

Cottonwood Square and Commons Homeowners' Association

Board Meeting – Open Session March 3 2021 Zoom Meeting

1. Call to Order

The meeting was called to order at 6:22 pm. Board members present are John Ledoux, Amanda Iverson and Gordon Moline. Debbie Tribioli was present for Kinney Management. There are 10 homeowners present.

2. Review and Approve Meeting Minutes

Board reviews the February 3 2021 meeting minutes and approves unanimously.

3. Welcome by the President

John welcomes all that are present on the zoom call. Explains that Board will be refreshing the community in terms of paint, streets and landscaping. He introduces Debbie as the new community manager.

4. Community Repainting

Gordon explains that all iron fencing in the community, including pool fencing and gazebos will be painted.

5. Community Planting

This issue has been tabled.

6. Street Sealing

Gordon explains that the community streets will have some work done. Schedule to be as follows: Street sweeping on 3/16, crack sealing on 3/20, Concrete drainage way repairs in March/April, Hot Rubberized Chip Seal in June 2021 and a Top Seal Coat in 2022. Written notice will be given to all homeowners and residents in advance.

7. Parking Violation Enforcement

Board will be replacing all towing and parking signs in the community. This will coincide with the Board signing a towing contract. Towing will take place on vehicles that are not in compliance and all expenses will be the vehicle owners' responsibility.

8. Pool

Board will decide on pool times of operation for 2021 at the April meeting. Board has put on new pads on the pool railing and will be addressing a new deck coating.

9. Monthly Community Meetings

Board is in agreement that meetings will be held on the 1st Wednesday of each month.

10. Review Financial Balance Sheet

Board reviews the January 2021 balance sheet and accepts with no stipulations.

11. Next Meeting

The next meeting will be April 7th 2021 6pm via Zoom.

12. Adjournment

The meeting was adjourned at 6:37 pm