



TOP 3 VISIT REMINDERS

WELCOME TO LAKE VILLAGE! KINDLY RESPECT OUR NEIGHBORS WHILE VISITING HERE. BELOW ARE THE TOP RULES TO ABIDE BY. NOT FOLLOWING THEM MAY SUBJECT YOU TO PENALTIES AND/OR FINES.

1. QUIET TIME: 9PM - 8AM

Please keep music and voices down inside and outside of our home between 9pm – 8am. If you are walking from the parking lot, please be extra quiet during these hours.

2. GUEST PARKING

You **must** register your vehicle(s) at the Lake Village Clubhouse Office and obtain an overnight parking pass. Parking pass(es) must be displayed inside the driver's side rear window.

If you are in a vacation rental, you must also display the Douglas County parking pass on the front dashboard of the vehicle.

You are allowed a maximum of **two** cars parked overnight. Your parking space is _____.

Important-Do not park in a space with an assigned number. You may park the 2nd car in any space that is UNMARKED or marked "GUEST".

3. GARBAGE & PET WASTE

Use only the assigned garbage bear-proof containers. Our garbage container number is _____.

All garbage **must** be bagged and tied before placing in the container. **Do not leave any garbage outside of container.**

If garbage bin is full, you may call for a pick-up at (775) 588-4840. Allow 24-36 hours for pick up.

Broken-down, flattened cardboard boxes may be placed outside of the garbage container. Douglas County does not recycle any other materials. Excessive trash that is bagged and tied can be taken to the maintenance yard, just past the Lake Village Clubhouse Office.

Lake Village is a pet-friendly community. All pet waste must be picked up and properly disposed of. Do not leave pet waste on the ground or on surrounding trails and wooded areas.

QUESTIONS

If you have questions, please reach out to your primary contact, the Resident/Owner or Property manager (if applicable) or you may contact the Lake Village Clubhouse Office at (775) 588-4840, Monday through Friday from 9:00AM-8:00PM or on Saturday-Sunday, from 10:00AM-8:00PM. (07/31/2023)