

## GOLD MOUNTAIN PARKING RULES

PER CC&Rs August 2011

### Section 4.5 Parking and Vehicle Restrictions:

(b) Each single-family Residence shall include an enclosed garage so that at least two vehicles may be parked therein.

(c) No Owner or Occupant shall use the Common Area for the parking or storage of automobile, truck, trailer, boat or vehicle of any type, except as may be specifically authorized in writing by the Association. Vehicles should be parked out of sight of the street, Common Areas or adjacent residences.

(d) Visitors and guests within the Development shall use such parking areas or facilities as may be designated or authorized for that use by Association.

(e) In order to prevent or eliminate parking problems within the Development or to further define and enforce the restrictions of this section, the Association Board shall have the authority to establish additional Rules, restrictions and penalties, including the imposition of fines or towing procedures for recurrent violation of the parking regulations, as determined by the Board. Notwithstanding the foregoing, the Association shall enforce the following prohibitions: (i) no parking shall be permitted within cul-de-sac bulbs or T turn arounds at the end of private streets and (ii) no parking shall be permitted on private streets designated as emergency fire exits or on roads designated as community driveways (a road serving less than three homes).

(f) No boats, trucks, vans, house trailers, campers, recreation vehicles or other vehicles containing living quarters shall be parked or stored on any Lot or parcel or on the street in front of such Lot or parcel; provided, however, that boats, trucks, vans, house trailers, campers and recreational vehicles may be kept in a garage with the door closed; and provided, further, that the same may be parked temporarily in a driveway or in a street in front of such Lot for a period of not

more than seven (7) days to load and unload before and after trips. Temporary parking of motor homes and other large recreational vehicles on any developed Lot is limited to fourteen (14) days within any six (6) month period provided the vehicle(s) is parked within the buildable area and/or the driveway.

(g) No boat or vehicles of any type (including motorcycles, snowmobiles, trailers and ATV's) shall be permanently or semi-permanently parked in or upon the public or private streets within the Development, or on any Lot or parcel or driveway for the purpose of accomplishing repairs thereto or the reconstruction thereof, except for emergency repairs and then only to the extent necessary to enable towing or similar movement of the vehicle. They may be parked in a garage.

(o) The Board shall have the power to impose sanctions for violations of provisions of the Governing Documents relating to vehicles and parking. Such authority and power shall include, without limitation:

(i) The power and authority to cause the towing, at the vehicle Owner's expense, of vehicles which are parked within the Development in violation of any of the provisions of the Governing Documents, provided that towing of vehicles shall be subject to the provisions of applicable law. Costs incurred by the Association relating to the towing and/or storage of any vehicle parked in violation of any provision of the Governing Documents shall be assessed as a Reimbursement Assessment against the Lot Owner responsible or whose household members, tenants, Contract Purchasers, or guests are responsible for the presence of such vehicle. The Board shall post such notices or signs as may be required by law to effectuate this towing provision.

(ii) The power and authority to fix and impose fines for violations of this section in accordance with Section 10.5(c) and the Bylaws.

**Fine: \$50.00 plus \$10 per day for each recurring day until violation eliminated, with the maximum amount of the fine not to exceed the estimated cost to correct the violation (cost estimate to be obtained by the Association). Any cost for the estimate will be added to the fine assessment.**