

## MEMORANDUM

**TO:** Residents of Sea Country Master Association  
**FROM:** Edward Lauer, Resident Manager  
**RE:** “No Parking” areas for Sea Country Master Association

Dear Residents:

Sea Country Master Association has hired a new tow Company to enforce our parking regulations. Solid Towing LLC 808-620-0656

**Remember:** Whichever side of the street you see a **No Parking** sign, do not park *anywhere* that is designated NO PARKING.

There is **no parking** anywhere between the “*begin no parking*” and the “*end no parking*” signs.

Please inform ALL of your guests about the parking regulations. They will be strictly enforced.

**Vehicles will be towed without warning for:**

- 1. Any Vehicle that is parked backwards on the road**
- 2. Any Vehicle on their front lawn area**
- 3. Any Vehicle over the sidewalk**
- 4. Any Vehicle parked within 10 feet of a fire hydrant**
- 5. Any Vehicle within 10 feet of an intersection**
- 6. Any Vehicle in a handicap sidewalk ramp area**
- 7. Any vehicle that has an expired registration tag or safety inspection sticker or nonoperational cannot be parked on roadway or in front yard driveways any vehicle in this condition will also be towed at owners expense.**

**Sea Country community association enforces all city parking ordinances by towing the vehicle.**

If you have any questions about the parking policy please call Ed Lauer (Resident Manager) at 630-7157. As of March 23, 2010, you will be responsible for having a complete understanding of the No Parking areas and for notification of all guests visiting you.

Towing will be random. This means the tow company could show up at any time of the day or night without notice. Cars parked illegally will be towed off the property.

If you park illegally one day and do not get towed, this does not mean you will never be towed. It just means you got lucky that day.

Please don't take any chances as this is a *very costly* mistake.

If you have any questions about this, **please** call **ED LAUER** at 630-7157.

Mahalo!