

CHATEAUX DE BARDMOOR CONDOMINIUM ASSOCIATION, INC.

BOARD MEETING AGENDA

Thursday, July 16, 2025, 11:00am

The meeting is in the main room of the recreation hall. **The meeting will be recorded, and the agenda for this meeting will be followed.**

1. Call to order, Roll call, Announcement of Quorum, Approval of Agenda 11:00 am
2. Minutes 11:20 am
Approval of the minutes of June 19, 2025 (emailed to association members as unapproved)
Approval of the minutes of June 26, 2025 (emailed to association members as unapproved)
3. Property Manager's Report, Hillary Fitzgerald 11:21 am
4. President Remarks 11:27 am
5. Treasurer/Rec Hall Manager Remarks 11:30 am
6. Unfinished Business 11:35 am
 - Update on Maintenance Contractor
7. New Business 11:45 am
8. Director Comments, Improvements, Remodeling, and/or Sales/Leases 12:00 pm

Assn 1	Scheldt	
Assn 2	McCabe	
Assn 3	Boardman	
		8244 Brentwood -ratification of sale to Cordner (emailed 06-23)
Assn 7	Monroe	8239 Brentwood – ratification of sale to Flack (emailed 06-23)
		8213 Annwood – ratification of patio remodeling (emailed 07-14)
Assn 8	Kay	
Assn 9	Gallagher	
Assn 10	Bonura	
AL	Larson	
AL	Picotte	
9. Resident Discussion Period 12:00 pm
Any unit owner desiring to speak at the meeting must file a request with the president stating their topic at least 24 hours in advance of the meeting. A maximum of three minutes is allowed for a unit owner speech. Items under discussion may be considered as additional topics for future meetings.
10. Adjournment 12:10 pm

***** This notice has been posted forty-eight (48) hours in advance of the meeting per Florida statute 718 *****

Meetings are held the 3rd Thursdays of each month, unless otherwise announced (summer schedule). **The next meeting is scheduled for August 21, 2025.**

The COA Board agenda is posted on the bulletin board at the recreation hall, posted on the website, and emailed to unit owners (whose emails are known) 48 hours prior to the meeting in accordance with Florida statute.

Prepared by G Larson, Secretary