

RESOLUTION NO. _____

A RESOLUTION OF THE COUNCIL OF THE CITY OF SAN JOSE DESIGNATING CERTAIN PORTIONS OF MISSION STREET, BETWEEN GUADALUPE PARKWAY AND SAN PEDRO STREET, AS A RESTRICTED PERMIT ZONE FOR USE BY THE POLICE AND FIRE DEPARTMENTS

WHEREAS, on October 5, 2021, the City of San José (“City”) City Council authorized the City Manager to negotiate and execute a construction agreement with Devcon Construction, Inc. to construct the Emergency Interim Housing at the Police Administration Building Parking E-Lot (“Project”) which construction began on February 1, 2022; and

WHEREAS, designation of the following areas as a restricted permit parking zone for use by the City’s Police and Fire departments will mitigate the loss of parking from the Project expansion: (1) Mission Street (both sides), from Guadalupe Parkway to the existing mid-block crosswalk; and (2) Mission Street (south side), from the mid-block crosswalk to San Pedro Street; and

WHEREAS, the establishment of a restricted permit zone on portions of Mission Street (Attachment 1) for the Police and Fire departments will “not adversely affect parking conditions for residents and merchants in the area”, per the provisions of California Vehicle Code Section 22507; and

WHEREAS, the City Council desires to adopt this resolution for the reasons set forth in the memorandum, dated October 18, 2022, from Director of Public Works Matt Cano, Director of the Housing Department Jacky Morales-Ferrand, and Budget Director Jim Shannon for the November 1, 2022 City Council meeting (“Memorandum”);

NOW, THEREFORE, BE IT RESOLVED BY THE COUNCIL OF THE CITY OF
SAN JOSE THAT:

Certain portions of Mission Street as depicted on Attachment 1, between Guadalupe
Parkway and San Pedro Street, are now hereby designated as restricted permit zone
for use by the City's Police and Fire departments.

ADOPTED this _____ day of _____, 2022, by the following vote:

AYES:

NOES:

ABSENT:

DISQUALIFIED:

SAM LICCARDO
Mayor

ATTEST:

TONI J. TABER, CMC
City Clerk

ATTACHMENT 1

