

TROUT VALLEY ASSOCIATION

Agenda

Board of Directors Meeting

7pm at the Lodge

June 15, 2015

Call to order - President's Welcome

Vote on Approval of Agenda

Approval of Past meeting minutes

Approval of April meeting minutes

Public Participation

New Business

- Pool Parking lot erosion (Brian Stittle)
- Pool (Laura Mokry)

Bob Baker

- Village of Trout Valley
 - Updates

Financial update

Old Business/ Action Items

- Security Money from Village (Carrie Kruger)
 - Security cameras around trout valley
- Fire ring area around the lodge (Steven Gonzalez)
 - updates
- Television in the Lodge (Carrie Kruger)
- Barn floor is in need of replacement (Carrie Kruger)
- Farm bureau any information on assistance with update to TV barn (Laurie Almeraz)
- Security issues / concerns within the village (Carrie Kruger)
- Boat being stored by garden plot - (anyone who may know the owner) TV newsletter?
- Sand to be added to the river way (Wally Zimmerman)
- Trash can will need to be relocated from the front of the pool to the river (Wally Zimmerman)
- More wiring in need of being purchased to finish off security cameras through barns (Carrie Kruger)
- Bids on Roads (Brian Stittle)
- Gonzalez (Fire Ring) (Brian Stittle)
- Collections (legal days) for publishing past due lot numbers (Brian Stittle)
- 5/3 bank look into direct deposit (Laura Mokry)

Directors Reports

Boat Club (Laurie Almeraz)

Riding Club (Dan Wasik)

Tennis Club (Laura Mokry)

Asset Stewardship Planning (Laurie Almeraz)

Barn (Carrie Krueger)

Building (Dan Wasik)

Communications (Laurie Almeraz / Laura Mokry)

Deed Restrictions (Tom Lentz)

- lot 018 and 017 needs to have the major log(s) removed.

Fen, Ponds, Garden and Landscaping (Steve Thallemer)

Grounds and Maintenance (Wally Zimmerman)

Insurance (Tom Lentz)

Intergovernmental (Shaun Eck)

Legal (Brian Stittle)

Lodge (Wally Zimmerman)

Membership (Laura Mokry)

Pool (Laura Mokry)

Roads (Brian Stittle)

Security (Carrie Krueger)

Social (Tom Lentz)

Waste Hauling (Shaun Eck)

Closed session