

Lockridge Forest Swim & Tennis Board Meeting

August 8, 2023

In attendance – Chet, Becky, Vandy, Joyce, Clint, Sean, Christine, Matt, and Kevin

Last month's meeting minutes – Approved.

1. Treasury report – Forecast bank balance is down – trees down expense, expected additional income of \$2,500 didn't happen – Forecast \$20,000 by end of September, compared to \$27k last September.

Next years budget won't be so tight. Should be a good building year.

2. Facility maintenance

Tennis court lights have been completed.

The Noa's need to reschedule their pool party to recoup Lifeguard expense of \$100. *See footnote

Revise membership registration form Senior membership update – Ken draft copy sent to Chet and Sean – next board will follow up.

Need a new sign" Warning, no lifeguard on duty" to be permanently displayed.

3. Membership Report

171 Members to date

4. Upcoming Events

FYI -Pavilion and Taj have been very busy this year.

5. New Business

New sign for new club hours- Matt will work on that.

Notice to membership of upcoming annual meeting – Board agreed on Tuesday, September 19th.

Slate of new members - Chet, Ken, Kevin, and Vandy are coming off the board. Proposed candidates – Haley Felgner, Allison Wallen, Yvonne Brune, Ana Murphy, - Ron Walsh and Frank Butker are not interested. Eric Bradbury?

New pool contract? – current contract ends Dec. 31st. We've spent \$27,500 this year to date with Sweetwater.

Fence sign package – need an initiative to proactive sell – members priorities first come, first serve.

Proposed change to reservations had been shared, Chet will mark it up – a re-share. The discussion needs to be moved to the new board. Deposit or monetize?

Clint brought up and a discussion was had, brainstorm on need to evaluate event idea's and clean up the website with calendar. Cornhole tournament, Octoberfest, Car Show, etc. Fundraisers, membership drives -

*The Noa's will not be able to reschedule before the end of the season. A vote of the Board to reimburse them for \$100 –