



New Frontier Newsletter

April 2007 Edition

Office Closed

The office will be closed on Friday, April 6th and Saturday, April 7th for the Easter holiday. Trash pickup will not be delayed.

Website

For those residents that have access to a computer, take a look at this website <http://eldercare.uniontrib.com/index.cfm>. There is much information and reference items to view.

Swimming Pools

Pool hours will be extended for the summer beginning on April 1st. The pool gates will be locked at 10 PM.

To keep the pool furniture clean, please bring and use a towel to lay on. Sun screens and tanning oils will stain the furniture.

Telephones

Telephones have been added to the Banquet Room near the AED, in the library on the computer desk and in the Shuffleboard Court for the convenience of our residents.

Tax Day

Monday, April 16th is the last day to file your income tax returns for 2006.

And The Winner Is.....

Glenn and Vee Roller won the gift certificate for the March drawing. To be eligible for the monthly drawings just pay your space rent on or before the first of month. If the office is closed, you can drop the envelope in the mail slot or slide it under the office door.

Water Shut-off

On **Wednesday, April 11th** the water will be shut-off from 9:00 AM until 3:00 PM. It is time to have the back flow valve recertified and is part of the regular maintenance. Plan to have water for drinking and flushing.

Driving

All traffic laws apply when driving a vehicle within New Frontier. Stop signs still mean stop. Speed limits need to be adhered to and yes, even using turn signals prove very helpful to other drivers. The next time you are driving in the park, please take a moment to reflect on how courteous you are to other drivers and pedestrians.

Yard Checks

A little rain plus a little sun equals a yard full of weeds mixed in with all the lovely blooming plants. Take care of those weeds now before you find a reminder in your paper box. Thank -you to those who have recently renovated your landscaping.

