Meadow Creek Homeowners Request for Design/Improvement Approval

PLEASE PRINT					
Owner (Applicant) Name				Date	
Property Address					
Mailing Address					
Phone Work	Home	Cell	Email		

Please attach a dimensional drawing with plan and elevation views, materials, colors of the proposed changes, a description of scope of work for the complete work to be performed, and the proposed construction time scheduled. Any architectural, structural, plumbing, or electrical engineering plans and drawings required by the Town of Vail must be submitted to the Board for approval prior to commencing construction. After Board approval, the Property Manager will provide you with written notice of Meadow Creek (Association) approval. Approval to proceed may also be required by the Town of Vail and/or by Eagle County. You will need to contact the Town of Vail and/or the County planning staff for their application form. Please provide Vail Management Company with a copy of any required permits upon receipt.

Should the Board require additional information, approval will be deferred until such additional information is received. Requests from an owner with delinquent association dues or assessments will not be accepted.

The owner understands, agrees and acknowledges that:

1. No work contemplated or considered in this request shall commence until written approval by the Board has been received. Once approved, Applicant must complete construction within the approved construction time frame represented herein and all such construction must be performed in a way that does not unreasonably interfere with neighboring units or adjacent property.

2. All work will be done by contractors licensed through the Town of Vail and must have proof of adequate insurance naming Meadow Creek as additional insured. Parking for construction vehicles will be in unit assigned and designated spots only.

3. Working hours will be restricted as follows: Monday through Friday working hours will be 8:00am to 5:00pm, Saturday 9:00am to 4:00pm, No work is permitted on Sundays, and No work will be permitted during major holiday weeks/weekends. Please contact the Board for a specific list of No Workdays. Later work hours and/or additional working days can be allowed with board approval.

4. If a dumpster is required for work the location, size, and duration needed, must be approved by the Board. Dumpsters shall be put on a protective surface to prevent damage to asphalt. Applicant has responsibility for removal, in a timely manner, of any debris resulting from construction; this will include a daily job site clean up. If such removal does not take place in a timely manner, the Property Manager may remove any debris and charge the cost associated with such removal to the Applicant, and Applicant hereby agrees to pay such cost. Construction debris is not to be put in the community's common dumpsters.

5. Any construction and/or improvement must meet all applicable municipal, county, state or federal laws and/or regulations including but not limited to those concerning zoning and building codes. Further nothing herein contained shall be construed as Board approval of or consent to any waiver or variance of any applicable law, rule or regulation. It is recommended that the owners have an engineer review and certify all plans. Any structural issues arising from the current, or any previous remodels, are the responsibility of the unit owner to rectify.

6. Where applicable, utility easements are to be marked before excavation is to be started.

7. Misrepresentation of any items in this request, either oral or written, may void any approval by the Board.

8. Any changes from the approved design must be submitted to the Property Manager for Board approval.

9. Upon completion of the construction/project, Applicant must record any changes with the Town and have any applicable drawings, plans and maps that the County Clerk and Recorder offices updated so they are accurate and up to date.

10. Applicant/Owner hereby assumes all responsibility and risk associated with the proposed construction project or improvement, whether to his or her individual unit or to a limited common element or common element. Specifically, if the construction project or improvements results in any damage to Applicant's/Owner's unit, Applicant/Owner shall be fully liable for such damage and the Association shall have no liability, therefore. In addition, Applicant/Owner shall be fully liable for any damages to any other Meadow Creek units or property, or any personal property on the premises (e.g. an owner's vehicle or a guest's vehicle), which are caused by or related to the performance of the work contemplated herein.

11. Applicant/Owner shall insure that any contractor or other vendor entering on the premises to perform work possesses adequate insurance coverage, including general liability, automobile liability and property damage and workers compensation.

12. Applicant/Owner shall pay the cost incurred to defend, indemnify and hold harmless the Association and all individual Meadow Creek owners of and from all claims, liability, demands, actions and causes of action, damages, losses and expenses whatsoever (including but not limited to reasonable attorneys' fees) arising out of or resulting from the performance of the work contemplated herein, provided that any such claim, damage, loss or expense is attributable to bodily injury, sickness, disease or death, or to injury to or destruction of tangible property other than the work itself, including the loss of use resulting therefore, and is caused in whole or in part by any negligent acts, errors or omissions of Applicant/Owner, the contractor, any subcontractor, anyone directly or indirectly employed by any of them or anyone for whose acts any of them may be liable or responsible, unless caused in part by a party indemnified hereunder.

Acknowledgment:

I have read and agree to the above terms and conditions and the attached architectural guidelines. This proposed change or addition meets the requirements and standards specified in these guidelines.