

## **POOL RULES**

- The Pool/Spa hours are 7am-10pm Daily
- Residents **MUST** have their Pool Tag with them if they are in the Pool Area.
- There is no lifeguard on duty at the pool or spa, resident and guest who use the pool and spa do so at their own risk.
- The Pool Gates **MUST** be kept closed and locked at all times except to enter and exit the Pool Area. **DO NOT PROP THE GATE OPEN.** Amador can have the Pool Shut down by the Health Dept and also the Fire Dept if the gate is found to be propped open. It also allows unauthorized persons to use the pool and spa as well as causing a safety hazard for unattended children as well as a insurance liability to the association which of course is all of us.
- Restroom doors are not to be propped open.
- Residents are granted the privilege of inviting guests to use the facilities under the following conditions. (1) The number of guests is limited to (4) per household at any one time. (2) Residents are responsible for their conduct and safety of their guests. (3) Residents are responsible for cleaning up after themselves and their guests.
- Children under the Age 14 are not allowed to use the Pool or Spa without adult Supervision.
- Diving, Running and Horseplay are prohibited.
- Proper swimming attire is required in the Pool area.
- Any activity creating undue noise (i.e. yelling, screaming, loud radios, etc.) or behavior endangering others is prohibited.
- **NO ANIMALS** are allowed in the Pool Area.
- **NO GLASS** is allowed in the Pool Area.
- All clean up is the responsibility of those using the pool and spa facility.
- All trash must be disposed of properly.
- Pool furniture must not be removed from the Pool area and cannot be saved or reserved.
- Place towel over the pool furniture when wearing sunscreen or tanning lotions.
- Return Pool Furniture to its proper place if you move it.
- Do not jump or dive off pool furniture.

Replacement Pool Keys are \$25.00/Replacement Pool Tags are \$100, both can be obtained from So Cal Property Enterprises, Inc.