Wilderness Park Homeowners Association Annual Meeting Information

The Park's Annual Meeting is fast approaching and will be held on August 19, 2023. As you may or may not have noticed, many things are happening around the park – clubhouse upgrades, pool upgrades, road repairs, and updates to our Declarations/Bylaws.

If you've taken an opportunity to read the Park's Declarations/Bylaws, you would notice they are very outdated, having been prepared in the 1970's. A committee was formed quite some time ago and they have spent hours and hours working on getting our Park's documents up to date. They have been working with Breen & Person, Ltd. out of Brainerd, Minnesota, and with the directive of Attorney Brad Person, prepared the attached Declaration of Covenants, Conditions, Restrictions, and Easements. The committee has also made arrangements for the Attorneys to be present at the annual meeting to answer any questions or concerns you may have. Please take an opportunity to read the revised Declaration of Covenants, Conditions, Restrictions, and Easements, keeping in mind much of the terms have remained the same as the original, and come to the meeting to discuss in more detail. The Board would ask that all Members/Owners refrain from Facebook postings on the matter and that all keep an open mind so we can all as Members/Owners work together to keep the Park a home, a reprieve, a getaway, our "happy place."

In addition to discussions about the revised Declaration, we will also be voting on three new board members. If you are interested in running for the board, please reach out to one of the board members to add your name to the list. It is a great opportunity to get to know the Park a little better and meet other Members/Owners.

<u>To pay dues online</u>, and for posting of monthly minutes and important updates, please always remember to check the Park's website at <u>www.wilderness.park.us.</u>

Thank you for taking the time to read through the information contained herein.

Karen Ludwig, HOA Secretary