

four (4) feet above the ground level shall not be cut without the prior express written approval of the Committee, unless such tree lie within the bounds of driveways or within twelve (12) feet of approved buildings; provided, however, that this provision is not intended to prohibit the normal trimming and pruning of trees.

ARTICLE XI

SIGNS AND MAILBOXES

Section 1. No sign or signs, permanent or temporary, shall be displayed to public view on any Lot or in any public right-of-way in Phase IV except that: (i) any builder may, during the initial construction and sales period, utilize one (1) professional sign of not more than four(4) square feet in size on each separate Lot offering the Lot or Lot and Dwelling together, for sale, but for no other purpose; (ii) any Owner may utilize one (1) dignified professional sign of not more that four (4) square feet in size offering the property "for sale," "for lease," or "for rent;" (iii) signs shall be in excellent condition when placed on a Lot and thereafter maintained in the same condition or replaced; (iv) Developer may erect signs, either permanent or temporary, for the Pebble Creek Development area or any area or portion thereof, including Phase IV, for identification, sales information or other purposes. The size, location, graphic design, message, construction materials, and condition of any sign placed in Phase IV shall be subject to approval by the Committee, either before or after having been placed, and the Committee shall have the power to disapprove the display of any sign because of its failure to conform with these restrictions or standards otherwise established by the Committee, in which event the developer, builder, or Owner responsible for such sign shall have the option of permanently removing the offending sign, or replacing it with a sign satisfactory to the Committee. Any person or entity having ownership or control of a sign in place shall be responsible for maintaining said sign in good physical condition; failure to properly maintain a