### **MINUTES**

# LAKE CHELAN RECREATION DEVELOPMENT FOUNDATION

Wednesday January 16<sup>th</sup>, 2013 144 E. Woodin Ave., Chelan

**Board members present**: Mike Sherer, Tim Hollingsworth, Robert Fifer, Wai Peterson, Phil Long; Ron Sturtz

- **I. MINUTES:** The minutes of the last meeting were approved.
- **II. FINANCE REPORT:** Funds were moved out of the Community Investment Fund into NCNB, there was a discussion of balance sheet allocation of Architect fees, to which Ron responded to the general satisfaction of the group. Total Checking and Savings were \$16, 148.45

## III. OLD BUSNESS:

Website: NO Discussion

**Rich Moments:** RICH Moments will be devoted to the RACC fundraising efforts.

**Manson Swimming Hole Trail:** Substantial Development Permit Application completed and delivered to County. Wai will follow up.

**Potential Trail to Old Swim Hole at Manson:** Scott indicated Kurt Wyant is developing cross sections. Tim to meet with the County to review cross sections and the plan with them to determine what permits are required and see if they will help us to obtain them.

**Letters of "Attaboy":** Scott to draft a sample letter and begin sending to groups that promote recreation in the valley.

## **IV. COMMITTEE REPORTS:**

**Aquatics and Community Center:** Mike Presented the Fundraising Plan for development of Master Fundraising Game Plan. Robert and Mike will continue to hammer out the details of a business plan. Lisa Garvich and Jane Lloyd are heading up a grant writing committee. LCRDF will take ownership of the proposed building site on April 15. There was a discussion of the proposed facilities and the field house. Field house may be a major draw for contributors.

**Trails:** No activity at this time.

Parks: No discussion

## V. NEW BUSINESS:

**Fundraising:** There was some confusion about the Razoo donation site as to fees and acknowledging donors. Discussion was postponed to give Coron time to look into it.

VII. NEXT BOARD MEETING: Wed. Feb. 20, 2013 1:00pm, Ron Sturtz Office