

## HCA BOARD MEETING Tuesday, September 10, 2024 | 8:00pm

## This Meeting will be virtual using the Google Meet application

You may connect using any web browser app; access by click on link sent from Google Meet

## Agenda

- Meeting called to order
- Review and approval of Minutes for 09 July 2024
- Resident comments and/or concerns (None received to date)
- OLD BUSINESS:
  - o Ben-
    - Update on progress for new "No Trespassing" signs
  - o Amir-
    - Update progress on roadway crack sealing effort
  - o Rick-
    - Budget report.
    - Update on neighborhood inspections, notes taken, letters sent, next dates for inspections
    - Update long term investment plan for HCA Reserve Funds
  - o Harvey-
    - Update: telephone numbers for all board members are now on the website
    - Status update re: preparing package for the annual HCA meeting in December, to be digitally distributed in mid-November. This will include information re: any candidates for election.
      - Reminder that Creative Liquid plans to accomplish their part within the hours funded each month under their contract.
  - o Fritz
    - Update/Progress on a cluster-wide yard sale
    - Final date determined? (To enable note to be sent out to all residents)
  - o Alexendra
    - Update on non-compliant vehicles
    - Update status of new towing agreement with Henry's Towing
    - Any update on signs and/or trash collection
  - o John
    - Update on status of Street lights (Did light in front of 11006 get fixed on 26 August?)
      - Are we getting credit for days light in front of 11006 was dark?

- Update on Cluster Cleanup plans (need final decision on exact date during 3rd or 4th week in October to enable sending out notice to all residents)
- NEW BUSINESS
  - o Open Discussion

## Meeting now closed to resident observers for discussion of sensitive issues

- o Ben Detailed update re: legal issues & dues non-payment/collection issues
- o Rick Any sensitive RA/DRB issues
- Adjourn
- Next Meeting: Tuesday, 08 October 2024, 8:00pm