

- 1. Any land claims? Boschhoek is a proclaimed residential estate similar to urban residential estates. Confirmation from the relevant government department that they have no land claims on record was obtained during the application process. This is available on request.
- 2. Water from where? Pumped from boreholes to reservoirs and from there through an engineer designed reticulation network to a connection point on each stand.
- 3. Enough water? The water was tested for quality and quantity by a professional geohydrologist as part of the environmental impact assessment procedure.
- 4. Are guad bikes allowed? No.
- 5. Are dogs allowed? No. An owner may approach the Home Owners Association with a request in this regard in the event of special circumstances, i.e. disabilities or similar.
- 6. Eskom power? No. Boschhoek is off the grid with no load shedding and no electricity accounts. Solar systems are installed during construction.
- 7. Building style? No building style is prescribed. Buildings should blend with the environment. This is controlled by the control architect.
- 8. How long before building? 10 years from first transfer to start building, and 15 months to complete any particular phase.
- 9. Deposit? 15% of the stand purchase price, to be held in trust in an interest bearing account by Macrobert Inc Attorneys.
- 10. Security? Surrounded by private land with no direct access to any public road or to a major settlement. In addition, there is a controlled entrance gate, an electrified game fence around the estate, a dedicated security company and a full time estate manager. Should individual owners prefer, they may arrange for additional security measures at their homes.
- 11. Can you sublet your property? Yes. Any lessee is also subject to the estate rules.

- 12. Rubbish removal? Weekly rubbish removal from a central waste station by the Home Owners Association (HOA) to the Modimolle dumpsite.
- 13. Is there an emergency exit? The service entrance towards the Alma road in the south can serve as emergency exit.
- 14. Any fire prevention / extinguishing plans? Grass around all houses to be kept short in winter (estate manager can assist), houses to be equipped with a fire extinguisher accessible from the outside and a steel lid to extinguish boma fires after use. Similar to other landowners in the area, the estate manager participates in area fire prevention and firefighting activities.
- 15. Are you able to use the rest of farm for walking etc? Yes.
- 16. Are you allowed to use rocks on your plot to build your home? Yes, subject to HOA approval.
- 17. Are all roads accessible with normal sedan vehicle? All stands are accessible with a sedan vehicle suitable for gravel road use. Some game viewing roads may require high clearance or four wheel drive vehicles.
- 18. Who monitors the animals and how are numbers controlled? The HOA undertakes regular game counts in accordance with the Game Management Plan compiled for the estate. Excess animals are caught or professionally culled if necessary and sold for the benefit of the HOA.
- 19. Are there any fences between plots? No
- 20. Are you allowed 2 buildings per plot? The footprint of a house may be split into several components, e.g. living area/kitchen with separate sleeping areas. Only one kitchen is allowed with kitchenettes for sleeping areas.
- 21. What is the levy and for how long? The levy has been fixed at R1595 per month to provide for i.a. the estate manager, labourers' wages and estate maintenance and security. An additional R64.00 Water Licence Levy is payable for completed houses, and a water charge is levied for consumption in excess of 6 000 litres per month per house. Levies are periodically reconsidered by the HOA of which every owner is a member.
- 22. Any other hidden monthly costs? *A municipal property tax. At present this is typically around R50 per month, as the municipality provides no services.*
- 23. Price includes transfer duty? *Transfer duty is not applicable, as the price includes VAT. The usual attorney's fee is payable for transfer.*