Cottonwood Palo Verde CW Pool Repair Task Force Meeting #3 11/5/24

Board Liaison Present: Marty Neilson

Task Force in Attendance: Kathy Clear, David Patterson, Judy Purcell, Kathy Skrei, Ken

Ronnfeldt, Judy Purcell.

Attendance: Steve Hardesty, Jim Miller, Rusty Raines

Called to Order: Meeting started at 2:00pm and adjourned at 3:17pm

Marty welcomed the audience (20+/-) and explained this is open to HOA#2 Homeowners only. We will be reviewing the details of the Oct. 30th Proposal and the Boards for any cost savings and clarification.

Approval of minutes: Kathy Skrei approved and David Patterson second the approval.

New Business: (Steve Hardesty)

- Version 2 has replaced Version 1 with the options of shallow entry/ADA ramp, pavers, shade, drainage, redo of lap pool, replace all pumps, filters, heaters, fence/gates and install overhead lighting (12 poles).
- Version 1 was no longer viable. There was no guarantee on raising the lap pool without tearing it out and no repair for drainage. Scope was only for the deck.
- Steve explained that the roof on the pump room and the connection from the drain to the golf course would be through another contractor; excluded from the Pool Contractor scope.
- Steve explained the ramp and its purpose. If a chair lift is wanted, we would be able to add that to the scope.

Architect Questions:

- Since Aqua Design has worked with Shasta on the estimate, is the 20% contingency due to the unknowns we would encounter on Version 2? Should Version 3.5 contingency be less since it is a complete demo?
- o Will the Lap Pool have an infinity edge?
- Version 3.5 can we scoot the entry up a little more to gain more pool space?
 Round the SW entry a little bit more.
- Version 3.5 Soils and compaction Testing to be included?
- Explain Warranty on Version 2.0 and Version 3.5

- o Downspout by Fire Pit area; is proper drainage included in Version 3.5
- How much per sf if we were to go with a deeper depth? Please estimate the cost so the Task Force may evaluate.
- How many pools are being designed with more than 5' depth?
- Again, concerns on Warranty for Version 2.
- o Move the Spa further to the NE so that it is not close to the B-Ball area.
- Install 2 new showers Is this needed?

Task Force: Marty asked the Task Force to bring up any comments:

- David Beach Entry is a current trend.
- David If we eliminated deep end in lap pool, that would save dollars
- David What is the feasibility of the HO spending 4.5 million
- David Upon accepting a design, we need the Arch to put \$ to it.
- David Go check out Pebble Creek
- Kathy's We do not believe that the HO will use the deep end in the Lap Pool
- Kathy's Basketball is too close to the Spa move spa over more
- Kathy S How deep is the water required to tread?
- Baja Shelf with Lounge Chairs possible tripping hazard?
- Jim M Deep end pools at Michigan and Palo Verde
- Ken Warranty on Version 2 to be defined.

Audience Comments:

- 7' in Lap Pool is not desirable at the South End
 - Marty explained that this is a "shared use"
- Railings are the loop style
- People hang out in the deep end treading water with their noodles (are you touching ground)? Steve has time stamp footage of usage areas. Most occupied area is 5' and under.
- Put deep end in the volleyball area
- Make basketball area deep end
- Flip the lap pool and have deeper end on the Northside

Marty & Steve in Closing:

- We are a pay as we go Community No financing
- It will be determined when we have a good number and recommendation how much will be needed from the Reserve and how much will be an assessment.
- Some items are on the Reserve list to be replaced.
- We are in the process of updating our Reserve Study
- When you speak to the Community about the pool meetings you have attended, there is no need to panic, we are able to fund.
- We would like to incorporate the Vote on the Pool with the Board election Vote This
 process costs the Community approximately \$10,000. To combine this would show
 savings.

Submitted by:

Judy Purcell, Secretary

Marty Neilson, Board Liaison / Chair