CDBC Board Agenda
5/4/2016 4:30 pm

Present: Sandy Allen, Allison Evans, Dennis Harms, Paul Hochfeld, Karla Layton, Becky McKenzie, Eileen Milligan, Bob Peery, Mary Alice Seville

The meeting was called to order by Mary Alice at 4:30 pm.

1. Approval of Minutes of last meeting (Action)

Dennis moved and Becky seconded a motion to approve the minutes of the February 2016 meeting. The minutes were approved.

2. Approval of January financials (Action)

Becky moved and Eileen seconded a motion to approve the financials from February, March, and April of 2016. The financials were approved.

3. Debrief of Volunteer Appreciation Game (Information)

The volunteer appreciation game had a good turnout and was a fun game. Discussion of the game included the idea that in addition to general recognition, we might have situations in which we would want to recognize specific individuals for particular efforts. For example, it would be nice to recognize the dealers, or people who do regular tasks, such as Eva for emptying the garbage. One difficulty with acknowledging people is that we can probably never manage to acknowledge every person who volunteers. Is the risk of not specifically naming someone in acknowledgements a worse outcome than not acknowledging any specific individuals at all? General consensus was that the Board would like to find a way to acknowledge particular individuals as way of thanking people on an ad-hoc basis.

How should we do this? Directors aren’t encouraged to make announcements, which means we need to find a different mechanism. Ideas included putting something in the weekly email updates, having a clipboard that is passed around at the start of games that contains sign-up sheets for various volunteer tasks, and putting up another bulletin board (perhaps near the food table or the restrooms) with a display that is updated and features thank-you and volunteer recognition. Two separate issues exist regarding volunteers: getting volunteers and thanking the volunteers. Eileen and Becky will work together and propose specific ideas for recognizing volunteers.

4. Education Committee update and proposal for transitioning first year and second year students to game (Action)

The goal of this activity is to get players from classes transitioned into duplicate games. One point of discussion was whether or not this activity should include an instructional component. One point of discussion was whether the hands should be randomly dealt at the table (shuffle, deal, play), whether hand records should be used (perhaps from a game the previous day), or whether it would be best to make purpose-built hands (i.e., hands that feature a specific type of hand such as pre-empts or NT openers). One problem is that students realize that a specific type of hand is likely to come up in that setting, and so that format is not that much different from a typical instructional setting. One goal is to build their independent judgement about how to bid a hand in the context of not knowing what to expect. Beginning players need seat time in
a fun and friendly environment. Many newer players don’t understand why they make a specific decision at the table, and the proposed format would allow them to discuss how you decide between one bid or line of play rather than another. Another point of discussion was that hand records allow players to see how they can improve, which was seen as a potentially useful teaching tool, but showing new players how many tricks they “should” be able to make was seen as potentially intimidating. One option would be to use hand records that don’t have the analysis of the number of tricks that you can make. Consensus was to start without hand records, and potentially offer them to some or all players who would like them once the skill level of those participating is known. Boards and the bidding boxes will be used to acquaint newer players with duplicate mechanisms.

Becky moved that we accept the proposal. Eileen seconded the motion, and the motion passed.

5. Longest Day Plans (Action)

The longest game activity on June 20th will not be a sanctioned game and no points will be awarded. The goal is that the community will join us to play for the charity event. We will suggest a $5 minimum donation, and 100% of the donations will go to the charity. Sandy will investigate getting some paper publicity. The format will be shuffle, deal, play for anyone who wants to play. We will use a Chicago style scoring, but bridge will be drop-in, so different people may play for different durations of time. The goal will be to start at 9 am and play until 9 pm. This is a good opportunity to bring a friend to the club to play who plays contract bridge, as this will not be a duplicate event. Players will carry around a travelling score as they play. We should consider having some kind of prize, such as one for the best hand or worst hand, or one for the most hours played. We could have a post-event wrap-up in the paper after the event by putting a thank-you to all the players with the top prize winners noted in the Saturday paper after the event.

6. KOs at the club level (Information)

We aren’t a big enough club to have a KO. The first round is simple, but the logistics are difficult for a club our size for the continuation rounds. The cross-IMPing strategy was seen as somewhat difficult to explain to players and the consensus was that if more IMP-scored events were desired, we should have more team events rather than cross-IMPing a pairs game.

7. Simultaneous pair/team game (Information)

Eileen has gathered information on this and needs try to set up a game to see how it would be implemented. She will report at the next board meeting.

8. Social bridge game (Information)

The Longest Day event is the type of event to which we can recruit contract players. The Contract Bridge Committee will work to encourage contract players to play in that event. In addition, the Contract Bridge Committee will propose doing another contract event in the fall. Linn-Benton Food Share was suggested as a local charity that could be a beneficiary.

