



**Brentridge Homeowners Association  
April 18, 2024 at 5:00 P.M.  
Executive Session Board Meeting  
Via Zoom – Closed to the Membership**

**EXECUTIVE SESSION - CALL TO ORDER**

**CONSENT CALENDAR**

**I. EXECUTIVE SESSION MINUTES – JANUARY 18, 2024 & MARCH 21, 2024**

**NEW BUSINESS**

**II. HEARINGS**

**DELINQUENCY MATTERS**

**III. AGED RECEIVABLE REPORTS**

**INFORMATIONAL ITEMS**

**IV. COMMUNITY VIOLATION REPORT**

**Adjourn Executive Session**

***NOTE: This meeting is closed to the membership per Civil Code 4900. This notice is required per Civil Code 4900.***



**Brentridge Homeowners Association**  
**April 18, 2024 at 5:30 P.M.**  
**General Session Board Meeting**  
**Via Zoom**

This meeting will be held electronically only. There are several ways to attend the meeting, please click on the following link for both written and video instructions: [How to Connect](#)

To connect via a web enabled device click on this link: <https://us06web.zoom.us/j/81693115898>  
To connect via phone please call 669-900-6833, enter in meeting id (81693115898)

For assistance with technical problems before and during the meeting you may call: (951) 600-8810 or email: Zoom@AvalonWeb.com

Please remember to update your email address on the online homeowner portal or contact our office to update your information to receive notifications of these meetings.

**GENERAL SESSION - CALL TO ORDER**

**EXECUTIVE SESSION DISCLOSURE**

**HOMEOWNER FORUM**

**CONSENT CALENDAR**

- I. OPEN SESSION MINUTES – JANUARY 18 , 2024
- II. UN-AUDITED FINANCIAL REPORTS
  - A. January 2024
  - B. February 2024
  - C. March 2024

**NEW BUSINESS**

- III. XN 4024615 – 882 ORANGE HEIGHT LN APPEAL
- IV. FINANCIAL REVIEW AND TAXES
- V. COMPLETED RESERVE STUDY
- VI. BENCH STAIRS AND PARKWAY STEPPING STONES
- VII. COMMUNITY SIGNAGE – MAP
- VIII. FLOCK SAFETY CAMERA PROPOSALS
- IX. WROUGHT IRON FENCE PROJECT
- X. CODE OF CONDUCT, WORKPLACE VIOLENCE AND ANTI-HARASSMENT POLICY

Next Meeting Date: July 18, 2024  
**Adjourn General Session**