



Board of Directors Meeting

Monday, October 8, 2007

Call to Order 7:19

Treasurer's Report

Discussed Budget & YTD figures.

October deposits: \$6,242.50

October ice costs: \$9,000.00

Committee Report:

Need volunteers for the following:

- Banquet Committee
 - Joe to start Banquet Committee ~ target March 15 @ Jaycees
- Fundraiser Committee
 - Joe to discuss with Clubhouse, fundraising opportunities
- Nomination Committee
 - Accepting volunteers for Nomination Committee

Managers:

Encourage Team Managers to send information on Pucks for Bucks including perks

Old Business

Schedule:

- Squirts scheduled for 31 games – CBHL starts: 10/21/07 @ Laurel (Howard)
- Bantams scheduled for 30 games – CBHL starts: 10/21/07 @ Bowie
- Midgets scheduled for 28 games – CBHL starts: 10/27/07 @ Frederick

Tournaments:

- The Oaks Center Ice (Valley Forge, PA) has a holiday tournament. Chris to email
- Midgets are going to stay local and play in the Reston Holiday Tournament
- President's Day & MLK weekend tournaments ~ Bowie, Chesapeake have openings

Clubhouse Open House

- CCH Open House was not well attended

New Business:

- **Window Stickers:** sample pending
- **Pucks to Bucks** – Christine to send email & flyer to "spread the word" and print flyers for distribution
- **News Articles** – Board member to approve articles for publication to newspaper.
- **Coaches** – Must be certified, registered with USA Hockey and authorized by PVAHA to be behind the bench. To be on the ice during practice, coaches must be registered through USA Hockey and authorized by PVAHA

CARL – Starts October 16

- Teams: PeeWee & Mites. Current count is 9 & 9
Coaches: Jamie Cantland coaching PeeWees; TD Reece coaching Mites but needs help (potentially Matt Scott and other Midgets)
- Scheduling: Scott will schedule games for CARL League.
CARL Website: Will identify the website where CARL games will be reported
- Jamborees: Tentatively scheduled at Clubhouse 10/21/07 from 8:30 am – 11:45 am

Next Meeting 11/12/07, 7pm at the Clubhouse