

Desert Crest Community Association

RENTAL/LEASE CHECKLIST

Landlord-Print Name

Tenant(s)-Print Name

Initial (s) _____ Number of occupants () in rental/leased residence located at _____.

Initial (s) _____ One occupant must be at least 55 years of age to reside in Desert Crest Country Club. All other occupants must be qualified permanent resident and over 45 years of age.

Initial (s) _____ Exterior of home and yards must be maintained in an acceptable manner.

Initial (s) _____ Parking of vehicles, including RV's, allowed only on concrete, asphalt or concrete paver driveways.

Initial (s) _____ Parking of vehicles on street prohibited over 72 hours per Riverside County Regulations.

Initial (s) _____ Speed limit in park is 25 miles per hour maximum.

Initial (s) _____ No business or commercial activities of any kind whatsoever shall be conducted in any Residence or any portion of the Lot.

Initial (s) _____ Non-operational or unlicensed vehicles are not allowed on the lots or street and subject to removal from the premises.

Initial (s) _____ No loud music or loud parties allowed. Quiet time in Desert Crest is from 10:00 PM to 8:00 AM.

Initial (s) _____ Any dangerous, suspicious or illegal activity at the residence will not be tolerated.

Initial (s) _____ Only two (2) indoor household pets per lot allowed. Pets must be kept on leash outside if not in an enclosed yard. No excessive barking of dogs will be allowed. Must keep yards clean of pet waste.

Initial (s) _____ Badges must be worn at all times when using the amenities.

Initial (s) _____ No guest will stay in unit more than 14 constitutive days, not to exceed 60 days in a calendar year.

Initial (s) _____ Any new tenant(s) must be interviewed within 2 weeks of residency.

I have read the above rules and agree to abide by them. Failure to follow them may result in a fine. Please see your Landlord for additional rules.

Renter/Lessee Signature

Date

Renter/Lessee Signature

Date

Owner or Owner Representative Signature

Date

Interviewer

Date