

Palmer Ranch Master Property Owners Association, Inc.

Meeting of the Board of Trustees

ACTION AGENDA

November 18, 2021

- I. Convene/Quorum – 3pm** *Meeting convened at 3:01pm*
- II. Minutes of previous meeting**
 - A. Meeting of the Board of Trustees – September 23, 2021 *Minutes approved as distributed.*
- III. Community Representative Input – Agenda Items**

Community Representative’s input on agenda action items prior to Board decision. Time, if necessary, limited to 3 minutes per speaker. *No comments.*
- IV. Financial Report – Unaudited Financial Statement for period ending September 30, 2021**

Financials were presented.
- V. Reports**

The following reports were provided

 - A. President’s Report
 - B. Management Report
 - C. Community Development Update
 - D. Grounds Report
 - E. Advisory Committee
 - F. Palmer Ranch Watershed / Natural Assets Committee
- VI. Old Business**
 - A. Other *There was no old business to discuss.*
- VII. New Business**
 - A. Appoint Residential Trustee to the Board *Trustee appointed by the Board.*
 - B. Employee Evaluation Form *Form approved by the Board.*
 - C. Employee Self Review Form *Form approved by the Board.*
 - D. Resolution / Non-Statutory Reserves *Item to be discussed at a future meeting.*
 - E. Request from The Hamptons – Stormwater Pond *Request denied by the Board.*
 - F. Other *There was no other new business to discuss.*
- VIII. Community Representative Discussion**
- IX. Future Meeting Schedule – held on the following dates at 3pm**
 - A. Board Meeting – January 27 – 3pm
 - B. Annual Member’s Meeting / Organizational Meeting of the Board – March 24 – 3pm
 - C. Board Meeting – May 19 – 3pm
 - D. Board Meeting – July 28 – 3pm
 - E. Board Meeting – September 22 – 3pm
 - F. Board Meeting – November 17 – 3pm
- X. Adjourn** *Meeting adjourned at 3:31pm*

Palmer Ranch Master Association – Mission Statement

‘Our mission is to enhance and maintain the aesthetic quality of Palmer Ranch and to preserve the overall unique identity and sense of community.’