

## How it works

### Pay-by-Space Comes To Huntington Village!



**REMEMBER YOUR SPACE NUMBER!**

#### How To Use The Pay Stations

1. **PRESS ANY BUTTON ON KEYPAD TO BEGIN** 
2. **PRESS 1 FOR INITIAL PAYMENT - OR - PRESS 2 TO ADD TIME TO YOUR SPACE**
3. **ENTER YOUR SPACE NUMBER AND PRESS #** 
4. **INSERT COINS TO ADD TIME - OR - INSERT CARD, FOLLOW ON SCREEN INSTRUCTION Press Blue Buttons to Buy Time** 
5. **PRESS GREEN BUTTON TO COMPLETE TRANSACTION** 
6. **RETAIN RECEIPT FOR PROOF OF PAYMENT (also has access code if you want to add time later)** 

## What are the changes?

**New Hours for Metered Parking:**  
10:00 am to 8:00 pm, Monday-Saturday

**New Rates for Metered Parking:**  
(applies to all vehicles, including hybrids)

**\$1 per hour:**  
For primary zone (New York Avenue and Main Street in the heart of the Village)

**50 cents an hour:**  
For secondary zones (side streets and outer areas of New York Avenue)  
Parking in municipal lots is free.

All on-street metered parking is a maximum of three (3) hours to provide increased parking opportunities directly adjacent to the business.

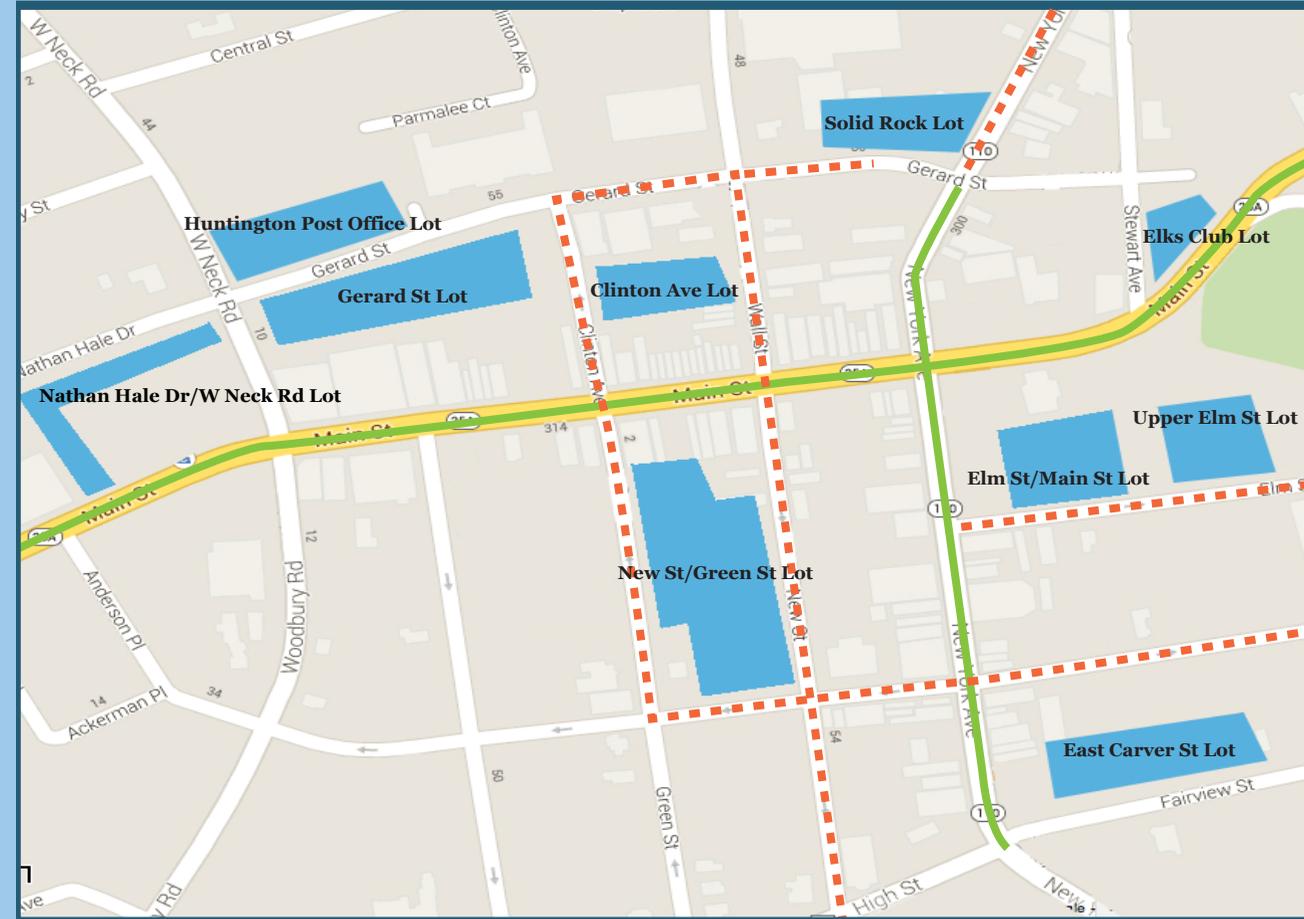
#### New Ways to Pay for parking:

Multi-space meters in the primary zone accept cash or credit cards.

All metered spaces are numbered. To pay at a multi-space meter, enter your space number. You can use any multi-space meter in town to pay for or extend parking time up to three (3) hour limit.

**Download the Parkmobile app and register to pay for parking through your smart phone.**

## Huntington Village Parking



-  **Parking Lots**
-  **Primary Zone**
-  **Secondary Zone**

## Coming Soon:

Improved signage to help you find a parking spot and the shortest route to your destination.

## Partners Making Parking Better in Huntington Village



Town of Huntington  
Economic Development Corp.

## Town of Huntington

Supervisor  
**FRANK P. PETRONE**

Town Council  
**MARK CUTHBERTSON**  
**SUSAN A. BERLAND**  
**EUGENE COOK**  
**TRACEY A. EDWARDS**

## Parking in Huntington Village is changing

Here's how..

