Facilities Team – November 4th Report

Members,

This email is from the Laurel Hollow Facilities Team. There are two sections - Ian Issues and Normal Issues.

*** IAN ISSUES: Following Issues Due To IAN ***

Fence Vinyl

> Have met with Fence Installer and are currently working on details

> Vendor Preparing bids (complete reinstall vs rebuild) to present to BOD.

> NOTE: This will take time. Many fences are down in this area. We will just need to get in the queue and wait our turn. However, the process has begun.

Fence Chain Link

> Will be address after Vinyl as probably will use same vendor

> NOTE: If your chain link fence was damaged due to lan or is in disrepair, please send an email tolhoffice@laurelhollowfl.com. Attach a photo if possible.

Streetlights

> Vendor was onsite to inspect, estimate being finalized

> No repair date has been set

Irrigation

> #215, #291, #242 installed local timers. This allows irrigation until power issue can be solved

> #225 all electrical is ok - check this weekend to ensure valve is working

> #285 solenoid replaced

> #293 and #297 not working due to extensive damage by tree removal. Repair date unknown.

> Normal irrigation is back in operation

> Main pump install is tentatively scheduled for this December pending supply issues.

> NOTE: If you feel your property has an irrigation problem, please enter the issue on the website.

Debris Common Area (no change from last report)

> West common area is still an open issue.

> North common area and North island is clear.

> Two large logs still need to be removed, North Island and Main entrance gate. Still an open issue

Debris (Preserve) > Working on plan that meets County regulations

Road (Damage due to tree removal)

> Have estimate

> No date for repair has been set

*** Normal Issues (Note: This is only a partial list - those of most interest to the community ***

Cabana

- > Pool light not functioning correctly, on list
- > Restroom fans needs replacing in progress
- > Pavers sinking near Gazebo on list
- > Gazebo has some mushy boards on list

Facilities Team