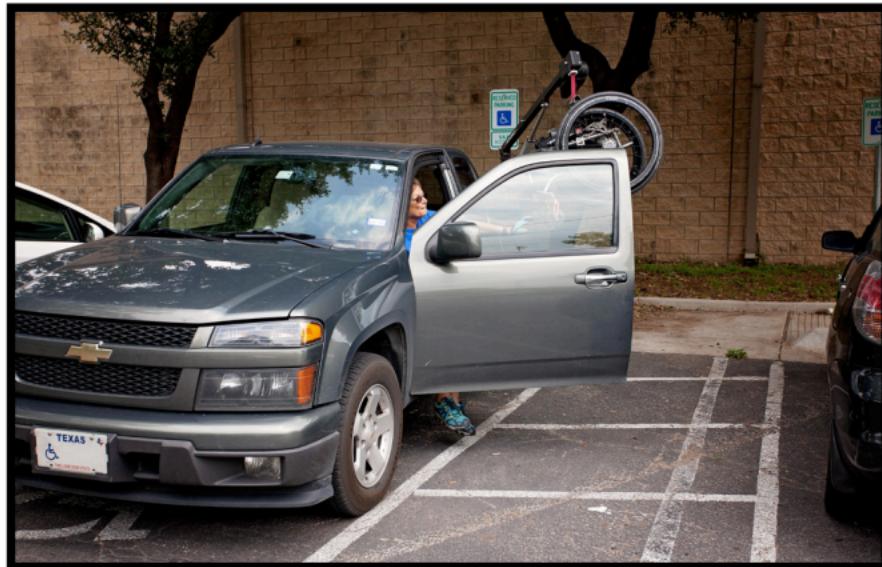


ARE YOU **BLOCKING?**

It is a violation of state law to block an accessible parking space even if you have a valid placard or accessible license plate.

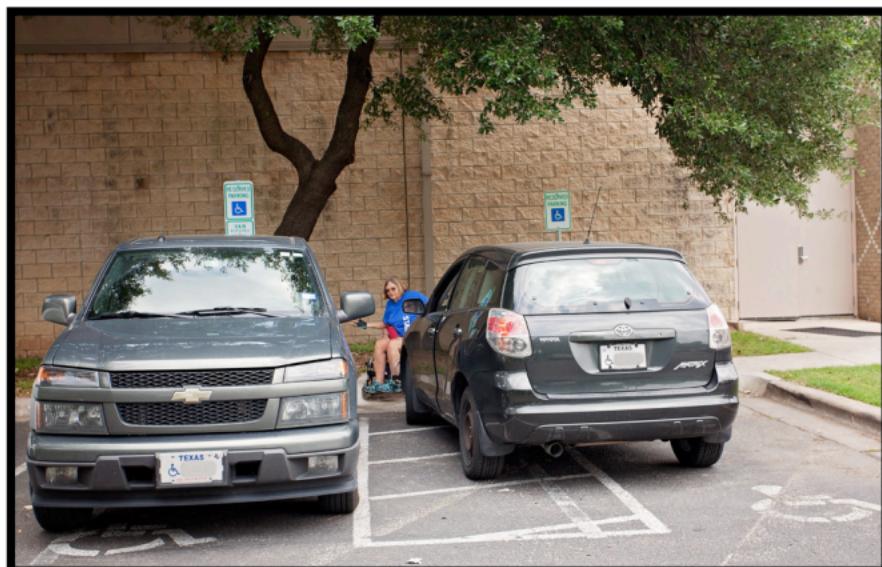


A vehicle is blocking an accessible parking space when:

- ✓ It is parked on or occupying most of an access aisle-stripped area next to an accessible parking space.
- ✓ It is obstructing a curb cut or ramp designed to assist people with disabilities or wheelchair access.

Look around you:

- ✓ Can other drivers use the accessible parking around you?
- ✓ Can pedestrians including those with disabilities reach the sidewalk or enter a business safely?



ACCESSIBLE PARKING:

It's a lot more than an empty space. For people with disabilities, an accessible parking space means full participation in the community. A parking space close to the door with enough room for a vehicle lift can mean the difference between doing things when you want and doing things when it's convenient for others. At some point, we all may need accessible parking: maybe you've had a disability for years. Maybe you just had surgery and you're in a wheelchair. Maybe you're caring for an aging parent who is unable to cross the parking lot. Accessible parking is more than just a privilege, it's a civil right.

IS YOUR PLACARD **VALID?**

Remember to display it and check the date:



- ✓ Blue (permanent) placards are valid for **4 years**
- ✓ Red (temporary) placards are valid for **6 months**

To renew your placard contact your local tax office or visit <http://www.txdmv.gov/motorists/disabled-parking-placards-plates>

DOES YOUR PLACARD **BELONG TO YOU?**

It is a violation of state law to use someone else's placard

- ✓ Don't use a placard unless the person it is issued to is with you.
- ✓ Only use the placard that was issued to you.
- ✓ If a placard is confiscated, you cannot get it back. You must contact the DMV at 1.888.368.4689 to find out how to remove your evoked status before applying for a new placard.

**No Plates. No Placard.
No Parking.**

