# **Aurora Lake Association Meeting Minutes**

Date: April 13, 2022

**Location:** Hawthorn Clubhouse **Start - End Times**: 20:00 - 21:30

Aurora Lake Association Board of Directors				
Name	Role	Affiliation	Attendance	
Jeff Janzig	Chairman	ASHA	Yes	
Bob Chapdelaine	Vice President	НОА	No	
Mike Drozda	Executive Secretary	НОА	Yes	
Todd Van Dyke	Committee Director	НОА	Yes	
Matt Kolar	Committee Director	НОА	Yes	
Bret Keller	Committee Director	ASHA	Yes	
Anthony Garcia	Committee Director	ASHA	Yes	

ALA Meeting Guests				
Name	Role	Affiliation	Attendance	
John Milner		HOA	Yes	

## **Schedule**

- 20:00 21:00 Executive Session
- 21:00 21:30 Public Session

# **Topics**

- 1. Review Mark Action Items
- 2. Nest Destruction
  - a. Managed by Mark F. and Anthony

b.

- 3. ASHA host a boat registration day, successful at registering boats
- 4. Patrol Handbook drafted

a.

5. Gate is -15" below summer pool, End of May

- 6. Lake Patrol Boat
  - a. Picked up
  - b. Getting a list of repairs
  - c. John renewed boat registration for 3 years
  - d. Trailer tag is good until 2023
  - e. Need to change the boat trailer registration
  - f. Taxes were submitted and paid for the year
  - g. John will do change of address for the taxes

### **Meeting Minutes**

- 1. Completed Action Items from March
  - a. C

#### **Action Items**

- Jeff Janzig
  - 1. Draft the communication regarding lake health projects and approximate costs to help the fundraising team to continue their efforts.
  - 2. Give Bryan Gallo turbidity study hard copies to digitize
- Matt Kolar
  - 1.
- Mike Drozda
  - 1. May Meeting Minutes
- Bob Chapdelaine
  - 1. Buoy installation
- Bret Keller
  - Reach out to city of Aurora about potential for forebay project and who owns property along Aurora Lake Road
  - 2. Move 2021 earmarked funds of \$20,000 to Lake health fund
  - 3. Close out budget for 2021
  - 4. Pay carp bounties
- Todd Van Dyke
  - 1. Searching for mechanic for lake patrol boat maintenance
- Anthony Garcia
  - 1. Hire additional lake patrol staff