# **UWSP Personal Electric Vehicle Charging in UWSP Parking Lots**

## Rationale/Purpose:

This policy defines the valid use of Electric Vehicle (EV) charging in the UWSP parking lots. This policy is for the permit and metered lots only. UWSP Maintenance vehicles and the Schmeekle Visitor lot are not covered in this policy.

## Scope:

Faculty, Staff, Students and Visitors

### **Policy:**

Policy:

- Vehicles must be parked in a designated EV charging stall, connected to the EV charging station and have an active charging session.
- The designated EV charging stalls have posted signs.
- Vehicles are limited to four (4) hours parking in the Level II charging stall, 24 hours per day, 7 days a week.
- The EV Charging rate schedule is available in the EV Charging App for each specific UWSP Charging station location. The rate schedule may change as needed.
- Enforcement: Vehicles not actively charging, parked in EV stall for longer than
  4-hour or charging in non-designated stall may be issued a parking citation (\$25
  "No Parking Area").

#### Restrictions:

- EV charging stalls may be closed for special event parking, maintenance and construction.
- Parking in EV stalls is restricted to vehicles actively charging.
- Faculty, Staff, Students and Visitors <u>may not</u> use electrical outlets in parking facilities or campus building facilities (interior or exterior) for personal vehicle charging.
- UWSP assumes no responsibility or liability for damage to vehicles using the EV charging stations.
- UWSP assumes no responsibility for customer charging access/loss of range due to EV charging app connection issues, charging station failure or any other interruption issue during a charging session.

# **Policy Administration:**

Approval Authority: Vice Chancellor of UW-Stevens Point Business Affairs

Policy Managers: Director of Parking Services and Sustainability Coordinator

Contact: Parking Services Office, <u>parking.services.office@uwsp.edu</u>, (715) 346-3900

Effective date: 11/1/2023

Revised dates: tbd