9. Post wrapping for safety (Action)
Wooden and puffy pole wraps are both available. The main point of discussion was whether or not wrapping the posts is necessary. The disadvantages to wrapping the posts are that the wrapping may be a possible tripping hazard given the close quarters and the proximity of the chairs to the wrapping materials.

Bob moved that we not wrap the posts and Sandy seconded. The motion passed.

10. Friendliness: Cell phone ringing (Action)

If a player is expecting an emergency, the player should his/her phone on vibrate. The Board understands that sometimes people must be able to take calls. When the call is received, the director should play for the player and the player should talk his/her call in the hallway. A player expecting a call may also keep the phone at the table with its ringer on if the vibrate function will not suffice, and he/she should endeavor to answer the phone on the first ring. Paul will make this announcement in a funny hat at the games over the next few weeks to remind people and Dennis will circulate a message to directors to make them aware of the Board’s discussion.

11. Friendliness: Hurrying people from a table (Action)

At least one player has complained that the pair following them was over zealous in asking the pair to leave the table before the round has been called. Players also sometimes come to a table and take boards off the middle of the table, disrupting the play at the table.

Discussion about players asking the pair in front of them to move before the round is over resulted in the consensus that this topic should be handled on a case-by-case basis. This includes directors watching behavior towards the end of the round and making sure that if a pair seems pushy, the director tells that pair that the pair in front of them can stay at the table until the round has been called. If directors recognize that there are pairs that regularly seem to push people out of their table before the round is over, the director should politely remind the pair before the game that the players in front of them can stay at the table until the round is called. If a person is playing with a particularly slow player and would like to get started on the next round ahead of time when the pair in front of them is finished early, that person should ask the pair in front of him/her in advance (at the start of the game) if they would be willing to leave the table once they have finished the hands to accommodate the slower player.

The second concern about players interrupting play at another table by reaching for boards can be handled easily reminding people in the pre-game announcements about placing the boards on the side table. Additionally, directors can walk around the room at the end of the first few rounds to make sure the boards are being placed on the correct side table and can politely remind players to put the boards on the side table once they have been played.

12. Friendliness: Sit-outs (Action)

In small games with sit-outs, sometimes players stay in the room and talk rather loudly, which can be distracting to those playing. Discussion about how to lessen the impact on those playing resulted in the consensus that directors should ask players who are loud to either step out into the breezeway to have a conversation or to not converse while others play. Directors could put 2 chairs in the breezeway and offer that pairs can sit there to converse during the sit-out.

13. Friendliness: Friday night format (Action)
The Ask-the-Expert feature seems to be drawing some newer players to the Friday night game and the players who stay for the discussion seem to really enjoy it. The games are over by 10 pm (usually 21 boards) to leave plenty of time for discussion. One potential source of conflict relative to format in this game is that there are rare cases in which there is no expert available (tournament weeks, holiday weeks). Occasionally, this has resulted in playing past 10pm because there is no need to leave time for discussion. However, some of our newest players come to that game expecting that the game will be short (i.e., approximately 21 boards). We should strive to meet this stated expectation. Discussion centered around the idea that when rank novices who prefer a shorter game are in attendance on Friday nights, the game should be set up for as close to 21 boards as possible, with the target end time of 10 pm. This should be the expectation any time there are rank novices in attendance who expected to play a shorter game, even on the occasion where there is no scheduled post-game discussion. If there is no post-game discussion scheduled, there are no rank novices in attendance, and everyone playing is in agreement that more boards could be played, then the game could be extended. If the director notices that there are newer pairs who would not favor playing more boards, the game should remain at a target of 21 boards, even if there is no post-game discussion scheduled.

14. Friendliness: Coming to a game single (Action)

The board discussed a recent occurrence of a single player being sent home. Dennis will include a re-statement on our policy of coming to the games single in his message to directors. Eileen will provide the player who was sent home with an apology and will offer the player a free game.

15. Changing how directors get paid (Action)

We pay the directors after the fact by check. However for Albany and Unit 477 games, the director’s take their pay out of the game’s proceeds. This method gets the directors paid quicker and is easier on the treasurer. Irv designed the payment system by which direct in Albany and it seems to be working well. Directors get paid more easily and more expeditiously, the treasurer has less work, it is more convenient when there is a one-time director for an event, and directors get paid more quickly when the treasurer is out of town. Dennis moved and Bob seconded a motion that we adopt the same payment method for directors in Corvallis. The motion passed. Mary Alice will change the director’s balance form and update the version on the director’s computer.

