

Your Architecture and Grounds Committee Latest Update:

We continue to monitor our contractors to ensure they are meeting contractual expectations. Here's the latest update.

- The ponds are back on track. Weed killer was applied to the banks and there is a substantial improvement to the water clarity and algae growth. We attribute this to bi-weekly treatments and activation of the aerators for 24 x 7 use.
- Weed treatments applied by the landscaper were effective on the clover. We are contracted for 4 weed treatments annually plus an additional treatment for crabgrass. This is the second weed treatment during 2022.

- The extreme heat and scarcity of rain continue to cause brown areas on our lawns. We have instructed our irrigation contractor (Aqua Mist) to water daily versus three times per week.
- Given the extreme heat, Lawns by Yorkshire has suggested skipping the mowing cycle over the next week for certain areas since shorter lawns will burn faster.

- Aqua Mist has repaired the irrigation system in a few areas and has been onsite this week to work on the list of issues presented to them. This work will continue through the end of July. We will meet with them upon completion to ensure they have completed everything on the list. We will also be discussing how they can be more proactive with our community so the system can be adjusted before areas start to discolor to this degree.

- Aqua Mist is also working on the redirection of sprinkler heads to water planting beds of single family homes. Please remember, the irrigation system was not designed to water the planting beds so 100 percent coverage may not be possible for each home.

- We have asked the Association's exterminator to treat the community for spotted lanternflies. This was completed this week. They have applied extra treatments behind the area at 1 Vanderbilt where residents observed an abundance of these invasive insects.
We will continue to communicate frequently to everyone as the season progresses.

Best,

Management / ARC Committee