1 2

[Location of Signs]

AMENDING SECTION 42 OF THE SAN FRANCISCO TRAFFIC CODE, REGARDING THE LOCATION OF SIGNS.

Note: Deletions are shown in ((double parentheses))

Be it ordained by the people of the City and County of San Francisco:

Section 1. Article 3 of the San Francisco Traffic Code is hereby amended by amending Section 42 thereof to read as follows:

SEC. 42. SIGNS, LOCATION OF. Where parking limitations are provided for in this Code, signs shall be erected and maintained not more than 200 feet apart, indicating by legible letters, words and figures the hours prescribed for said parking limitations within 100 feet on either side of the sign, except that such signs need not be placed within the boundaries of the grounds of a public institution, provided signs stating the parking limitations within such boundaries are erected at each entrance to the grounds of such public institution ((, and further excepted that signs prohibiting parking to facilitate street cleaning need only be erected at a frequency of one per block)).

APPROVED AS TO FORM: LOUISE H. RENNE, City Attorney

Deputy City Attorney

RECOMMENDED:

Fred Hamdun, Executive Director Department of Parking and Traffic



## City and County of San Francisco Tails

City Hall I Dr. Carlton B. Goodlett Place San Francisco, CA 94102-4689

## **Ordinance**

File Number:

001598

Date Passed:

Ordinance amending Section 42 of the San Francisco Traffic Code, regarding the location of signs.

October 2, 2000 Board of Supervisors — PASSED, ON FIRST READING

Ayes: 11 - Ammiano, Becerril, Bierman, Brown, Katz, Kaufman, Leno, Newsom,

Teng, Yaki, Yee

October 10, 2000 Board of Supervisors — FINALLY PASSED

Ayes: 10 - Ammiano, Becerril, Bierman, Brown, Kaufman, Leno, Newsom, Teng,

Yaki, Yee

Absent: 1 - Katz

I hereby certify that the foregoing Ordinance was FINALLY PASSED on October 10, 2000 by the Board of Supervisors of the City and County of San Francisco.

Jean Lum

Acting Clerk of the Board

Mayor Willie L. Brown Jr.

OCT 2 0 2000

Date Approved