



**Open HOA Agenda
November 3, 2018**

1. Open and Welcome
 - a. Winning Chefs for Shrimp and Grits: Johnathan and Amber Eaglin
2. Financial Review-
 - a. 6 liens being placed for mid-year dues; largest lien offender was paid off this month
 - b. 2 large expenses: pond fountain repair (\$2650) and waterfall fountain (\$900)
3. Committee Reports:
 - a. ACC-
 - i. Only a few requests lately; repainting and extended patios
 - ii. Any building improvements or changes can be submitted via the forms on the website.
 - a. Commons Areas-
 - i. Bid process for lawn and landscaping
 1. Bids submitted; board decision in November
 - b. Violations-
 - i. Review of procedures: All residents are members of the violations committee. Submissions remain anonymous. Send email to violations@cypressmeadowssubdivision.com and a board member will confirm that it is a violation.
 - ii. Fees are \$25 for the 1st and 2nd offense (after initial warning), and fines double after that.
 - iii. Be a friendly neighbor--let new residents know that trash cans need to be placed in garage or behind fence
 - iv. Covenants prohibit election signs, but board will be waiving fines on Monday, Nov. 5- Tuesday, Nov. 6 as a way to remind neighbors to go out and vote. Small campaign signs may be posted in yards on these two days only.
 - c. Communications- Upcoming Events
 - i. Board nomination process for December elections
 1. Nomination forms available on website
 2. Due by Nov. 30
 3. Voting will take place at the mail kiosk in Phase 3 on two dates in December (TBA)
 4. Board members need to be able to commit to one meeting per month, 4 open meetings per year, and other time as needed for email and text communications regarding board business.

5. Several current board members not running again: Amy, Marcus, and Bobby have served for four years and feel it's time for new voices; Kevin has a new baby and job requiring more travel out of state. We are encouraging participation from Phase III new residents so neighborhood is equally represented.