

Date: July 22, 2021
To: All Residents of Phillips Landing
From: Artemis Lifestyles Services
Subject: Guard Gate Delays

Your Board and Artemis continue to evaluate ways to minimize delays through the guard gate for traffic entering the Phillips Landing community. These delays are frustrating for all our residents, guests and vendors and we are asking for your help to eliminate them.

We are advised by Vital Security's guard gate personnel that one of the largest contributors to entrance delays is failure of many of our residents to use the website-based gate access system, www.GateAccess.net or ABDI GateAccess.net app (Android or IOS). This failure to use the gate access system has a domino effect on traffic waiting to enter our community by significantly slowing processing of guests and vendors through the guard gate and sometimes even creating such a back-up in traffic, that the resident entrance gate is also blocked.

For the benefit of all of our residents, your neighbors, we respectfully request that each and every resident use the web-based access or the GateAccess.net App system each and every time you authorize entrance into our community. Each exception to using this system is potentially an entrance delay, something we can collectively do something about.

For residents who already use the gate access system, please continue to use it for all your authorized guests. For residents who do not currently use the system, please set up your account immediately by following the steps outlined below and then use it for all your authorized guests.

For website-based system go to www.gateaccess.net
For GateAccess.net App search: ABDI Gateaccess.net on your smartphone

Community Code: PHLA

Your ID: Primary Phone Number

Password: 4 Digit Pin (Call Artemis for Pin Number)



For any questions about how to establish your website-based gate access system, or how to use the system, please contact Sandy Etheredge at (407) 705-2190, ext. 434 or setheredge@artemislifestyles.com.

Thanks for helping us improve our community.