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Parking functions are assignments of preferences of cars so that all cars entering a one-way street will be able to find a place to park given that they first go to a desired location and then proceed to find the nearest available spot. These have many interesting combinatorial connections.

We can think of this parking function in terms of an (oriented) path graph. The key ingredient being deterministic progression from the initial preferred spot to the exit. Any tree can thus be made to work where we orient all edges to the root (i.e., the exit). We give basic strategies for enumeration of these generalized parking functions, including the use of generating functions and present basic results about such parking functions on caterpillars. (Received July 18, 2017)