

Statement of Reasons

BLACKPOOL BOROUGH COUNCIL THE BOROUGH OF BLACKPOOL (OFF STREET CAR PARKING PLACES) AND (REVOCATIONS) ORDER 2020

The Council proposes to make the above named order under section 32(1) of the Road Traffic Regulation Act 1984 Where for the purpose of relieving or preventing congestion of traffic it appears to a local authority to be necessary to provide within their area suitable parking places for vehicles, the local authority, subject to Parts I to III of Schedule 9 to this Act

Parking services have decided to implement cashless parking. This means that on parking machines in council owned car parks there will now be a notice giving customers a telephone number to ring to pay for their car park ticket.

There is also an app that people can download to pay for their car parking. The app is free for either iPhone or Android and just requires the person, once the app is downloaded, to register through the app. The ticket is payed for through this app. The app also keeps you informed of how much time you have left on your tickets and give you the option of extending your stay by extending the current ticket at the relevant charges.

No physical ticket will be issued but the customers car registration plate will be added to the computer system, so as any Civil Enforcement Officer (CEO) patrolling the car park, can scan the cars registration plate with their hand held devices and it will display whether a ticket has been bought or not. The pay and display machines will still be able to issue physical tickets as well, but payment for these will be restricted to a debit or credit card.

As well as virtual tickets for the general public, there will also be virtual permits for all business and staff who pay for a permit to park in the Council owned car parks. From now on no paper permit will be issued to display in a vehicle. Instead the cars registration plates will be held on a database and again as above the CEO's can scan registration plates to see if a virtual permit has been obtained.