TLHA ANNUAL MEETING – Wednesday, June 12th, 2024 2023 – 2024 BOARD ACCOMPLISHMENTS

Financials:

- ✓ Established contract with new mowing company.
- ✓ Established ability to accept electronic payments from members (Zelle App!).
- ✓ Continued saving to HOA by taking care of administrative tasks "In-House" (i.e., Annual 1099 preparation, printing, use of computers and QBs licenses).
- ✓ Working with Kathy Barker to review various grants opportunities available to TLHA. (Thank you, Kathy, for your help!)
- ✓ Continue to monitor accounts with outstanding balances.
- ✓ Timely billing and prompt bank deposits of funds received.
- ✓ Timely electronic payments to vendors.

Maintenance:

- ✓ Community Pollinator Garden (Thank you, Leticia P.!) located behind Champlain Drive.
- ✓ Soil erosion control projects are currently ongoing in various locations around both lakes.
- ✓ South playground was torn down on south lake.
- ✓ Removed multiple damaged/rotted trees.
- ✓ Removed branches and debris.
- ✓ Repainted/remodeled main entrance on Twin Lakes Drive (Thank you, Johnny and Theresa T.!)
- ✓ Planted trees and shrubs around the new community pollinator garden and front entrances of Twin Lakes Drive and Mayden Court.
- ✓ Working with the City of Springfield to update storm drains.

Recreation:

- ✓ Pond stock in April 2024.
- ✓ Neighborhood Clean-Up Day in May 2024. Thank you to the volunteers that came and helped that morning!
- ✓ A new swing was installed in May 2024 (Thank you, Jay R.!)

Publicity:

- ✓ Four newsletters produced & mailed.
- ✓ Delivered welcome packets to new members.
- ✓ Increased usage of social media apps to engage with members.
- ✓ On-going use of Twin Lakes Facebook page to keep members up to date.
- ✓ Updated Twin Lakes Website.
- ✓ Survey responses from residents as new means of communications.

PROPOSED/UPCOMING PROJECTS

- ✓ Dog Park
- ✓ Playground updates
- ✓ Fireworks celebration
- ✓ Bylaws/Covenants updates
- ✓ Erosion control/shoreline repair
 - ✓ Bridge repair/painting
- ✓ Lake aeration for algae bloom