# TREASURER'S REPORT Month ending Jan. 31, 2022

#### **SRV January Balance Sheet**

Assets \$ 1,161,636.30 Check/savings \$ 157,339.57 Reserves \$ 569,900.63 Insurance \$ 306.262.26 Assessment receivable \$ 14,346.58 Other assets \$ 113,787.26 Liabilities \$ 740,770.96 Total Equity \$ 420,857.84

Total Revenue for January: \$ 175,326.89 vs. budget \$147,331.00

## Total Expenses for January: \$ 149,461.58 vs. budget \$147,331.00

Main contributors were:

Grounds under budget by
Bldg Maintenance under budget by
2,514.73
Rec. facilities over budget by
1,597.82
Utilities over budget by
3,731.47
(sewer over by \$3,202.39)
Payroll under budget by
2,292.15
Administration over budget by
(Professional fees over budget \$5,183.90)

Net income for January is plus \$ 25,865.31

Marina slip fee over budget by \$26,960.00 Due to fees are paid for the year and most are collected in January. Budgeting would be \$3,100/month. Thus the true net Jan. income would be a minus \$1,085.31

# Delinquent accounts as of January 31, 2022

14 members in arrears for a total of \$14,346.58 vs. Dec. \$17,342.08

6 members less than 1 month for total of \$229.07

5 members less that two months for total of \$ 2,137.86

1 members in arrears for 3+ months total of \$1,644.19

1 member in foreclosure owes \$8,335.46

1 member8owes fine of \$2,000.00

Legal action is in process on 2 accounts.

### Reserve Balance report.

Deck resurfacing	\$ 7,199.34
Pool structural restoration	13,881.53
Pool Heater	3,318.56
Exercise Equipment	5,297.51
Maint. Equip & bldg	3,067.29
Shuffleboard	28.42
Fence	7,316.58
Paving	237,868.51
Painting	32,689.05
AC Rec. bldg	12,548.38
Club House Roof	27,888.13
<b>Club House Improvements</b>	9,297.45
Clubhouse sauna/restrooms	134.58
<b>Creek House Projects</b>	5,251.24
Seawall & Marina retaining wall	111,843.00
Sewer/Water lines	60,061.71
Irrigation repairs & Maint	370.33
Marina / docks	24,310.33
<b>Utility Carts</b>	4,796.67
Reserve Interest	2,732.02
<b>Total Reserve fund</b>	\$ 569,900.63

Jerry McDermott, Treasurer