SHADOWS COMMUNITY HOMEOWNERS ASSOCIATION ARCHITECTURAL CONTROL COMMITTEE

Mail: 17532 Martin Lake Drive, B.R. La 70816

E-mail shadlake@yahoo.com

REQUEST FOR HOME IMPROVEMENT APPROVAL

Please return completed form in detail to the above address or e-mail. The Architecture Control Committee will review and decide whether there is enough information to move forward. A member will contact you after receiving the request.

In an effort to provide and protect each individual homeowner's rights and property values, it is required that any homeowner considering improvement to their deeded property MUST submit a Request for home improvement to the Architectural Control Committee for approval Prior to initiating planned improvements. If any change is made that has not been approved, the SCHA has the legal right to require the homeowner to remove the improvement from the property. Architectural restrictions and guidelines can be obtained from visiting www.shadowshoa.com

Owner's Name Home Phone: Address Work Phone: Type of Improvement Requested
Describe improvement: Attach a copy of your lot survey or drawing to your submittal. If you have any other design drawings please attach them to speed approval process. Please indicate size and placement of improvement in relation to your property dimensions. Location:
Front of HouseRoof of HouseGaragePatio
Material and FinishSidingCedar LumberTreated LumberScreenConcrete_Pipe_Electrical_Other Dimensions Height_ft. Widthft. Lengthft.
I understand the Architectural Control Committee will act on this request as quickly as possible and contact me regarding their decision. If approved, the Committee will provide me with a copy of the approved Form.
l agree not to begin property improvements until the Committee notifies me of their approval.
FAILURE TO SUBMIT A SURVEY AND OTHER REQUIRED INFORMATION IN A TIMELY MANNER COULD RESULT IN A DELAY.
Requested Approximate Construction Date:Approximate Completion Date: Signature of Homeowner: X
Request Status:ApprovedNot Approved By:Date: