

## WHAT MAKES A GOOD NEIGHBOR?

### GOOD NEIGHBORS WILL

Park their vehicles on concrete, asphalt or a gravel driveway and park other vehicles in front of their own homes — not their neighbors'.

Cut or mow their lawns on a regular basis, and cut weeds in alley ways. Grass and leaves should not be pushed or blown into the street.

Shovel snow from sidewalks within 24 hours after snow storm. — don't throw snow into the street.

Pick up trash, tree limbs and other debris from their yards, sidewalks, driveways and alley.

Help other neighbors (who are sick, elderly, disabled, handicapped, etc) with snow removal, lawn care, pick up trash, cut weeds as needed.

Report any suspicious activities (criminal, immoral, etc) to proper authorities.

Report any code violations (building, illegal parking, etc.) to proper authorities.

Teach their children not to litter candy and cookie wrappers, pop cans, chip bags etc. on the streets and sidewalks or out the car windows. Call the litter hotline to report at 1-877-665-4887.

Remove trash cans from the curb or front yards as soon as possible after trash has been collected.

Talk to adult neighbors about problems involving them, their children or incidents at their residence. Sometimes adults may not be aware of what their children or others, who may be at their residence, are doing.

### GOOD NEIGHBORS WILL NOT

Park their vehicles on their lawn or any unpaved surfaces in their yard. They will park in front of their own home. Neighbors do not want your vehicle in front of their home.

Store old furniture, appliances, car parts and other trash in their yard or alley.

Play music loud enough for their neighbors to hear it.

Litter in their neighborhood, or allow their children to litter.

Allow their grass and weeds to get long.

Allow their children to play on their neighbor's property without approval.

Allow their children to congregate in the streets and on street corners.

Allow their pets to bark constantly or litter their waste in neighbor's yards or public areas.