

**AERIES ON THE BAY RESIDENTS FACT SHEET**  
**SINGLE FAMILY**

**A. Exterior Paint:** Any colors that are already used on other detached houses at Aeries on the Bay as of March 22, 2004 are approved.

**B. Garage Doors:** A garage door is the largest moving object in the home and a major component affecting the appearance of our homes. Proper installation and maintenance are necessary to provide safe, trouble-free operation. Only replacements like the original four-section, wood doors with cedar siding veneer and no windows are approved. Garage doors are to be painted the same color as the siding.

**C. Shingles:** Any shingles and colors that are already used on other detached houses at Aeries on the Bay as of March 22, 2004 are approved.

**D. Front Doors:** Only paneled, steel, insulated doors are approved at this time.

**E. Storm Doors:** Full lite, vinyl, aluminum or fiberglass with bronze, almond or sandstone or best--terratone (perfect match to Moron Brown) baked-on finishes are approved.

**G. Windows:** Fogging in insulated glass windows is due to failure of the seals, which allows moisture between the panes. In the initial stages, fogging may be apparent only in some weather conditions. Insulated glass units (IGUs) can be replaced. Guarantees on replacement IGUs vary from one to five years. For replacement windows or sliding glass patio doors, aluminum, aluminum-clad wood or vinyl, or fiberglass frames with bronze finish are approved in a style consistent with windows being replaced. Casement windows are also approved to replace sliders.

Additional documents are available from the Architectural Standards Committee (ASC) and at [www.aeriesonthebay.net](http://www.aeriesonthebay.net):

Declaration of Covenants, Conditions and Restrictions	Helpful Hints
Architectural Guidelines (AAG) – Townhouses	Exhibit A – Fence Specifications
Architectural Guidelines (AAG) – Detached Houses	Procedures: Application for Approval of Improvements and Alterations (AIA)
By-Laws for Aeries on the Bay Civic League	