16. Other items

**STAC costs:** The amount ACBL charges for STAC games have gone from $7 per table to $8.50 per table. Albany is sticking with the $1 extra fee for now, but would like to raise the price of the game to accommodate the additional charge from ACBL. However, Albany would like to wait until Corvallis raises the price by $1 for STAC games so that players in both locations will pay the same amount for a STAC game. We do not have to participate in STAC. We can participate in some STAC games that week but not others. STAC happens 3 games per year. The next STAC game series is in August, so we need to decide by then. The Board discussed that the increased charge by ACBL represents a real cost and that we should charge the extra $1 to cover that cost. Paul moved that we raise the price of the STAC games to $7 dollars, and Allison seconded. The motion passed.
**Dealing machine:** Eileen reminded us of the upcoming agreement that Albany would deal 1/3 of the boards for the year in Albany and Corvallis would deal the remaining 2/3 of the boards in Corvallis. Bob was gone and at the last board meeting and was unaware of this arrangement. Bob is going to talk directly with Wanda about the location of the dealing machine when Albany deals.

**Other director items:** Directors should be cognizant of the fact that some players don’t put their cards on the table all the clearly, and then others players have to ask to see them. This doesn’t seem to be a particular problem, but sometimes it feels awkward to have to ask another player multiple times in a round to see a card.

The message about not starting a new board with 3 minutes to go sometimes gets tuned out since it happens so frequently. It can be hard to know whether people are ignoring the recording or really didn’t hear it. In general, it helps to have the director be looking at where the tables are with 3 minutes to go in the round. A no play or late play is a better option than allowing a notoriously slow pair to start a board late and then delay multiple tables for the next round as a result of allowing the slower pair to start a board with too little time left on the clock.

The meeting was adjourned at 6:15.

**Action items:**

- **Eileen and Becky:** work together and propose specific ideas for recognizing volunteers
- **Mary Alice:** Inform teachers about the start of the supervised practice session on Thursday mornings and ask that they advertise it to their classes.
- **Allison:** Circulate a notice to the club about the start of the supervised practice session on the 2nd and 4th Thursday mornings beginning June 9th to (1) inform newer players of the opportunity and (2) tell experienced players that they can volunteer to be a table coach by contacting either Mary Alice or Becky.
- **Sandy:** Check with the GT about pre-event publicity for the Longest Day. Also check about how to submit a post-event wrap-up in the paper after the event by writing a thank-you to all the players with the top prize winners noted.
- **Outreach Committee:** Change the sidewalk signs to advertise the Longest Day.
- **Allison:** Draft a flyer about the Longest Day. Have Dick put it on the website. Make it available at the club for club members to take to locations where they can hang them on bulletin boards or otherwise set them out as advertising. Send an email to the club about the Longest Day. Look into advertising in the FYI section of the GT as well as the Chamber of Commerce’s community events calendar and our Facebook page.
- **Contract Bridge Committee:** Circulate information to and recruit current contract bridge players to come to the Longest Day event.
- **Mary Alice:** Find out if the club’s donations to Alzheimer’s research are tax deductible.
- **Education Committee:** Have information available about LBIAD, fall classes, and opportunities for newer/returning players available for any community members who come to the Longest Day.
- **Eileen:** report to the board at its next meeting on the simultaneous team/pairs game.
- **Contract Bridge Committee:** Consider options for a fall social event.
- **Paul:** Make an announcement at the next few weeks’ games about cell phones and putting boards on the side table.
• Dennis: Send a message to directors about the problem with cell phones ringing and the board’s decisions about the best way to handle this.
• Dennis: Send a message to directors about the board’s discussion regarding players who tend to hurry the pair in front of them from the table before the round has been called.
• Dennis: Send a message to directors reminding them to encourage players to put the boards they have played on the side tables so other players do not have to disrupt those playing the last board to get the boards for the next round.
• Dennis: Send a message to directors reminding them to be cognizant of loud pairs during sit-outs and letting them know about ways to help mitigate that problem.
• Dennis: Send a message to directors telling them why the board has targeted 21 boards on Friday nights and reminding them that some novices come to that game expecting a short game. Remind the directors that if there are any rank novices in attendance, then 21 boards should remain the target regardless of whether or not there is a scheduled post-game discussion.
• Dennis: Include a re-statement on our policy of coming to the games single in his message to directors.
• Dennis: Summarize the information about players not showing their cards clearly in his message to directors.
• Dennis: Remind directors to be pro-active about assessing whether or not to let a pair start a board after the 3-minute warning.
• Eileen: Provide the player who was sent home with an apology and offer the player a free game.
• Mary Alice: Change the director’s balance form and update the version on the director’s computer.
• Bob: Talk to Wanda about the location of the dealing machine.