



## Darwin Tabletop Gamers Committee Meeting 18/09/2015

Attendance:

Chairperson: John Lim

Vice-Chairperson: Alex Hanson

Treasurer: Bradley Bennet

Secretary: Daimon Martin

General Members: Mia Iversen (Public Officer), Rob Carter, Rhoss Rankin

Meeting Start Time: 7:33

Meeting started on the topic of updates from the previous meeting and what we've done. Progress on the buy, swap and sell page was decided. Buy, swap and sell was set up as three separate events on the facebook page. Rules were: no private buying and the first buyer gets it unless they back out of the sale. Committee started to discuss ways to work on the main facebook page to enhance the 'visibility' (i.e. social media presence) of the page. Rhoss Rankin was made responsible for this buy, swap and sell event.

Discussion moved onto feedback regarding the change to pay on the day, specifically to collect at the door in order to identify who had paid and who hadn't. Currently, the change has been well received by the public members of the club with no issues brought up. The committee voted to use a stamp to mark who had paid.

The topic of what to do with people who arrive but either do not participate in a game or have not found a game came up in regards to the pay on the day changes. Discussion led to 'what defines facility usage' and who 'has used the facilities'. In this discussion the committee deemed that anyone who lingered inside the building for longer than an hour or so was a spectator and thus using the facilities.

There is no charge to anyone sitting outside waiting for the game as they are not actually using any facilities.

The committee ruled that if someone is in the venue for more than the few minutes it would take to deal with the person on till, they are required to pay the fee. If they are picking up someone (i.e. they are the guardian/member's mode of transport) or it is their first attendance to the venue itself, they are exempt from paying cost.

Pay on the Day on Friday will be collected by Daimon Martin after 7:30pm. To keep track of how many people attend, a book will be stamped for each member marked present.

The next topic was the finances of the club. Both of our insurance case managers have left the positions that they were in and the club have not been notified. The treasurer should be able to contact the new case managers by Saturday (primarily due to standard business hours). There is no risk of the club being unable to pay their fees.

The next was our income statement (i.e. costs/profits). The results of the audit was too 'generous' (i.e. not taking into account depreciation and general wear and tear) with the value of the contents and assets of the Darwin Tabletop Gamers club and the treasurer's estimates was that the assets were only worth around a quarter of the audit value.

The next subject was that the past 3 months worth of finances was to become the starting point for where base our current projected finances. John went through the monthly costs total worked out at \$818.34 and our total income was \$986.34, the profit being ~\$168. Payment for rent, facility usage etc. was arranged to be automated on a 4 weekly basis. John asked Brad to look into other potential banks that would be better suited to our needs due to our current bank's fee structure.

The next topic was, what benefits our members are being provided and what disadvantaged existed. The benefits identified were: current location (primarily its capacity and storage space), terrain/materials, gaming tables, air-conditioning, kitchen facilities (if seldom used, they are still available), an area to sell drinks, Comics NT 10% discount, an area to meet new people that have the same interests, a tight-knit community and connections. The disadvantages identified are: the downsides inherent in a tight-knit community (e.g. difficulties for newcomers to join pre-existing groups, difficulties for



newcomers to navigate the internal culture), certain systems/games are pushed more heavily than less known systems/games (therefore people with more niche interests are not seeing the full community support), and both venues are out of the way for many members due to lack of public transport nearby.

The committee spoke about what could be further provided for club members. Among the potential measures discussed were: vending machines, more niche system support, assistance for people to set up tournaments, active player-base fostering, website modernisation, greater social media presence, monthly board-game day events (hopefully to foster a friendlier community and break down some of the internal walls that have arisen), and membership cards.

We are looking to resolve the disadvantages, however some issues, such as transport, are beyond our ability.

General Overview:

Benefits to provide: vending machines, system/player-base fostering, tournament support, better website, better social media, board-game day.

Drawbacks to curb: The pricklier side of our internal culture, uneven game/system support.

The next subject was bookkeeping and how to keep track of pay on the day, what was agreed on was to get membership card printed up.

The next was on feedback regarding the club and committee. No problems have been raised about the committee.

There is also the matter of members known to be skipping pay on the day. Stamps should cover accidental skipping (e.g. in the case that they've arrived late and committee's already collected, they have a record of who has paid) and payment at the door should prevent intentional fee-dodging. The next step here is that everyone is charged \$5 (instead of being based on their membership status) each for club sanctioned events, as this makes the events more appealing due to the reduced cost. With reduced cost, and hopefully a better support along with it, the issues with members skipping pay on the day should resolve itself and it should entice the non-members who infrequently attend to attend on a more regular basis and become full member.

The committee is now looking into updating club advertising.

Topics for next week: Board-game day, update posters, advertising, social media, website, membership cards.

Finish time: 8:49pm.

Next meeting: 25/09