**Architectural Control** - (Gil, Jerry)

- reviewed governing documents, process, and committee size to better communicate requirements for homeowners who wish to make changes to their homes or property

**Compliance Letters B** (all Board)

- reviewed our communication to members, revised information and letters for homeowners, and posted documents on our website for:

**Request to Use Common Space**,   **Estate Sale Policy and Request Form,   Landscape Maintenance Needed (Notification Letter),   Gardens Architecture Control Policy,**and **Homeowner Request to Make Changes to Home, Lot, or Landscaping**

- this year we plan to update **Dues Collection Policy and Fees**

In general, last year we reviewed our **governing documents** and completed a legal review. This year we completed a **review of our accounting procedures**and an external Compilation. Next year, we will **focus on maintenance** of the HOA property (landscaping, gates/security, upgrades and repairs) and will generate a **long-range financial plan** **for major expenditures** and a **plan for funding** those.

**Social gatherings:**(add specifics, Marilyn)

- this year, add a communication board near the mailbox(es) to post HOA news

**Gates repairs/improvements** (add specifics, Jeff - also add those that are upcoming)

- gate damage-

- minor gate maintenance -

- major gate repairs/replacement -

**Financials** (add any other details I have forgotten, Jerry)

- finished 3 year "Independent Compilation Report" by an independent accounting firm (I'll fill in company info)

- making minor adjustment to reports for monthly financial meetings as recommended by financial review - by adding monthly Profit/Loss Comparison Report, in order to monitor cash flow by category

- investment strategy (CD's for savings)

**Maintenance/landscaping**- (ups and downs, accomplishments, Gil)

- major projects completed

- regular maintenance completed

- planning to review needs, write up contract requirements, and open for bids to service our HOA for 2022