

Call to order: 6pm 12 March 2025

New and Ongoing Business

1. Additions / changes to agenda.
  - a. None
2. Approval of February 19 minutes.
  - a. Approved by all board members.
3. Financial report: receipts and disbursements
  - a. Insurance policy paid for year.
  - b. Request to use Zelle for annual payments. Discussions were had on safety concerns where some board members felt it. Pushed to next meeting for vote after further research is done.
4. Updates on Maintenance / work approved in February.
  - a. Culverts cleaned out on Happy Ridge. Work was completed with satisfaction from the board. Work took 2 days to complete
  - b. Work was pushed on road work on Happy Land and Happy River where the roads are in jeopardy of being washed out, failing due to erosion.
5. Notice of Annual assessments and letter to owners
  - a. Annual assessments have been completed and either mailed out or emailed if owners agreed to get them via email.
  - b. Discussions to determine what constitutes improvements vice unimproved lots. End result is all improved lots must have a certificate of occupancy.
6. Communications from / with owners.
  - a. Request to close the gate at end of Happy Land Rd. No general membership at large. Richard will communicate decision and discuss options
7. Returned mailings / address updates for owners.
  - a. None at this time.
8. Other discussions:
  - a. Updating bylaws for a vote at the annual meeting. Richard is going through to recommend changes to them.
  - b. Discussion on preparation for the annual meeting to include an agenda and proposed changes to the by-laws and CCR's.
  - c. Vote taken to use local labor to dig out gazebo which was under water during river flooding. Tables are gone and area under a lot of dirt and mud potentially damaging posts.
  - d. Take a look at potential road repairs in small instances.
9. Set date for the next Board meeting and possible date for a general meeting of members. Next meeting set for April 16<sup>th</sup> at 6pm.

Meeting adjourned at 7:17pm.