

**WATERLEAF HOMEOWNERS' ASSOCIATION**  
**URGENT COMMUNITY UPDATE - CORONAVIRUS (COVID-19)**

Dear Residents:

There is no bigger priority at Waterleaf HOA than the health, safety and well-being of our residents, employees, and associates. As we continue to monitor developments regarding Coronavirus (COVID-19), it is necessary for us to take further cautionary procedures and do our part to take action now in "flattening the curve" as it relates to the spread of the virus.

We regret to inform you that all common area amenities will be closed effective Friday, March 20<sup>th</sup> at 9:00 AM until further notice. This includes but is not limited to clubhouse, swimming pools, pool decks, playground, and basketball court.

The closing of these areas makes it necessary for us to also cancel all community events and social gatherings. Clubhouse reservations are suspended until further notice. We have made this difficult decision out of concern for the health and well-being of all of our residents and staff. We know this is a disappointment to many and appreciate your understanding.

Consistent with CDC guidelines to maintain social distance, please refrain from reporting to the Management Office for requests. The office is temporarily closed until further notice. You may reach us via telephone at 904-642-7547 by leaving a voice mail, and via e-mail at [arusenko@kwpmc.com](mailto:arusenko@kwpmc.com).

To aid in prevention of the spread of the virus, we also ask that you notify us via telephone or email if you are infected, believe that you or someone in your household is infected, or have recently been in contact with someone who is infected with COVID-19 so we may work together to eliminate any further risk.

If public health conditions worsen, our community policies may be further amended, and we will notify you as necessary of such changes.

Thank you for your continued patience as we navigate this ever-evolving situation.  
Be Safe and Be Well ---- We got this!!!

Sincerely,

Waterleaf Board of Directors