11/24/24 Pine Creek HOA Annual Meeting

Attendees: Annette, Kurt, & Ryan. Jamie from TCB Management attended as well

Meeting time: 6:30 PM

- 1) Introductions. HOA President Kelsea away due to family emergency.
- 2) Question over covenants changes, specifically definitions of words: 'offensive vehicle', 'regular course of business', county codes verses HOA Covenants.
- 3) Financials addressed by Kurt. \$254k in CD, \$117,330.07 in checking account.
- 4) Some Home Owners upset that the Lawyer who drafted the updated Covenants was not in attendance.
- 5) Additional issues on updated covenants addressed: Better definition of what can and cannot be in driveway, Is a bad/noisy exhaust on a car offensive, no vote tonight since additional updates need to be done. Issue with # 24 & # 8 (parking vehicles) should these be combined.
- 6) Homeowner questioned if and when Articles #1, 2, & 3 were updated prior to these updates.
- 7) Question on whether fines would or would not exceed annual dues.
- 8) Ballet to vote will be sent with dues letter, only homeowners who are up to date on dues can vote.
- 9) Question on whether a 30 day written notice will be sent prior to vote and will there be another open meeting. Can it be only 10 days notice prior to vote?
- 10) Questions on shed specifications and sizes as well as pool sizes.
- 11) "Unfair that the Lawyer who drafted these updates is not in attendance to answer all questions".
- 12) Items done this year, fireworks show, dumpster days, Easter Egg Hunt.
- 13) "Coming Soon" Projects: additional signs at entrances, additional Holiday Lights at other entrances, beautification of areas (round abouts, islands, and calming areas) and entrances.
- 14) Question about how much money has been spent so far on covenants updates, per Jamie around \$5,000.

15) After meeting we were asked about adding speed bumps to the neighborhood. Spoke with Dennis who is on the SID and he stated that the SID and/or County has done surveys in the past and they did not warrant adding speed bumps.