

Visitor Parking Information

Welcome to SMU - we're glad to have you as a guest on our campus! SMU provides several options for our visitors to either purchase a temporary parking permit or use the park and pay machines located through campus. Temporary parking permits may be obtained from the Park 'N Pony Office Monday thru Friday 8:30 a.m. - 4:30 p.m. at \$3.00 per day.

Park and Pay Parking without a SMU Parking Permit

The following information is applicable for visitors and guests with out a valid permit. Individuals with a temporary parking permit should adhere to the Park and Pay Parking instructions for individuals with a SMU Parking Permit.

Binkley Garage # 53	 May enter through the visitor entrance on Binkley Ave. May park anywhere on Level 2 or above Must display time stamped ticket on the dashboard of the parked vehicle. Use the entry ticket in the pay-station when paying Payment is made before exiting the garage for a rate of \$1.00 per hour only cash accepted.
Meadows Museum Garage # 60	 Visitors and guest without a parking permit must enter from the south side of the garage right-hand side. Must display entrance ticket on the dashboard of the parked vehicle. Payment is made before exiting the garage \$20.00.
Moody Garage # 92 Closed Summer 2012	 May enter through the right entrance on the north side of the garage. Must be display a time stamped ticket on the dashboard of the parked vehicle The one-time fee of \$5.00 is good for the entire day cash or credit cards accepted
Metered Parking	 Metered parking is available as indicated on the Visitor Parking map. Metered parking enforcement is in effect Monday - Thursday, 7 a.m 7 p.m. and Friday, 7 a.m 5 p.m. Meters allow a maximum three (3) hour parking at .25 cents for every fifteen (15) minutes. If parking requires more than 3 hours, coins must be inserted to add time. To add time to a space correctly, first press the desired space (i.e. A,B,C,D or L- left or R - right), then insert coins No standing in metered spaces without pay is allowed