

New Hope Residential RAVE! Award



The New Hope Residential RAVE! Award recognizes the efforts of residential property owners who contribute time and resources to maintaining or improving residential properties in New Hope. Please nominate a New Hope residential property that displays outstanding pride of ownership and/or attentive maintenance. New Hope residents who serve in non-elected roles in the city are eligible for the award.

Nominator Information: Please provide information about you (the nominator) so that city staff can contact you

Award: Award recipient(s) will receive recognition in the following ways:

- Recognition at a City Council meeting in late summer.
- An engraved paver to display in their award winning home or garden.
- Recognition articles will be posted on the city's website and included in city publications.

with any questions that may arise. Self-nominations are both accepted and encouraged. Date Submitted Nominator's Name Nominator's Address Daytime Phone Number Nominee Information: Please provide information about the residential property that you are nominating. If you don't know the homeowner's name, simply leave the address. Homeowner's Name Home's Address Daytime Phone Number Award category: Please check the category below that best describes why the property is being nominated ____ General property maintenance and improvements ____ Remodel, renovation, or addition Landscaping ___ Gardens ____ Environmentally sensitive improvements (i.e. rain garden, green building, etc.) On an attached page, please describe why you feel the property deserves the Residential RAVE! Award. If possible, please send in photo(s). Photos can be sent electronically to: jalger@newhopemn.gov Please submit nomination forms with attachments by mail, fax, or email to:

Please submit nomination forms with attachments by mail, fax, or email to City of New Hope, Community Development Department 4401 Xylon Avenue North New Hope, MN 55428

jalger@newhopemn.gov Fax: 763-531-5136

Deadline: July 21, 2023