



NEWSLETTER

June Overview for QHA!

Building Stronger Homes, Brighter Futures

Pest Control & Prevention Tips



Keeping your home pest free improves your health and comfort. Here are some ways to prevent pest control issues:

- Keep all food in sealed containers
- Take out trash regularly
- Wipe down counters clean up crumbs/spills promptly
- Avoid leaving pet food & water bowls out overnight
- Keep windows and doors secure

PEST CONTROL SERVICES ARE AVAILABLE!

Please contact the housing office to have your unit treated.

Fire Safety Tips: Prevent House Fires

- Never leave food cooking unattended.
- Keep flammable items away from stoves, heaters, and candles.
- Test smoke detectors monthly.
- Don't overload electrical outlets.
- Keep matches/lighters out of children's reach.

Know where your fire extinguisher is and how to use it.



QHA can provide batteries for smoke detectors and test that they are working.



Washing Machine Care 101: Make Them Last



Avoid expensive repairs and help us maintain appliances like washers and dryers.

- Not overloading it
- Clean Lint Traps
- Using the correct amount of detergent
- Cleaning the seals to prevent mildew.
- Running a cleaning cycle monthly with vinegar or washer sanitizer
- Leaving the door open after use to let it dry inside completely, this prevents mold

If you notice an issue, report it immediately.

Homeowner Education Corner:

Conveyed Rehab Program Now Available!

Is your conveyed unit in need of critical repairs? The Quechan Housing Authority has launched the Conveyed Rehab Program to assist eligible homeowners in bringing their homes into a decent, safe, and sanitary condition.

Basic Requirements:

- Completed program application
- State ID for all adult household members
- Proof of Quechan Tribal Enrollment
- Proof of income and conveyance
- No outstanding delinquency with QHA

Preference points will be given to Elder, Disabled, and/or Veteran applicants. All applications must be submitted in person. Questions? Call 760-572-0243 ext. 25

