



## **Important message regarding parking at Ballinkeer St Johns Pitches and Clubhouse**

We know that there are challenges with parking near our pitches and that we are all busy coming and going from work and activities.

Also, while we do encourage you to walk/cycle to training/home matches if you can, it may not always be possible.

When we are parking, we need to ensure that we do not park in such a way that obstructs or causes danger to other road users, those walking/running, cycling and driving. It is illegal to park in a way which interferes with traffic flow or obstructs or endangers other road users. Please be aware of where you are parking such as: Close to roundabouts, Close to pedestrian lights, Double yellow lines, Blocking cycling lanes, parking on footpaths, entrances to estates, junctions and driveways. Please do not block entrances to driveways, estates, footpaths or park in anyway that causes any inconvenience or in a way that is a danger to other road users.

Please do not park in cycling lanes or close to the roundabout at Broadford. Illegal parking close to roundabout and on cycle lanes can incur a fixed charge penalty notice FCPN of €60. Parking is not permitted in the grounds of Ballinkeer Community School and this includes driving into the school grounds for drop offs/ pickups or to turn.

We are asking that you always consider potential obstructions, hazards and the safety of others when parking. The safety of our members, road users and our community is important and we are asking for your support in this matter.

We ask you to be mindful and respectful of other road users and local residents when parking near our pitches or dropping/collecting to/from training/matches.

At all times please be alert to children crossing the road, cyclists and car doors opening.

Parking in our Clubhouse car park is for Club members and visiting teams only. When parking in the Clubhouse carpark, the policy is to reverse into the space when parking.

Thank you for your support in this matter

BSJ Executive