GATE CLOSURE POLICY

Effective January 30, 2016

A Court Order in 2005, regarding our road's Easement, states that the two gates at the east and west end of the Moyers' ranch property must be closed at all times. Therefore, the Board will consider all reported violations as a group for evaluation before implementing the following Policy:

All Members, their family members, guests, tenants, agents, servants and employees must keep the gates at both the eastern and western entrances of the Easement closed at all times when not in use for entry or exit. If another person(s) is within view, it is the responsibility of the one who opened the gate to either close the gate or wait until the other person(s) closes it before proceeding.

The ELHA Member of record will be held responsible for each instance a gate is left open, even if it is not the Member himself/herself who violates the Policy. This includes all family members, guests, tenants, agents, servants and employees of the Member.

There is a 24-month time limit period associated with the fine structure.

Failure to adhere to this Gate Closure Policy will result in ELHA imposing the following fine structure:

First offense: A written warning letter will be mailed to the Member.

All offenses within 24 months

of the First offense: A \$250 fine will be issued and mailed to the Member.

First offense after a 24-month

Period with no violations: A written warning letter will be mailed to the Member. All subsequent

offenses within a 24-month period will result in a \$250 fine to the

Member.

Adopted: January 30, 2016 By: President

Board Members in favor: Bob Dixon, Marge Hickman, Ken Berendt, Eric Flora, Rich Boon, Cindy

DeMarco and Debbie Trewitt

There may be an occasion, during the winter months, when the upper gate may be left open but only when permission has been received to do so from Jim Moyer. Signs on the upper gate will be posted to advise when the gate may be latched open and when it needs to be closed. Bottom gate must be closed at ALL times.