LAKEWOOD HOMEOWNERS ASSOCIATION BOARD MEETING-OCTOBER 4, 2021 MINUTES

The meeting was called to order by Keith McGill at 7:05 p.m.

Those attending: Keith McGill, Dave Brockman, Michelle Polasek, Lee Rutledge

Invited Guests: Carol Wolf, Mgr, Guy Murray, owner

MINUTES: Keith moved to approve the September 13, 2021 Minutes, Lee seconded. Motion passed.

UNFINISHED BUSINESS:

The dam repair is on hold but since budget time is upon us, Carol will get an updated bid to determine if this will be a needed expense for 2022.

Pool deck repairs-We do have a bid in place from Baird Pools to be discussed during the budget meeting. Carol will check to see if elastomeric coating can be used on a pool deck.

Sidewalks-Permit pending. Waiting for the postmaster to see if they will allow the mailbox to move. If they won't then we are not sure the sidewalk will work in that area.

Robbie & Cascada clean up will take place in December 2021

6600 Mesa Hollow-Drainage-\$900 pending. He should get to this next week

Street paving-Lone Star bid for \$23, 673.24 is scheduled Oct 11th and 12th and Oct-18th and 10-19th.

Lakeway Security will send over bid for a camera or cameras that will cover the parking area since there is crime being committed in the immediate area.

Baird Pools will begin service on October 12th.

Gun Policy wording is pending with Cagle Pugh's office.

Signs are ordered and paid for. We are waiting for the sign company

NEW BUSINESS

Lee said there is more tree work needed between Wallace and Flamingsworth. Carol will let Jose know.

The Board discussed the Legislative changes. Guy Murray wanted the opportunity to review them and see if he had any changes. When the Board meets on November 1st we will be able to hopefully have the final documents.

Keith asked if the curb/sidewalk by Quail Hollow be repaired. Carol will talk to Chris Garcia and have him put it on his work list.

TREASURER REPORT

Review financials- The balance for August 31st is \$260,337.52.

ECC APPROVALS

MEETING ADJOURNED AT 8:45 P.M.