

# How to double your money with a new car park

**There are two main routes to increase the amount of money you can make from your car park. The first, and simplest, is to increase the amount of spaces**

Putting another floor on top of your existing parking space offers the swiftest and most efficient way of doing this, especially if you use low cost, modular car parks that can simply be erected on the existing space without the need for foundations.

The second is to use some of the existing parking space for new development. If you take, for instance, half of your existing space and turn it into a new building for offices or retail use, or simply sell it for development by others, you'll find that will offer greater returns than you would make from ordinary car parking. But to keep the same number of parking spaces for your own needs, you need to put another floor on the space you have left.

And that's where the Octavius Siderpark modular car park solution comes in to provide a simple, cost-effective additional deck to existing car parking space.

Installing electric vehicle (EV) charging stations in new car parks has already become a highly lucrative source of revenue for owners of car parks.

Installing photovoltaic panels to capture sunlight energy for EV charging is also an efficient way of maximising your revenue. And selling any excess energy generated back to the National Grid is an excellent way of making money and will add to your green credentials. Both EV charging points and solar photovoltaic (PV) panels options are available with our modular car park solution.

It is also worth noting that retailers are already seeing longer average customer dwell times in shops that are near car parks with EV charging facilities. It is likely that retailers and other stakeholders will put pressure on car park owners to ensure that the technology is in place so that EV owners are drawn to the commercial offers nearby. There are any number of ways to extract revenue from this sort of cross-fertilisation.