City of Riverside Permit Processing P. O. Box 3886 Tustin, Ca. 92781-0467



Resident First and Last Name 1234 Test Road Riverside, CA. 92507

January 18, 2018

Dear Resident:

The City of Riverside will begin using a new online parking permit portal that will be available for you to purchase your new Preferential Parking Permits (PPZ) free of charge until 00/00/0000.

Please go to <u>www.riverside.getapermit.net</u> to register for an account and request your new parking permit(s).

Once logged in, you will be asked to upload any proof of residency documents and a copy of your current vehicle registration for each vehicle that will require a parking permit. After this initial free set-up period, the application fee to make changes will be \$33.00 per application. This fee is being suspended until 00/00/000 and will be re-instated on all applications beginning 00/00/0000.

The \$33 application fee is applicable when processing PPZ permit applications which include:

- Initial applications for PPZ permits
- Replacement of lost or stolen PPZ permits
- Issuance of supplemental PPZ permits for new or additional vehicle(s)
- PPZ permits involving relocation from one zone/neighborhood to another zone/neighborhood

Damaged permits that are returned to the City will be replaced free of charge. Copies of any permits issued by the City is prohibited and will result in the Permits being revoked.

For general information about the Preferential Parking Zone Permits (PPZ) and FAQs please visit our website at www.riverside.gov/publicworks/parking/permits.asp.

If you move or sell your vehicle, or for questions regarding the Riverside Permit Program, please call xxx-xxx-xxxx.

For website assistance on the permit system, e-mail support@getapermit.net.

Please be aware that PPZ permits do not exempt any vehicle from the street sweeping regulations as well as any other parking regulations. Resident decal permits are not transferable between vehicles and are only valid at the location where the parking permit is registered.