Harmony Apartments provides apartments for persons age 62 years or older; accessible units available.

As a resident of Harmony
Apartments, you will pay only 30%
of your adjusted monthly income
for rent. Heat, water, and trash
removal are included in the rent.



Long Prairie was named after the river flowing through the city. Bordered on the south by beautiful Lake Charlotte, Long Prairie is the county seat for Todd County. Long Prairie's land was first inhabited by the Sioux/Dakota and then Anishinaabe/Ojibwe Native American tribes. Long Prairie was platted in 1867 and named after the Long Prairie River.

410 4th Avenue South Long Prairie, MN 56347-4757





# WHY CHOOSE US





### HARMONY APARTMENTS

Harmony Apartments, located in Long Prairie, Minnesota, is professionally managed and sponsored by United Church Homes, Inc., located in Marion, Ohio. The community was financed by the U.S. Department of Housing and Urban Development (HUD) under the Section 202 Direct Loan program. UCC XXII, Inc., owner of Harmony Apartments, is incorporated as a nonprofit organization.



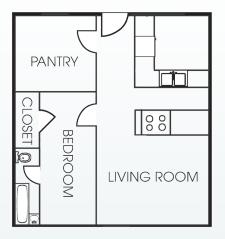
- · Stove and refrigerator furnished
- Laundry facilities available
- · Assist rails in bathroom
- Plenty of space for maximum mobility
- · Deadbolt locks
- Well-lit parking area





Applications are accepted regardless of race, color, creed, national origin, religion, gender, sexual orientation, gender identity and/or expression, age, disability, genetic information or ancestry.

#### TYPICAL ONE BEDROOM APARTMENT



#### **UNITED CHURCH HOMES**

Founded in 1916, United Church Homes is a national senior living organization committed to providing quality housing and healthcare.

## **MISSION**

To transform Aging by building a culture of community, wholeness and peace.

## **VISION**

United Church Homes: Where the Spirit Creates Abundant Life in Community.

410 4th Avenue South | Long Prairie, MN 56347-4757 | p: 320.732.6940 | f: 320.732.3769 | tty: 800.750.0750 | HarmonyApartments@uchinc.org | unitedchurchhomes.org

