

# Illegal parking puts children's lives at risk



**Council parking  
officers are patrolling  
school zones**

# ILLEGAL PARKING PUTS CHILDREN'S LIVES AT RISK

**FACT**

Children are small, harder to see, behave unpredictably and are extremely vulnerable. They need you to take extra care when driving and parking around school zones.



## No Parking

No waiting. You have 2 minutes to drop off or pick up. You must stay within 3 metres of your vehicle.

PENALTIES FROM

**\$191**

+ 2 DEMERIT POINTS



## No Stopping

You must not stop on a length of road with a No Stopping sign. The first 10m from an intersection is a no stopping zone. Yellow kerb lines are also no stopping zones.

PENALTIES FROM

**\$344**

+ 2 DEMERIT POINTS



## Bus Zone

Only a public bus can stop in a bus zone.

PENALTIES FROM

**\$344**

+ 2 DEMERIT POINTS



## Mobile phones

Extra fines apply for using mobile phones in a school zone.

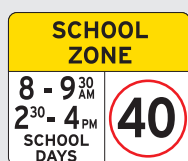
PENALTIES FROM

**\$457**

+ 5 DEMERIT POINTS

May be subject to Double Demerits

## Speeding offences



40km/h is the limit.

Children are vulnerable, so slow down in school zones.

PENALTIES FROM

**\$200**

+ 2 DEMERIT POINTS

May be subject to Double Demerits

## Pedestrian crossings

1. In a queue of traffic, no part of your vehicle can stop on a pedestrian crossing.

PENALTIES FROM

**\$457**

+ 2 DEMERIT POINTS

2. Do not let your child in or out of a vehicle at a pedestrian crossing, as this is a No Stopping zone.

## Driveways and footpaths

Do not park on or across a driveway or footpath.

PENALTIES FROM

**\$344**

+ 2 DEMERIT POINTS

## U turns

Illegal on or near a pedestrian crossing and across double white lines.

PENALTIES FROM

**\$344**

+ 3 DEMERIT POINTS

## Double parking

Double parking is illegal and is very dangerous in a school zone.

PENALTIES FROM

**\$344**

+ 2 DEMERIT POINTS



**INNER WEST COUNCIL**

\*Fines current as of July 2019. Fines and demerit points are subject to change. For more information check out the NSW Centre for Road Safety website.