



**STONELAKE MASTER ASSOCIATION
BOARD OF DIRECTORS MEETING
OPEN SESSION
TUESDAY, OCTOBER 13, 2020 6:00 PM
ZOOM TELECONFERENCE/VIDEO
<https://us02web.zoom.us/j/87486175251?pwd=bldXUVJmMzI1aGh5YWlqRk5JL0ZOZz09>**

The following items may be addressed in Executive Session in accordance with California Civil Code 4935(a)

- ~ *Litigation*
- ~ *Matters relating to formation of contract with third parties*
- ~ *Member Discipline*
- ~ *Personnel matters*

I. CALL TO ORDER

II. ANNOUNCEMENT - EXECUTIVE SESSION MEETING

III. COMMITTEE UPDATE & INVITED GUESTS

- A. ARCHITECTURAL COMMITTEE
- B. SAFETY AWARENESS COMMITTEE

IV. REPORTS

- A. OWNER CORRESPONDENCE(S) - CHRISTMAS LIGHT REQUEST

V. HOMEOWNER FORUM

In accordance with California Civil Code 4920(a), the Association must post or distribute the agenda for Regular Session Meetings no fewer than four (4) days prior to a Regular Session Meeting. During Homeowner Forum, items not included on the agenda that are raised by homeowners may be briefly responded to by the Board/Management; however, no action may occur with respect to that item unless it is deemed an emergency by the Board of Directors and developed after the agenda was posted and/or distributed. The Board of Directors may refer informational matters and direct administrative tasks to Management and/or contractors. Each homeowner will be given three (3) to five (5) minutes to speak in accordance with the Open Meeting Act, California Civil Code 4920(a), or a total of twenty (20) minutes will be granted for all to address the Board of Directors regarding items of interest or concern.

VI. CONSENT CALENDAR

- A. APPROVAL OF MINUTES SEPTEMBER 2020
- B. FINANCIAL STATEMENT AUGUST 2020
- C. LIEN APPROVAL
- D. FORECLOSURE DOCUMENTATION

VII. UNFINISHED BUSINESS

- A. PROPOSED CNU HOSPITAL & WET LAB PROJECT

VIII. NEW BUSINESS

- A. ARCHITECTURAL COMMITTEE - APPOINTMENT
- B. FACILITY UPDATES

IX. NEXT MEETING - The next Board of Directors Open Session meeting Tuesday, November 10, 2020, via Zoom.

X. ADJOURN