



Pocono Springs
Civic Association
At Home With Nature

Permanent Guest List Form

Property Owners Information (Must Be Property Owner*)	
First Name:	Last Name:
PSCA Address:	
Check type of PSCA property: ☐ HOUSE ☐ LOT PSCA Account Number:	
Phone #:	2 nd Phone#
4 Digit Pin #:	Email:
Please List Guest Below (Only 5 allowed) Please Printed Clearly	
First Name:	Last Name:
First Name:	Last Name:
First Name:	Last Name:
First Name:	Last Name:
First Name:	Last Name:
Signature of Property Owner:	
Officers Signature:	Officer #

On December 19, 2020, the PSCA Board of Directors approved and voted that the permanent guest list would be limited to five (5) people. There are some restrictions.

1. The list of permanent guests is only available for Members in Good Standing.
 - a. This is not a change and has been the rule. The Guests of Members who are not in good standing must be met at the gate and escorted. (Section 14, Part J PSCA Rules and Regulations)
2. The Permanent Guest list form must be filled out in the office by the owner. The list cannot be edited over the phone. If the list is to be adjusted or added to, at any point, owners must do so at the office.
3. If the list is maxed out at five (5) people, there cannot be any additions until a person is removed.
4. A Guest/visitor shall be understood to be a person admitted to the Association property for the sole purpose of visiting the owner. Permitting a Guest/visitor to enter the Association Property for the sole purpose of using PSCA amenities is prohibited and may result in a fine.
5. No contractor is to be included in the permanent guest list. If a listed visitor shows up as a contractor, that visitor is called in as a contractor. Failure to comply may be considered a violation.
6. Violations of the PSCA Rules and Regulations by any person on a property owner's guest list that results in a citation will be the property owner's responsibility. Continual violations by a property owner's guests may jeopardize the privilege of using the permitted guest list.