

Requirements for Planting Trees in Common Areas

Homeowners now have the opportunity to purchase trees and have them planted in the common grass behind your home. Our attorney has advised us that our landscape contractor is the only vendor authorized to plant trees in our community for the following reasons:

*They are familiar with all conditions at Heritage Center ie: drainage, easements, utility lines, soil conditions, etc.

*They have the proper equipment and resources to minimize impact on our existing landscape.

*They will maintain the tree after one year.

*Our contractor, Verdant, will charge the homeowner approximately \$400.00 per tree. This will include the tree, removal of the grass, creating a circle, planting tree, staking (if necessary) and mulching.

Please follow these guidelines:

1. The homeowner will decide on the location with the following parameters:
 - a. Must be planted in grassy area behind your home.
 - b. The location must be marked and approved by the Grounds Committee in conjunction with our landscape contractor.
2. Homeowner must call PA 1 Call System @811 to have the mark utility lines to be sure it is safe to dig in the desired location.
3. The tree will be supplied by Verdant. You can choose from a red maple, sugar maple, white oak, or zelkova. It will be between 6 and 10 feet tall at time of planting.
4. Homeowners will be responsible to water trees for one year.
5. Complete the attached form and send to:

Continental Property Management Company
Attention: Deb Gol
975 Easton Road
Suite 102
Warrington, PA 18976

Telephone # 1-215-343-1550
e-mail: d.gol@cpm975.com

APPLICATION FOR TREE PLANTING
IN COMMON AREA

Date: _____

Resident Information:

Name: _____

Address: _____

e-mail: _____

Telephone #: _____

Tree Information:

Type: _____

Size: _____

Location:

Please mark spot and have grounds committee confer with you and approve before proceeding.

I have read the rules regarding the planting of trees in common grass and I will abide by them.

Signature of Resident