March 2015

Village Voice



Updates:

- Mark your calendar for the upcoming Annual Village Homeowner's Meeting,
 April 7, 2015. More details to follow.
- The nominating committee will be requesting nominations for 2 board director vacancies.
- Maybe it will snow soon?
- Communications with M&M regarding problems or requests need to be in writing or e-mail format so that there is a paper trail of communication. Thanks.
- The South and East pedestrian gates have been fixed and are working, locking/key pad mechanisms are working. Please make sure you close the gate behind you.
- Front vehicle gates can be scheduled to be left open for guests/parties or gatherings; times specific;
 please call M&M Management and make arrangements.
- It is not intended that the new mail boxes be "drive up". Please be careful about stopping in the road or trying to get too close to the mail boxes from you car. Thanks!
- All lawns will be aerated in the Spring!
- It would be great if you are out in our Community walking and you see trash; please pick it up!
- The Union 2nd Ward Boy Scouts will be doing their Annual American Flag Drive the first 2 weeks of April. More details to follow. Questions, call Frank Zoun at 801.598.0691.

If you need a hard copy of the Village Newsletter, please contact Board Member, Jaline Zoun @ 801.450.3700 or send and email to: jalinezoun@msn.com.

News letter is also posted on The Village website.

See the new Village website at http://thevillage-hoa.com

Please, Curb and Leash your pets.



Next Board Meeting is

March 19, 2015 at 6pm

Office of M&M Management

Homeowners are always welcome.

HOA Board Officers		
Bob Dannels, President	801.567.1505	dannels7@aol.com
Sandee Brewer, Vice Pres. &		
Architectural Committee	801.971.6413	sandeeann@me.com
Tina Jensen, Treasurer	801.572.9327	lovinfishin@comcast.net
Jaline Zoun, Secretary &		
Newsletter	801.450.3700	jalinezoun@msn.com
Pete Vistaunet, Architectural Committee		
	801-878-7178	vistaunet I 3@gmail.com
M&M Management	801.566.1411	dave@mm-mngt.com