

Orchard Valley HOA

ANOTHER SUMMER IN THE BOOKS!

We hope everyone had a safe and fun summer.

This summer was long and HOT and we so appreciate all the hard work that goes into keeping our irrigation system running smoothly. We had very few disruptions this summer and are thankful for the volunteers that work hard to keep the system running.

Lots of homeowner turnover has happened this summer along with many houses still on the market. Let's be welcoming to new neighbors and direct them to the HOA if they have any questions!

We are glad you're here. – Orchard Valley HOA Board



What is the ACC?

The Architectural Change Committee approves exterior changes to properties to maintain consistency within the Orchard Valley Neighborhood.

What needs approval?

New structures, fencing, siding, exterior paint, roofing and major landscaping.

How do I request approval?

An Architectural Committee Request Form can be filled out and submitted via email or paper mail. Forms are located on our website or can be emailed upon request.

Is that all I need to do?

Yes! It is not complicated. Please fill out the form with time for our volunteers to review it and give you feedback. Keep in mind, the City of Fruita may require further permitting.

Contact us:

OrchardValleyHOAFruita@gmail.com

PO Box 561

Fruita, CO 81521



Do place trash cans behind fence within 24 hours of pick up. Cans are to be placed in the gutter and 3ft apart as per Waste Management.



Don't store your RV or camper in your driveway or the street. These must be stored behind fence lines or at a rental site.



Do communicate with neighbors as issues arise. Complaint forms can be found on the website if need be.



Don't let junk accumulate on your property. Help maintain a clean neighborhood!

Annual Fees of \$275 are OVERDUE

Make checks out to Orchard Valley HOA and mailed to PO Box 561 Fruita, CO 81521

Online payments can be made at OrchardValleyHOA.com with a credit card fee attached.

Please reach out if you need to set up a payment plan.