Minutes – September 21st, 2021

1. Call to order 8:04pm
2. Members present:

Lisa Baird – Principal

Giselle Meyer – Vice Principal

Sherry Cooper - Trustee

Jamie Seiyama – Town of Penhold

Ken Denson – Town Councillor

Ridehl Wilson – President

Lindsay Nicks – Vice President

Bobbi Yargeau – Treasurer

Nora Semchuk – Parent

Natasha Caissie – Parent

Renee Mairs – Parent

Stacie Wadin – Parent

Theresa Cunningham - Parent

1. Review of the Agenda

**Motion to approve the agenda as presented.**

**Moved by: Bobbi Yargeau**

**Seconded by: Lindsay Nicks**

**CARRIED**

1. Approval of the Minutes\*, as presented (OR as amended)
   1. May 11th, 2021
      1. AMENDMENT to Section 8 Old Business, a. School Wish List

Amendment to the first motion to read:

**Motion to pay for SumDog from the Casino account for the 2020-2021 school year**

**Motion to approve the minutes as amended.**

**Moved by: Bobbi Yargeau**

**CARRIED**

1. Financial Report: Treasurer – Bobbi Yargeau
   1. Review Treasurer’s Report (May-Aug)

**Motion to approve the treasurer’s report as presented**

**Moved by: Ridehl Wilson**

**CARRIED**

1. Executive Report
   1. Correspondence

Bank statements

1. Fundraising Report: Fundraising Coordinator – Ridehl Wilson
   1. Meat Draw - update

* has been put on hold with the current situation. We are the 2nd group in line once it starts up again.
* Draws have been reduced from 6 down to 5 draws. This was done in order to keep ticket prices the same at $1/ticket as well as keeping our cost the same.
* Long weekends usually had a steak night on the preceding Friday, however due to the rising cost of meat, this has been changed to a BBQ night to keep costs down.
  1. Casino spending
     1. Had 4 motions for spending in May
        1. SumDog – invoice paid in June
        2. Chrome Cart – invoice was received, cost came in at a little over $1100, well below the projected $2500
        3. Classroom Libraries ($200/classroom) – had asked to wait until September to start purchasing
        4. Classroom math & science manipulatives ($300/classroom) – had asked to wait until September to start purchasing
     2. Camp Deposit Refund Update – Lisa to inquire with Division and will get back to us.
     + Question from teachers if Grade 6 camp would be possible for this year. Council was a little hesitant given the uncertainty with everything but would open to revisiting the conversation later in the year.
  2. Next Casino – update
     1. Ridehl spoke with AGLC and they are estimating that charitable groups are pushed by about a year from their original slotted dates. We were originally slotted for Q4 of 2021 and we are now looking at Q4 of 2022. AGLC advised that this may change depending on the restrictions as well as participation of the groups.
  3. Fall Festival
     1. Lindsay and Ridehl volunteered as well as others from Jessie Duncan. Shift was 2.5 hrs. Honorarium to be divided between JD and us. No decision yet on how the split will go. Wrap up meeting will be held September 30th
  4. Non gaming fundraising ideas/events
     1. This has become more important than ever now that we are looking at replacing the playground.
     2. Ridehl found that when Jessie Duncan acquired their “new” playground, that having a separate committee to undertake the fundraising decisions, looking into grant availability and grant applications worked well. Natasha agreed that a separate committee worked well so that much of the discussion was kept away from the meeting and decisions were just presented for final approval. Ridehl asked that everyone think about it and that there was no commitment necessary tonight. Committee formation will be on next months agenda.

1. New Business
   1. NONE
2. Next Meeting Date – AGM October 12th, 2021 following the School Council Meeting
3. Adjourned 8:25pm

Approved on the \_\_\_\_\_\_ day of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, 2021.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ *President*

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ *Secretary*