Meeting Minutes TAG Thursday, August 22, 2019, 6:00 pm

Present: Art McBain Adrienne King Brendan Quinn Sara Quinn Eric Steinbrenner Meghan Ryan Leif Carlsen

Meeting called to order.

Sara is adding "Maps" to the agenda.

Minutes approved with "Since no raffle at conFUSEcon, we're postponing raffle" changed to "We're postponing raffle until after conFUSEcon." Passed.

Leif updated us on finances, \$1007.54. We will use our new G-suite drive folders to put receipts into.

PayPal is having issues with our nonprofit status. We will help with that after the meeting (if we can); barring that, we'll be NON nonprofits according to PayPal.

Rotary is planning to donate. We should have a place on the website where we can call out big donors.

Scanner was handed off to Leif for him to scan his games.

Voted to approve budget. Budget passed.

Moving September meeting to the 24th. We'll meet at RPL (Brendan will set it up).

Moonshot Brewing wants to have us for an event on September 26th. We might be able to do stuff once per month in the future. We might even be able to take a percentage of the proceeds for the night. At the least, we can share their events online.

We're all cool with inviting guests for free.
Brendan will write to volunteers soon with updates.
We need to find out when we can get in to set up on Friday. If that doesn't work, Saturday morning we'll start setting up at 7:30am.
Art will make the auction table look nice (Sara can help).
We can see how much CG charges for their stuff.
Adrienne is bringing first aid kit and water.
Sara will make maps of CBC Hub and nearby food.

OrcaCon is wanting to help us out with stuff, including donating to the auction and hooking us up with volunteers and stuff.

Operations Manual: hold until after conFUSEcon.

Next meeting, we'll bring ideas for charities and alternate dates (we'll try to avoid other cons, especially in the PNW). We can also ask the guests on the feedback form after the event.

Brendan will build a cornhole set for the Duck Race. October 5, 10–1.

Adjourned with a game of "Exquisite Corpse," in which we create pieces of drawings that are linked together into big, weird, combo pieces.