

Minutes from April 1, 2012 BLFYA Board Meeting held at Mc Pete's

The meeting started off with going over all registration materials and anything that needed to be corrected or changed. . . It was agreed that there should be a parent code of conduct in the packet. Once all forms are corrected Amber will make copies and put the packets together. Andy Gomez will call or e-mail all the current coaches to have them at registration and they can pick two of the three days. Amber contacted Klein Bank and the City of Big Lake to announce registration dates on the marquis. We discussed a practice package and uniforms with Jodi and she will be selling the packages at registrations. It was agreed to have the equipment check for \$125 and the volunteer check for \$75. The board discussed having what will be at the registration tables and who will be handling what.

On April 19<sup>th</sup> Scott, Andy and Adam will go to the farm to get all the equipment. We still need to get Hornet stickers for the helmets.

Scott is setting up the Edina scrimmage for August 18<sup>th</sup> for grades 4<sup>th</sup>-8<sup>th</sup>.

The Hornet Classic is the largest tournament in the state of Minnesota. We as a board discussed ways to keep it striving. It was stressed that the tournament provides our players new equipment and the intro league got brand new helmets for 2011. It was voted on that each family needs to contribute 4 hours of their volunteer time during the tournament from Aug. 24-26<sup>th</sup>. If parents don't volunteer this weekend or during the season, the \$75 volunteer check will be cashed. Scott wants to get Donny Patnode a plaque for his dedication and allowing our community to have this tournament in Big Lake. As a board we felt it would be better to discuss what to get Donny at the next meeting.

The board talked about the website and all of the areas that need to be updated including 2012 camps, Q&A section, on line registration, and to remove all R&D information. Carrie will e-mail Jill all of the updates.