HOA ANNUAL MEMBER MEETING FEBRUARY 24, 2025, 6:00PM AGENDA

- Meeting called to order
- Proof of notice of the meeting given
- Establish a quorum
- Review & Approve Feb. 2024Annual meeting Minutes
- Financial review- Review 2025 budget
- Election of 2 board positions
 - The following are the positions opening:
 - Dan Curtis
 - Shane Wood
 - o The following are the candidates for the positions:
 - Dan Curtis
 - Shane Wood
- Discussion of Unfinished and/or New Business

Unfinished business:

New Business:

- o The pool deck has been resurfaced, new paint is in progress which will complete this project.
- The Phase One pool and spa have both been cleaned, and professionally acid washed to remove staining. Resurfacing may need to be completed within the next two years.
- o Community tree trimming and gutter cleaning is in progress currently.
- o The HOA will begin repainting the front doors in Phase One townhomes as of March 1, 2025. Notice will be sent to homeowners as buildings are scheduled.
- o Phase One community clubhouse has been repainted inside, as well as the new Business Center will go live in the first half of March. Notice will be sent out community wide.

- Beautification efforts are in progress at the entry/exit gates and roundabout, as well as around the main clubhouse.
 - Areas have been filled with new sod to limit larger areas of mulch which will save the HOA money on future replacement, and we will work this into the remainder of the community as needed.
 - Overgrown trees at the roundabout have been cleaned up, as well as dead bushes removed. New foliage will be added in the coming months.
 - The grills at Phase one have been replaced.
 - New signage has been added to the playground, as well as the play area has been pressure-washed.
 - The mailbox area soffit and gutters have been replaced and painted.
- We would like to welcome Jose Berrocales to our maintenance team. Jose is overseeing the maintenance department, with techs Jonathan Rojas, and Aiden Gonzalez.
- Any other new business
- Adjournment