

**Norwalk Gamer Symphony Orchestra**  
**Minutes for the General Meeting of Tuesday, April 23rd, 2019**

*Meeting called to order at 8:05 P.M. by Bryan.*

*Lexi motions to accept the minutes as read, Rachael seconds.*

Committee Reports

- 1.) Finance Committee, report by Stephen
  - a.) Potentially final set of paperwork being signed on Wednesday, April 24th, and then submitted to Wells Fargo.
  - b.) Afterwards, we await approval from them and make the first deposit.
- 2.) Non-Profit Formation Committee, report by Rachael
  - a.) We have been certified by the federal government as a non-profit! We did it!

Old Business

None!

New Business

- 1.) Fundraising opportunities - *Rachael introduces motion, Lexi seconds.*
  - a.) Facebook - we could register as a charity with them.
  - b.) Amazon Smile - we could register as a charity with them.
  - c.) Patreon - what would our rewards be? Monthly subscription, or per concert, or..?
  - d.) Twitch? What kind of streaming would we do?
  - e.) Merchandising - also spreads awareness through stickers and t-shirts.
  - f.) This topic will continue to be discussed by the finance committee.

*Rachael motions to close the floor, Lexi seconds.*

- 2.) Livestreaming and Rehearsal Recording opportunities - *Rachael introduces motion, Mike seconds.*

- a.) Future rehearsals need better volume calibrating, if we are to record them - we can do this with a sound check.
  - i.) Nick has expertise and can assist.
  - ii.) Ben has expertise and can assist.
- b.) We could link rehearsal recordings in members section.
- c.) We could edit them down to make them focus on important parts of rehearsal.
- d.) Livestreaming is something we could maybe do in the future
  - i.) Figure out which part of rehearsal to livestream ahead of time.
  - ii.) Maybe stream whole rehearsal in the future for different circumstances.
- e.) Recording is useful for going back and practicing on your own!
- f.) Recording committee might be useful.
- g.) We need consent for recording and livestreaming - a waiver may be a good idea.
- h.) We could make it part of the Membership Rules and Regulations, an agreement that one might be recorded or livestreamed.
- i.) If we livestream, there is a concern that we would need to do enough content to make it worthwhile. Otherwise, it's more like a normal YouTube video than a stream.

*Rachael motions to close the floor, Lexi seconds.*

- 3.) Membership Rules and Regulations - *Rachael introduces motion, Lexi seconds.*

- a.) Current document, plus expectations for other stuff, like recording, streaming.
- b.) Borrow ideas from Danbury Music Centre document bequeathed to us by Bobby.
- c.) Lexi, Bryan, Rachael might work on this, and submit a draft.
- d.) Alex, Sam interested in proofreading.

*Rachael motions to close the floor, Lexi seconds.*

4.) Board Nominations - *Sam introduces motion, Rachael seconds.*

- a.) We'll be accepting nominations until our next meeting. Vote at next meeting. Board members take office in June. All positions are up for election, according to our bylaws.
- b.) Nominations for President: Bryan, Rachael
- c.) Nominations for Vice President: Rachael, Sam, Stephen, Lexi
- d.) Nominations for Secretary: Lexi, Sam
- e.) Nominations for Treasurer: Stephen
- f.) Nominations for At-Large Board Members (At-Large Bard Members): Mike, Lexi, Alex

*Mike motions to close the floor, Lexi seconds.*

5.) Fundraising Committee - *Rachael introduces motion, Mike seconds.*

- a.) Fundraising (creative efforts on how to fundraise) could be very different in purpose than Finance committee (allocating funds and budgeting).
- b.) Could be a sub-committee of the Finance committee.
- c.) We're still small - one committee could be enough, with Treasurer as overseer.

*Rachael motions to close the floor, Mike seconds.*

*Alex moves to adjourn the meeting, Mike seconds.*

### Announcements

- 1.) Rehearsals: Wednesday, April 24th - Thursday, May 9th - Saturday, May 18th
- 2.) Next meeting: Tuesday, May 21st
- 3.) Accepting nominations for board positions until May 21st.