Ordinance No. 4035

An Ordinance Amending AMC Chapter 10.12 to Change Penalties for Violations of Article I

Whereas the City Council desires to improve the regulation of parking throughout the City;

Whereas the current penalty for violating parking regulations found in Article I of Chapter 10.12 us a misdemeanor, which the Anacortes Police Department and City Attorney recommend changing to a class 2 civil infraction to be consistent with other similar violations;

Now, therefore, the City Council of the City of Anacortes does ordain as follows:

Section 1. AMC 10.12.060, Penalty, is revised to read as follows:

10.12.060 Penalty

Any person, firm or corporation who violates, or permits, or allows anyone to violate this article, or the registered owner of any vehicle found in violation of this article, shall be guilty of a misdemeanor, and shall upon conviction be fined up to two hundred fifty dollars. Unless otherwise specified, a person who violates this Article, or the registered owner of any vehicle found in violation of this Article, may be punished by a class 2 civil infraction per Chapter 7.80 RCW, carrying a maximum penalty and default amount of \$125.00, not including statutory assessments.

- Section 2. Consistent with RCW 35A.12.130, having received the votes of a majority plus one of the whole membership of the council, and having been designated as a public emergency ordinance necessary for the protection of public health, public safety, public property or the public peace, this ordinance is made effective immediately upon adoption.
- Section 3. Adoption of this ordinance is intended to preclude currently pending prosecutions of violations of the prior ordinance that are repealed by this ordinance and to waive any fee or penalty due and unpaid under such ordinance.

PASSED and APPROVED this 23rd day of January, 2023.

CITY OF ANACORTES:

Matt Miller, Mayor

Steven D. Hoglund
Steven D. Hoglund, City Clerk-Treasurer

Approved as to Form:

Darry Swetnam
Darry Swetnam, WSBA #40530

City Attorney