

# GILBERT RANCH HOMEOWNERS' ASSOCIATION

## FRIENDLY REMINDERS

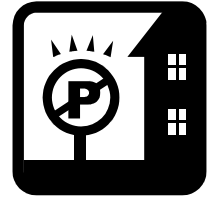
FALL 2009

### STREET PARKING

The legal documents of the Association, known as the CC&R's, page 19 state:  
*Section 8.1 (v). Parking*

*"Vehicles of all Owners, residents, guests and invitees are to be kept in garages, carports. Residential driveways..."*

Please make every effort to keep vehicles parked in driveways and garages. Recently there has been an increase in car break-ins in Gilbert. By keeping cars parked in garages it eliminates the temptation for these criminals.



### PET WASTE



We have an ongoing problem of pet waste in the common areas and front yards of our community. It deters from the beauty of the community and is a health hazard. The Association's money should not be used for the purpose of cleaning up pet waste.

If you walk your dog around the neighborhood, please be respectful to the community by picking up the waste and disposing of it properly in a trash container. Also, please give thought to the care of your pet while you are gone in the daytime or when your pet might be outside at night. It is not enjoyable for a neighbor to have to listen to the incessant barking of an animal for which they have no direct control.

### ARCHITECTURAL SUBMITTALS

Please remember that architectural approval is needed for any and all changes/ additions which are visible from the street and neighboring property. Under community association law, it is discrimination to only require submittal of items that are unattractive. Therefore the Association must treat everyone the same in requiring submittal.

If you have made additions without approval, submit them. In most cases it will be an administrative process that will make the Association's records and your records complete. When you sell your home, you are asked to disclose whether the additions or changes to your property have received the Association's approval.

The Gilbert Ranch website: [www.gilbertranch.com](http://www.gilbertranch.com) has copies of the CC&R's and Architectural Committee Rules for guidance and the submittal form.

### RENTERS & GILBERT RANCH'S CC&R'S:

Landlords – Please be sure your tenants receive a copy of the Gilbert Ranch CC&R's, the Architectural Committee Rules and the Monetary Penalty Policy. It is in everyone's best interest that your lease agreement specifies that the tenants have been provided with the Association documents and agrees to abide by them. Please keep in mind that monetary penalties and other enforcement actions for rules violations are charged against the homeowner. These documents are available at the Gilbert Ranch website: [www.gilbertranch.com](http://www.gilbertranch.com) or they can be requested from our management company through email at [info@gilbertranch.com](mailto:info@gilbertranch.com).

## TRASH/RECYCLE CONTAINERS

The CC&R's require that these containers, both Trash and Recycle, be stored in such a manner as to conceal them from the view of neighboring Lots, Residential Units, property, roads or streets. The containers should be put out no earlier than the evening prior to collection and should be taken in and stored from view no later than the evening of collection. Please refer to the CC&R's page 19 for full information.

In addition, BULK TRASH may be placed out for pick-up no earlier than the weekend prior to your collection week. Our community is divided into 2 city Zones:

**Zone A**, lots *East of Val Vista*, pick-up is the first Monday of the month – which is NOT necessarily the first week of the month.

**Zone B**, lots *West of Val Vista*, pick-up is the second Monday of the month – which is NOT necessarily the second week of the month.



## ECONOMIC CRUNCH



The Association is fully aware of the current economic plight and wants to help anyone that is having difficulties. Please contact our management company, *Lepin and Renehan*, at 480-345-0046 to discuss your situation. By making arrangements with the Association you can avoid costly fees and legal action.

## LAWN TIPS FROM THE LANDSCAPER

To keep your Bermuda grass vibrant and healthy for the rest of summer: **1.** Raise your mowing heights to a level 2 inches - this allows the plant to absorb more of the daytime sunlight as well as more plant nutrients. **2.** Fertilize your grass. An application of Summer fertilizer feeds the plant and adds a nice green color to your grass. A typical summer fertilization rate would be five pounds per thousand square feet of Bermuda grass. A small bag of Amonium Sulfate at your local Home Improvement garden section costs around \$20.00.

It is not too early to begin planning for a Winter lawn. To prepare for over-seed follow these steps: **1.** Apply your last Summer fertilization application by the first week of September. **2.** Around the second or third week in October you must remove as much of the Bermuda grass as your lawn mower can maintain. This practice is called scalping and opens the ground surface for your winter grass. Scalping is a critical step in the germination process of your winter rye seed. **3.** Apply the seed. A great and full winter seed rate can be applied at five pounds per 1000 square feet. **4.** After you have scalped and spread your winter seed, irrigate your lawn 4-5 times each day for short cycles (about 3-5 minutes multiple times each day) for the first 10 days or until your seed germinates. **5.** After your seed begins to grow, apply a winter fertilizer and return to once daily watering until your first mowing. **6.** After the first cut, turn your water to irrigate every few days and remember to fertilize every 30-45 days with a winter fertilizer. \*\*Remember – a bare lawn is not permitted at any time.

## QUADS & DIRT BIKES

The Town of Gilbert has laws against riding Quads, ATVs or dirt bikes on city streets or in community parks. Our Association stands firmly behind these laws. If you see anyone riding such vehicles in our community please contact the Gilbert Police Department at (480) 503-6500. If possible, provide the police with the address where the vehicles came from.