

If you're currently unsatisfied with the maintenance of neighborhood roads, please describe the types of improvements/maintenance you'd like to see and if you're comfortable, share which road(s) are of concern to you.

- NA
- Not unsatisfied but where Rockhaven meets Quail Springs can use some attention
- We understand how difficult it is to maintain the roads in the Manor. We are happy to continue to contribute for the necessary sandbags, labor, etc., to maintain the roads. Please let neighbors know when and how to contribute for road repair.
- Coyote and Singletree need attention, Desert Shadows where it connects to Quail Springs has a huge pothole
- I think the association is doing all it can considering financial constraints and the vagaries of the weather. I'd prefer to live on paved roads, but I know that's not going to happen here!
- Some road issues like deep potholes have been unattended to for many months.
- I am satisfied overall with the great work the association is doing. I did want to mention that with the increase in overall traffic people are frequently getting stuck or scraping over rocks on Lobo Pass between Single Tree and Turtle. I'm not sure that fixing the road is worthwhile but perhaps blocking that section in front of the Josh Switzer house or putting up warning signs might reduce people getting stuck and further digging up the sand.
- I would like to see more rolling dips
- Maybe we need a bit more attention to the roads on the west end of the manor, especially at the entrance to Rincon Rd (big holes at interface of dirt road and Park Blvd) and on Rincon below Starlight (large crevasse on south side of road) and on Larkspur below Wagon Wheel (crevasse that forms on the west side of Larkspur alongside my land). We also have no real, legible street signs on our side of the manor, though we have speed limit and other signs installed by the association.
- re-order very satisfied should be on top then I might have hit it :-)
- Lower Turtle Road neglected most work done on roads inside the designated MM area