

Pay Per Use Parking

The hourly parking rate at MUN is \$1.75.

Limited parking at coin payment machines is available in the following areas:

- Parking Garage - Level 1 (SW corner) and Level 2 (designated P&D spaces) located on Arctic Avenue.
- Earth Sciences Garage (ground floor) located beside the University Center located on Arctic Avenue.

When paying by coin, the user will receive a tag that must be placed face up on the driver's side of the dash, clearly visible to officers who are checking. Please note that machines are rarely used and may therefore be out of paper.

Alternatively, for an easier and more convenient parking experience, you can download the free Passport Canada Parking App (iPhone App Store or Android Google Play) to pay via credit card or pre-loaded wallet. In addition to paying for parking, customers can monitor their session, extend their time remotely, view payment history, and receive email receipts. Users are encouraged to scan the lot for Passport Canada parking signage indicating the zone number, which is required when using the app.

Drivers must ensure their space is paid for either by coin or the Passport Canada parking app. Vehicles parked at a defective meter or space serviced by a defective Pay and Display machine will be required to pay for parking via Passport Canada or move their vehicle to a space with a functioning meter or Pay and Display machine.

Office Location: Room FM-2039A, 2nd Floor, South Side of Building, External Door #3, Facilities Management Building, Memorial University, St. John's, NL, A1C 5S7

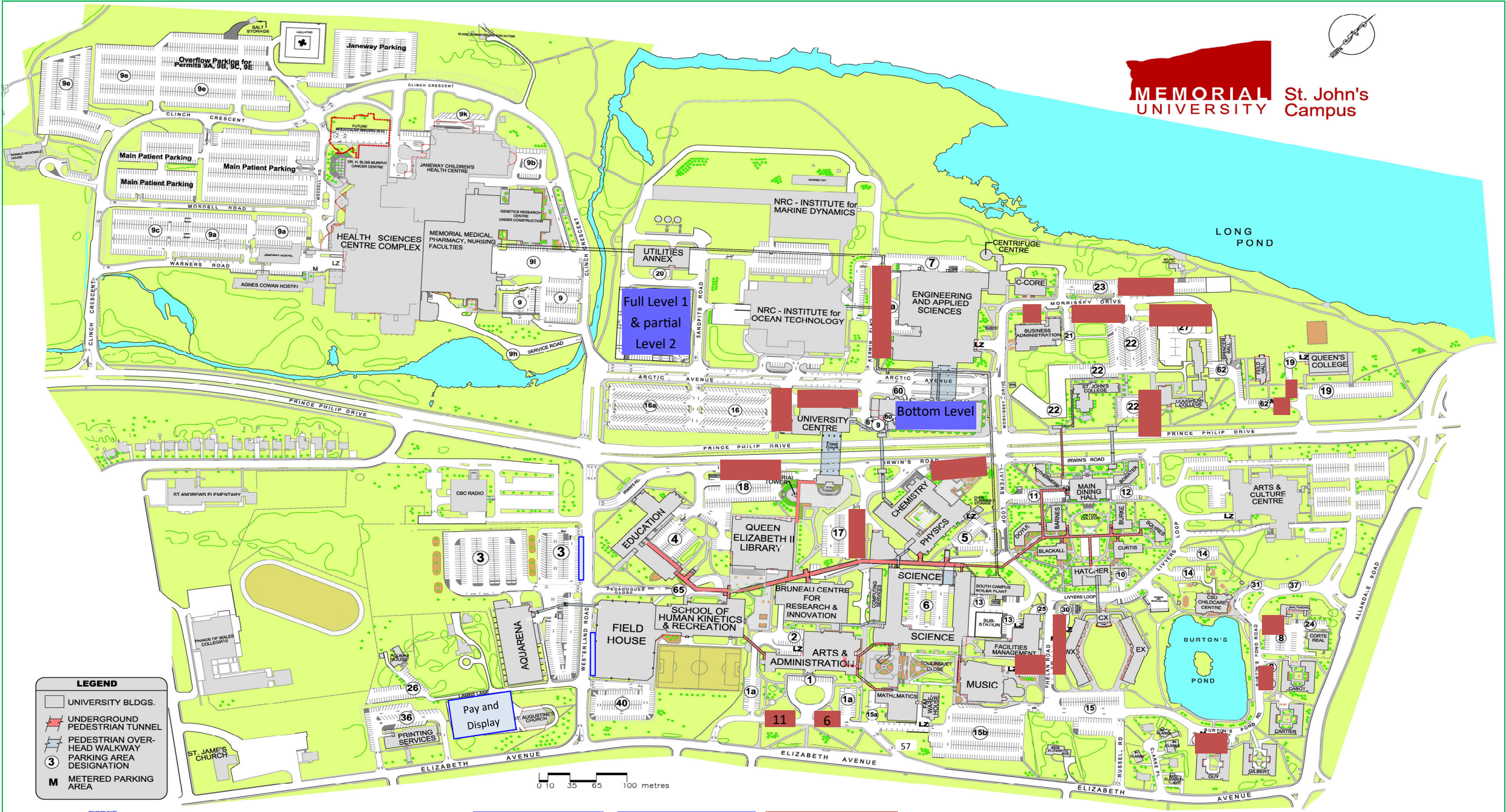
Email: parking@mun.ca

Telephone: 709-864-2736




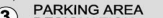



MEMORIAL UNIVERSITY

St. John's Campus



LEGEND

-  UNIVERSITY BLDGS.
-  UNDERGROUND PEDESTRIAN TUNNEL
-  PEDESTRIAN OVER-HEAD WALKWAY
-  PARKING AREA DESIGNATION
-  METERED PARKING AREA

0 10 35 65 100 metres

Non MUN owned Parking

Coin Payment Also Available

Passport App Pay Parking

REVISION DATE: 2021