehicles may return to normal parking lots beginning 4 hours after the game through 7:00 a.m. on Monday.

Transport will provide shuttle service to and from repark lots and residence halls.
What to expect:

500 spaces will be available for these non-game related faculty and staff (including student employees).

Non-game related faculty and staff will have access to designated lots shown here by 6:00 AM on game day.

Non-game related faculty and staff parking permits will be distributed to the Provost/Deans/Directors. The Provost/Deans/Directors will determine the specific policies and procedures for managing these permits.
GAMEDAY:
RESIDENTIAL PARKING PERMIT PROGRAM (RP3)

Standards for an RP3 Zone:

RESTRICTION. Non-permitted vehicles will not be allowed to park within the established boundary during the day of the event.

FINE. $100 fine will be issued for non-permitted vehicles.

PERMITS. Each residential household and commercial property will receive two parking permits free of charge.

GUEST PERMITS. Each permitted household may request up to two guest permits free of charge.

SIGNS. Signs will be posted at the entrance to zones and on each block face with information about parking restrictions.

Creating an RP3 Zone:

PETITION FOR INCLUSION. The neighborhood provides a petition to the City with at least 10 resident signatures.

NEIGHBORHOOD MEETING. A neighborhood meeting will be held where the City will work with the neighborhood to determine zone boundaries and answer questions.

PUBLIC NOTIFICATION. A variety of communication tools will be employed to allow public comment on the creation of a zone.

PROPERTY OWNERS VOTE. Approval of a zone requires greater than 50% of vote participants to vote in favor of establishing the RP3 zone.

IMPLEMENTATION. If the neighborhood votes in favor of establishing an RP3 zone, then signs will be installed and permits will become available.

Who to contact for more information:

Jamie Moyer, RP3 Administrator
City of Fort Collins
jmoyer@fcgov.com
970-416-2036

Neighborhood Meetings*:

FEBRUARY 8, 2017 - Neighborhoods on the SOUTH side of campus (in red)
FEBRUARY 15, 2017 - Neighborhoods on the NORTH side of campus (in orange)
FEBRUARY 22, 2017 - Neighborhoods on the EAST side of campus (in blue)
FEBRUARY 27, 2017 - Neighborhoods on the WEST side of campus (in yellow)

*Neighborhood meeting invitations will be mailed to residences within the boundaries shown on the map (existing and proposed RP3 zones). If you would like to be notified of the meeting but do not live within the boundary, please provide your information.

*Locations of meetings are yet to be determined.
GAMEDAY: POTENTIAL RP3 ZONES