Supervisor Requests { Regular Meeting of 2017-06/29 }

Graphic Updates	. Version Availability – Need to Revise District Documents. Many changes being introduced as new neighborhoods built. Engineer has suggested Fall Update – Will revisit in August.
Street Names Map	. Font Size & Line Weight – Should increase for readability. Pond Colors – Change Dark Blue to make ID's readable!
Future Facilities	. Building Escrow Fund – Insert Budget Placeholder 2018! Make Yearly Contributions – Starting In Fiscal Year 2020! {Contingent on Loan Payoff in 2019 & Land being Available}
Projector ^{&} Screen	. Buy 16:9 aspect ratio (cost: projector <\$500; screen <\$100) CDD ownership assures equipment access & availability.
Community Artwork	. Deteriorating Condition – Beautification & liability issues: Ownership & responsibility now clearly assigned to CDD?
District Directory	. Resident Business – Has Developer initiated an update? Resident Names – Any possibility of a complete version?
Boulevard Trees	. Cost of Maintenance – Continuing, short-term, & long-term: Believe savings is realizable by changing the type of trees.
Walking Pathway	. Behind Neighborhood F – Cost to update? (source: Kassel)

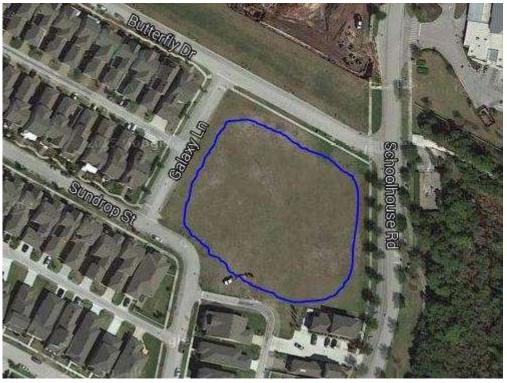
Dave Farnsworth 2017/06/29 (1)

Supervisor Requests

{ Regular Meeting of 2017-06/29 }

Undeveloped Tract

Area Location Bounded by Schoolhouse, Butterfly, Galaxy, & Sundrop



•	Area Ownership	Currently Developer property! District acquire/share it?
•	Utilization Limited	Currently used for school and personal overflow parking
•	Usage Deficiencies	Grading & fill needed to support <u>structural</u> development?
•	Plausible Alternatives	Softball Field, Skateboard Park, or Swim Facility (original)
		Land requires nothing – except a commitment to use it!
•	Development Budget	Would seem to be an appropriate place for investment
		Any possibility of cost sharing by District & Developer?
•	Engineer Plat Layout	Same detailed drawing quality as supplied for pipeline
		Need "OK for Playground" confirmation by Engineer

2017/06/29 (2)

