



# January

LIBERTY SUMMIT NEWSLETTER



## COMMUNITY REMINDERS:

We hope everyone had a wonderful holiday, and a happy new year! In observance, the office will be closed on December 31st & January 1st.

Please remember to always leave your heat on **at least 60** degrees, even if traveling. If we are under a freeze warning, please open cabinet doors to let heat in and leave the faucet on a slow drip. This can help prevent pipes from bursting causing water leaks and floods.

We will also keep a bucket of salt at the office as needed. Bring your own small container and keep some on hand for yourself!

Like where you live? Refer a friend and receive \$500 towards your rent!

*\* Restrictions apply - see leasing office for details! \**

# January

## In the Know

### Hot Cocoa Set Giveaway

Hot Cocoa set including two mugs, serving tray, hot cocoa, and treats.

Anyone paying rent on or before January 1st will be automatically entered to win in a random drawing!

### Coffee Hour

Weekly Wednesdays  
Beginning 10:00am

### Card Club

Weekly Thursdays  
Beginning 6:30pm

# PET OF THE MONTH!

AT LIBERTY SUMMIT

Everyone meet one of our furry residents,  
Roger!

Roger is a 6 year old Yellow  
Labrador Retriever.

Roger LOVES walks, napping  
on the couch, and people!

He is super friendly and will  
always want a treat and pets!

If you ever see him around,  
don't be a stranger.  
Come say hello :)



# Hearty January Soup

## Ingredients:

- 1 tablespoon butter
- 1 lb ground beef
- 3 small onions, sliced
- 1 (16 ounce) can tomatoes
- salt and pepper
- 3 carrots, medium, sliced
- 6 cups water
- 3 potatoes, medium, diced
- 3 stalks celery, diced
- 1/3 cup small shell pasta



## Directions:

- Melt butter, add beef and cook slightly, stirring with fork.
- Add onions, tomatoes, salt, pepper and water.
- Bring to boil, cover and simmer 1 hour.
- Add vegetables and simmer 1 hour longer.
- Stir in shells during last 12 to 15 minutes of cooking.
- Correct seasoning, test pasta to make sure it is tender. Serve hot.