

GREENHORN CREEK LANDSCAPING AND LIGHTING DISTRICT

TREASURERS REPORT

FISCAL YEAR JULY 1, 2022 TO JUNE 30, 2023

The City of Angels has finalized our accounts for the year and we are pleased to report to our property owners that we successfully completed our first year and gained a lot of experience. With the city engineer's report and information in hand, your LLD Committee set out to manage the landscaping and other activities associated with keeping our common properties green and growing.

While that sounds like an easy task, it was a long process to identify what was the responsibility of the LLD, what belonged to the golf course, and what was the responsibility of Worldmark, or the city. In addition to the Cultural grounds and walking trails that have not been maintained for years, our responsibilities included:

- 25 valves and about 1000 sprinkler heads whose locations were unknown
- 56 LLD area planters
- 49 streetlights
- 3 vandalized entrance signs

Add in the worst storm and related damage in 25 years, the need to replace our landscaping vendor due to performance issues, coordination of a grant to defray some LLD expenses incurred rehabbing the walking trails and protected areas, and the learning curve has been a challenge during a busy year.

Our property owners were assessed \$344,622 for us to use for these many tasks. During the year costs amounting to \$246,695 were incurred for:

Items	(000's)
Landscaping and water	\$159
Streetlights, entry monuments	\$33
Wildlife Corridor Management	\$16
Cultural Area Management	\$12
City and County Fees	\$26

Our unspent reserves of \$95,000 carryforward for future use including:

- Unfinished plans from the prior year, especially landscaping work
- Funding an emergency reserve available for:
 - Repairing storm, accidental, or malicious damage to LLD property
 - Repairing any unexpected breakage of the infrastructure in the LLD areas

As previously advised, there is no planned COL increase in fees for the current year.

Dan Lewis

Committee Treasurer