

Pardee Garage-Parking Opportunity

Thanks to support and cooperation by the City of Oakland, garage parking is now available at a significantly reduced rate for those attending many Pardee Home Museum (PHM) events. The rate will be \$2 per hour rather than \$4, to a maximum of \$12. You can now park in the secure, lighted City parking garage (City Center West) located a block away at 1250 Martin Luther King Way, just across 12th Street. However, this parking is only available on weekdays. The garage is open till 11 pm every weekday. To receive the 50% discount you must follow these instructions:

1. Drive into one of the garage entrances located on Martin Luther King Way or Jefferson St. Push the button marked "Push for Token" and take token from entry device and then take the coin-sized token with you to PHM.
2. Attend the Pardee Home Museum event/tea/tour and ***upon leaving*** put the token on the Validator device located just off the kitchen in the nook area. The unit will beep when validation occurs. Ask a staff member if you need assistance.
3. After leaving PHM, proceed directly to the parking garage. While still on foot, locate the pay machine located near the exit driveways. Put token into marked slot and the machine will show the amount of money needed in order to exit the garage. You can pay by cash or credit card. After you've paid, the token will be returned to you by the pay machine.
4. Take the token with you and return directly to your car and drive to exit lane. Put token into indicated slot and the gate will open to allow you to exit.

Note: To avoid additional charges please promptly return to the garage after you've had your token validated. Then promptly return to your car and exit the garage.

Also, another city garage is available on Saturdays about 3 blocks further away, and it is free on that day. This is the garage located behind the City Hall at 14th and Clay Streets. Neither garage is open on Sundays but the street meters don't apply on Sunday and parking is generally easier.