

HAWTHORN GLEN/FARM COMMUNITY

In case you didn't get the last newsletter that was sent, now we have important information about the changes taking effect in the community. Some of you may have notice that Snellville Police Code Enforcement is in our neighborhood due to several complaints from Neighbors, Gwinnett School district, Post office and Emergency vehicles.

So we have a few new rules in our community to help with these complaints and others.

1. Starting Friday, November 24, 2017, all cars will need to be parked on your driveway and NOT ON THE STREETS, only guest parking will be allowed. Please clean out your garages as we have authorize the neighbors to get storage houses (No Metal). We will allow cars with current stickers that are drivable to park in designated areas at the pool. We will also allow cars in similar condition (with tags and driveable) to park at the end of Farmstead Court (at the Cul de Sac). VISITORS CARS LEFT FOR EXTENDED TIME ON THE STREETS ARE SUBJECT TO BEING TOWED AT THE OWNERS EXPENSE (\$150.00)

2. Dogs are only allowed to walk through the Pool and Tennis Court parking lot and sidewalks, NOT ON THE LAWN/GRASS. Please be advised that anyone caught on camera walking their dogs on the grass/lawn will be fined \$250.00, this fine will be added to the HOA account balance. We are constantly getting emails about dog owners allowing their dogs to poop in other people's yard. If anyone catches dog owners on camera with their dogs pooping other people's yards, please send us a copy at directors@hawthornglen.com or make it available where and when we can see it. Thanks to those who have sent video in to us so far. We are sending out \$250.00 fines for that and any other posted sign areas the fine is \$250.00 (NOTE ALL VIDEO WILL BE TURN OVER TO SNELLVILLE CODE ENFORCEMENT.

Please help keep our community clean and report violations to the attention of Snellville Police Code Enforcement.

We Thank you for your cooperation in these matters.

Board of Directors
Hawthorn Glen/Farm HOA