

FAIR RIDGE RECREATION ASSOCIATION

POLICY RESOLUTION 06-1

RELATING TO PARKING ON ASSOCIATION PROPERTY

In accordance with Article VII, Section 1 of the Bylaws of the Fair Ridge Recreation Association (“FRRA”), the Board of Directors hereby adopts the following policy with respect to the use of areas of Association property available for parking.

1. **PARKING AREAS DEFINED** Areas of FRRA property available for parking are restricted to the paved and lined surface serving the clubhouse on Apple Orchard Court, and the paved and gravel surface serving the tennis court on Fox Lake Drive.
2. **PARKING FOR FACILITY USE** Parking areas are reserved for use by residents of Fair Ridge, Linden and Fairmont during authorized use of FRRA facilities.
3. **OTHER USE OF PARKING AREAS** Temporary overflow parking by residents may occur in the tennis court parking area to the extent such lot is not in use for any other function.
4. **PROHIBITED USES** Junk or abandoned vehicles, recreational vehicles, house trailers, or commercial or industrial vehicles such as, but not limited to, moving vans, trucks, trailers, wreckers, hearses, buses, taxis, boats, boating equipment, mobile homes, or camping equipment shall not be parked on Association property.

“Junk vehicles” shall be deemed to mean any vehicle that cannot legally or practicably be driven on the public roads for mechanical reasons, or for lack of proper Virginia State tags or inspection sticker.

“Abandoned vehicles” shall be deemed to mean any vehicle not moved for a period of ten (10) days.

5. **VIOLATIONS OF POLICY** Vehicles found to be in violation of this policy may be towed at the sole risk and expense of the vehicle owner after 48 hours notice. Such warning notice shall be affixed to the violating vehicle and no other notice shall be given. Vehicles found to be in violation of this policy more than once may be towed without notice. If towed, call (703) 378-0059.

Duly adopted by the FRRA Board of Directors on 8/ 09 /06 to be effective on August 1, 2006.