## GOLDEN EAGLE ESTATES

C/o Homeowner Association Services
2266 Camino Ramon
San Ramon, CA 94583
Tel (925) 830-4848/Fax (925) 830-0252
Email: rritter@hoaservices.net

April 27, 2015

The Board unanimously passed the following resolution on April 27, 2015, 5-0:

## **Board Resolution:**

The purpose of this resolution is to provide HOA approval for the applicant to undertake efforts to modify his existing building plans to address the neighbor's concerns and question raised by the Planning Commission regarding whether the HOA would agree with the changes.

Subject to final review and approval, the HOA tentatively approves the applicant seeking the following variances to the Architectural Design Guidelines. The HOA's approval of the applicant seeking such variances is not a guarantee that the City of Pleasanton will approve such modifications, but is meant to provide HOA approval to the extent required by the City of Pleasanton.

- Allow the modification, including but not limited to reasonable enlargement and/or movement, of the building envelop of lot T-2 (8019 Golden Eagle Way) to allow for the pushing the entire home back 15 to 20 feet;
- 2. Allow for the additional grading (if necessary, and within reason) to accomplish the movement of the house within a modified building envelope;
- 3. Allow for the other minor modifications of any other Architectural Guideline which may require attention due to the movement of the proposed planned home to accommodate the stated reasons for this resolution. Such modifications may include, but are not limited to allowing for lesser setback to the western property line to accommodate the landscaping as proposed in the existing Landscape Plan for 8019 Golden Eagle Way.

Notwithstanding the stated reasons for this resolution, all previous City of Pleasanton and HOA modifications to the Landscape Plan currently submitted but not yet approved by the HOA remain in effect, including but not limited to the removal of two trees on the forward left (south) side of the property.