



10/17/22

From: Robert Dugan, Chief of Police

To: The College Community

Administrative Update

Re: 2022-23 Basketball Parking

The following procedures apply to parking on the ESF campus during Syracuse University basketball games at the Dome during the 2022-23 season:

Syracuse Police block off entry routes to the college from the west approximately two hours before the game. They suggest that we either enter through any SU gate or come to the checkpoint at Stadium Place and East Raynor to get to the Irving Avenue traffic control station. You must display your ESF parking pass in order to cross police checkpoints.

- (1) All normal parking regulations are in effect. Please do not block other vehicles, fire lanes or hydrants, building entrances, or park in restricted areas. Violators are subject to towing.
- (2) Any employee with a valid ESF parking pass will be admitted.
- (3) Employees with temporary parking passes will be admitted by displaying that pass and ESF identification.
- (4) Employees who will be coming to campus in a vehicle other than their own must obtain a single game permit at the ESF Police Department in advance. Please bring your game tickets or proof of purchase with your ESF ID to UPD for a single game permit.
- (5) ESF students who need to bring a vehicle on campus for academic or college related business will be admitted after 5:00 P.M. provided an ESF Student hangtag is displayed. During Saturday and Sunday games, the same restrictions apply with parking allowed throughout the day. No student parking is permitted in lot P1.
- (6) The iron fence lot is reserved for handicapped parking under the control of SU Parking. The spaces north of Illick and Bray on Forestry Drive are closed for safety reasons. Employees who are parked in these spaces will need to move their vehicles at least two hours before the start of each game.
- (7) Special passes will be available for meetings and activities scheduled on the dates of home games. Please contact the ESF Police Department for further information.