

TOWN OF LINCOLN TRAFFIC ORDINANCE

Section 1: LEFT SIDE OF VEHICLE TO CURB

No motor vehicle or horse-drawn vehicle without necessity, shall stop with its left side to the curb on any public street.

Section 2: DISTANCE OF PARKED VEHICLE FROM CURB

In all public streets or parts of streets, any motor vehicle or horse-drawn vehicle remaining in any one place therein shall be stationed within (12) inches of the curb and parallel thereto.

Section 3: U TURN

It shall be unlawful for any operator of any motor vehicle or other vehicles to make a U turn, so called, on Main Street, North or Southerly side, between Franklin and Maple Streets, so called.

Section 4: INTERFERENCE WITH TRAFFIC: STREET CORNERS

No motor vehicle or horse-drawn vehicle shall in any public street or part thereof, without necessity, so occupy the same, or unreasonably, to interfere with or interrupt the passage of other vehicles thereon and shall not stop within twenty (20) feet of any street corner.

Section 5: PARALLEL PARKING

It shall be unlawful for any motor vehicles or horse-drawn vehicles, to park on any public street, other than parallel, with the right side of the vehicle against the curb.

Section 6: DISTANCE FROM FIRE HYDRANT

It shall be unlawful for any motor vehicle or other vehicles to park within five (5) feet of any fire hydrant, on any public street or part thereof.

Section 7: PEDESTRIANS

Upon approaching a pedestrian who is upon a traveled part of a highway or street, and not upon a sidewalk, such vehicle shall be slowed down and timely signal shall be given.

Section 8: EMERGENCY VEHICLES

An operator of a motor vehicle being operated on the ways and public streets of this town, upon the approach of an emergency motor vehicle with its siren or flashing red or blue lights in operation shall turn immediately as far as possible toward the right-hand side of the way and shall bring his or her vehicle to a standstill until such emergency vehicle has passed.

SECTION 9: DOUBLE PARKING

It shall be unlawful for any operator of a motor vehicle or horse-drawn vehicle to double park upon any public street or part thereof, unless such street is controlled by a uniformed police officer.

SECTION 10: APPROACHING HORSES

Every person having control or charge of a motor vehicle shall, whenever upon any public way and approaching any horse, operate, manage and control such vehicle in such a manner to prevent the frightening of such horse, and to insure the safety and protection of any person riding or driving the same.

And if the horse appears to be frightened, the person in control of such motor vehicle shall reduce its speed, and, if requested by the raising of a hand by the rider or driver of such horse, shall not proceed farther toward such animal, and in cases of extreme fright, shall upon request fully stop the motive power.

SECTION 11: ALL NIGHT PARKING: OBSTRUCTING HIGHWAYS

No person shall, without necessity, place or leave, or cause to be placed or left, in any street or public place, any matter that may impede free passage between the hours of 11 p.m. and 6 a.m. Such regulation shall be enforced from November 1 to April 15 each year. Vehicles in violation of this regulation shall be towed at the owner's expense.

SECTION 12: PENALTIES & VIOLATIONS

The following fines are now in effect for the Town of Lincoln:

<u>Violation</u>	<u>Fine</u>	<u>Overdue Amount*</u> (if not paid within 15 days)
No Parking Zone	\$ 20	\$ 72
Fire Hydrant Blocking or within 15 feet	\$ 25	\$ 72
Fire-Lane Blocking	\$ 25	\$ 72
Handicap Permit Required	\$100	\$250
Sidewalk Blocking	\$ 25	\$ 72
Crosswalk Blocking	\$ 25	\$ 72
Overnight Parking Ban	\$ 25	\$ 72
Corner with 15 ft	\$ 20	\$ 72
Driveway Blocking	\$ 25	\$ 72
Wrong Way Facing Traffic	\$ 20	\$ 72
Any violation not listed	\$ 25	\$ 72

SECTION 13: ORDINANCES REPEALED

All ordinances or parts of ordinance inconsistent herewith are hereby repealed.

By the Board of Selectmen

Passed: December 1, 1960
Amended: **March 15, 2004**

Chairman Deanna Huot

Selectman Peter Moore

Selectman Patricia McTeague