

Community Preservation Association **Homeowners Association**

BOARD OF DIRECTORS MEETING MINUTES

July 9, 2026, Time 3:00 P.M. MT

The following members of the Board were present:

Kenny Custer, Board Member

Kate McChesney, Board Member

The following were also in attendance:

James Stevenson, Managing Partner, Cooper's HOA

Michael Thomas, Property Manager, Cooper's HOA

Scott Meeves, Code Enforcement, Cooper's HOA

Deborah Larsen, Bookkeeper, Cooper's HOA

Kensi Robinson, Administrative Assistant, Cooper's HOA

Monica Gonzalez, HOA Legal Counsel

The meeting was held via Zoom.

Quorum

Two of the three board members were present. A quorum was established.

Meeting Called to Order

The meeting was called to order by Kate McChesney at 3:03 PM. James welcomed those in attendance.

Financials

James Stevenson reviewed the HOA's financials through June 30, 2026. Overall, the association is in good financial standing.

Property Report

- The 2026 Overlook staining project is anticipated to begin in the next few weeks. When the vendor confirms dates, we will notify the involved owners.
- Overlook Driveways needing repairs will be completed in the coming weeks. All involved owners will receive prior notice.
- The HOA landscaper has started the summer landscape maintenance, including treatment of noxious weeds.

Nightly Rental Reminder

James reminded owners that no nightly rentals of less than ninety days are allowed anywhere in the CPA area of Hideout. If you are aware of a neighbor renting their property on a nightly basis, please notify Cooper's. Cooper's continues to conduct monthly checks on websites for any nightly rental listings. Violation notices are sent out to any owners who have a nightly rental listing.

New Business

James introduced Scott Meeves, a new employee focused on enforcement throughout the community.

Adjourn Meeting

Kate made a motion to adjourn the meeting and move into Executive Session. Kenny Custer seconded the motion. The open session of the Board Meeting concluded at 3:06 PM.