

## **HOUSE RULES**

### **ALGOMA CONDOMINIUM CORPORATION NO. 13**

(Effective as of June 27, 2016)

The following rules have been created in accordance with s. 58 of the *Condominium Act*, to promote the safety, security or welfare of the owners and of the property and assets of the corporation, or to prevent unreasonable interference with the use and enjoyment of the common elements, the units or the assets of the corporation.

1. All animal waste is to be removed from the common elements, including exclusive use common elements, and disposed of in accordance with Algoma Condominium No. 13 rules and regulations and the City of Elliot Lake Health Regulations and By-Laws.
2.
  - (a) Whether a vehicle is licensed, insured, or not, or in good running order or not, it shall not be parked or stored anywhere on common elements, including exclusive use common elements, unless said vehicle is being driven on a regular basis.
  - b) Residents going away for any length of time and leaving their current "vehicle of use" unattended, will have to park their vehicle in their own designated parking spot, and not in any other area of the complex.
  - c) Any owners who are leaving a vehicle in their designated parking spot while away, shall leave the name of a person at the office to contact in an emergency should the vehicle need to be moved. If no key is readily available the vehicle will be towed at the owner's expense should an emergency occur.
3. No vines will be allowed to adhere to the brick of any unit.
4. It is the responsibility of the owners to maintain safe passage into their unit, including clearing their steps and stoops of ice and snow.
5. Storage sheds in exclusive use areas are not to be more than 100 square feet in area, and not to exceed 8 feet at the peak.
6. Fences enclosing exclusive use areas or parts thereof must not exceed 6 feet in height. Any existing or new fencing is to be maintained or repaired at the owner's expense. All fences are to be painted or stained in a medium to dark brown colour.