

NEW TOWN ISSUES – UPDATES

August 6, 2014

- **SALES OF NEW HOMES -** Homes continue to be sold by both builders. Homes by Whittaker is under contract to purchase 60+ acres in Phase 10. Phase 10B was approved by the City Council last month.
- **ARCHITECTURAL REQUESTS** – All changes to the exterior of your lot (paint, stain, storm doors, deck, fence, retaining walls, extensive landscaping or removal of landscaping, hardscaping, play structures, pool, etc.) **MUST** be approved prior to installation or removal.
- **POOLS – Open through Labor Day!**
- **PROJECTS:**
 - Flagpole – scrape, prime & paint - DONE
 - Pool building – staining/painting – on hold until 2015 (budget permitting)
 - Alley repair next to Second-Hand Rose – to be completed by mid-August (weather permitting) – scope of work was expanded once construction began.
 - Business Signs – Main entrance (DONE) – Broad, Boschertown & Stowe Landing to be installed by end of August (weather permitting)
 - Rock path along lake - additional rock to be added (DONE)
 - Concrete at end of Granger – moved by builder’s sub-contractor – DONE
 - Common Ground Improvements –
 - Banner Way & Banner Place – Addition of trees in alley island – DONE
 - Barter Canal (left side) – Addition of trees & grading – grading to be done by 5/20/14 (weather permitting); trees to be installed following grading – (weather permitting) – donation for trees by Mr. & Mrs. David Cornett (thank you)
 - Plants for Commons – DONE
 - Shire Lane Pool – Addition of stereo/speaker system donated by Charlie Whitsell (thank you). DONE
 - Shire Lane Pool Signs – Cleaned & painted (DONE)
 - Koi Ponds – new pump for 2 & rebuilt 3rd – DONE
 - Irrigation – leaks are being repaired.
 - Animal park bridge – secure all posts & planks – in process
 - Animal Park Surface – many areas patched – DONE
 - Sidewalks on Common Ground – Mudjacked – DONE
 - Playgrounds/structures inspected for safety – quarterly
 - Swings at Animal Park – new chains replaced – DONE
 - Resurfacing of Bocce Ball Courts – DONE – Labor by Bocce League (thank you)
 - Kiosks – repair/replacement to air conditioners – DONE
 - Additional Lake Rules Sign – to be installed at Windmill Park within the next few weeks
 - Well at Windmill Park – new rocks to be installed due to vandalism
- **VANDALISM** – Please report all vandalism issues to the St. Charles City Police Department. 636.949.3309. Several instances have occurred recently to property owned by the GA..
- All questions should be directed to the General Assembly at their office 636.916.2085 or through the website at www.ntga.net. **Please do not send requests through the Facebook Page as it is not monitored regularly.**
- **EVENTS** – See [New Town Event List for 2014](#) www.ntga.net

Answers to Commonly Asked Questions

- Who should I call for information concerning New Town? The General Assembly is the first place to start. Their number is 636.916.2085 OR visit www.ntga.net.
- Should I rely on information in Facebook to be accurate? Unless it is posted by the GA, No.
- The City owns all streets and alleys within NT except for Island Harbor which is owned by the Founder and Berrang, Wheelhouse, Camp Streets which are owned by the GA (they are paved). The GA also owns the Civic Cr., Civic Ln. and alleys on either side of the Amphitheater.
- The City approved the acceptance of the sewer system as of March 5, 2013. Sewer issues should be reported to the Water Dept. at the following contact numbers:
 - 7am-3pm - 636-949-3363
 - 3pm-7am - 636-949-3366
- The Common Ground is the responsibility of the GA. This includes: parks, canals, lakes (except Phase 10 and the lakes in the very back of the community at Island Harbor Dr.), playgrounds, pedestrian bridges, parking lots between Rue Royale & Domain St., pools, restrooms in Town Hall, Civic Green, and around Amphitheater, etc. In addition the GA owns the Marsala's Market building, the Town Hall, the Town Hall Mailroom, the 6 kiosks on the Amphitheater along with 4 bathrooms at the Amphitheater and the stage at the Amphitheater.
- The Founder (WBI Resolution, LLC) is responsible for the land/lots/units they own. NT Home Builders, LLC is responsible for the lots they own and McBride & Son Homes is responsible for the lots they own.
- NT Leasing is responsible for the Hiram Street Apartments and Apartment Mansions on North & South New Town Avenue
- The GA is governed by a Board of Governors & the Declarations & Rules & Regulations for New Town.
- The Districts are governed by their governing documents and their Board of Directors. Resident elections are handled according to those documents.
- The violation process is clearly identified within the governing documents. Many homeowners have extenuating circumstances and the GA does their best to work with the residents to resolve their violation issues. However, according to the GA attorney, due process must be given.
 - The GA sends a "friendly reminder" letter to the homeowner advising of the violation, what must be done to remedy the violation and the number of days to be completed.
 - If the violation is not remedied, a second letter is sent advising that the violation remains and a hearing may be called.
 - If the resident still makes no contact with the GA or does not remove the violation, a hearing date is set.
 - If the violation is still in place on the date of the hearing, the hearing is held by the Property Manager, Town Architect and resident with the violation. Fines are determined at this hearing.
 - Many times residents may remove a violation (for instance, a trash can), only to repeat the violation several months later. The Town Architect works with the GA in determining violations, fines, etc.
- The New Town Trust provides entertainment to the NT Community (concerts, movies, etc.).
- Homeowner assessments DO NOT fund the Trust. The New Town Trust is funded by the TAD, and re-sale fees of .2% when a home sells from a previous owner, along with private donations.
- The Trust has its own Board of Directors and is NOT governed by the GA. The Trust Board appoints the Event Committee members.