MESA Meeting 4/10/2016

Attendance:

BlackDawg
Bittergimm
Bones
Caldaq
Heros
Ilari
Pan-Pan
Wild'n'woofy
Zola

Meeting Opened 8:23pm

Previous meeting's minutes summarized.

Reg is closing at midnight, tonight.

The schedule is mostly done.

We need to contact the person running the air-brushing workshop. PanPan has his contact info.

We have too few people doing too much work. We need to fine people to delegate work to, and said delegating needs to be done.

We need more people helping with the website design and coding. Ilari can help with design, PanPan may know someone who can help with coding.

Most of the stuff for the conbook should be ready.

Psyfur is sending up some A/V gear to help with our equipment issues.

Further discussion about scheduling, Bittergrim does actually have access to the website-side schedule.

Discussion about leatherworking worksop ideas. 2Tails wants to add purchasable kits to the workshop. We need more information.

Discussion about the wire-wrapping workshop. It never got posted to pre-reg, but we can add it at the door. Zola has something she can use for advertising it at the con.

Discussion about reorganizing tasks for next year, including groups dedicated to important tasks, so no one person gets swamped with too much, and we have backups.

Next year's theme is set, and we have artwork. The theme is Mysteries on the Trail. We also have GoH's set.

Discussion about memorial arrangements, at the con, for Seka.

We currently have 175 people pre-reged.

We have deals worked out with TFF and are working on one with Vancufur for auctioning off memberships at each con's respective charity auctions.

Ilari will once again be bringing a wireless router for the onsite reg system to use.

Further discussion about the A/V situation, we're looking good.

OC approves \$100 budget for making a small shelter for the smokers in attendance. It should probably be large enough to accommodate at least a dozen people.

We will have masseuses willing to give massages to staff.

Meeting closed 9:35pm