

Present: Neil Huewe, Corey Rupp, Tony Mannausau, Tom Kuesel, Scott Anderson, Kurt Knott, Cory Delapp, Wade Chiodo

Absent: Jackie Robertson

- Player Projections for Next Year – Discussed what numbers look like for each age group and preliminary estimates on teams for ice, budgets, coaches etc.
  - 12U – 10 skaters and 2 goalies
  - 10U – 10 skaters and no goalie
  - 8U – 6 skaters + any new
  - Bantams – 35 skaters, 4 goalies
  - Peewees – 31 players
  - Squirts – 42 skaters, 4 goalies
  - Mites – 73 returning
- Report for Board meeting – Need HDC to review appropriate game limits and tournament limits and set up criteria of when can go to free tournaments. Decision was can attend as long as within game limits and need approval beyond that.
- Hockey Handbook – We are working to develop handbook with all hockey development and philosophy items in it. This will help educate parents on why we do what we do and avoid issues we had this year. Goal is to have completed by May meeting.
- Communication – We discussed and want to increase communication with coaches and parents next year. We will hold a mandatory coaches meeting they will be required to attend. Also discussed a mandatory parent meeting where they get hockey handbook and have discussions about philosophy.
- Leadership Council – Close to finalizing the Leadership Council who will consult HDC on development items to validate and get expert opinion. Have a great group of hockey people (I.E Tom Serratore, Phil Vercota, etc.) committed. Want to hold first meeting to finalize handbook and get input.
- Puck Shooting – Want to start April 1<sup>st</sup>. Will consult with Tracy to see if will run online again. New limits to qualify for Lumberjack night will be 7,500 pucks for bantam, peewee and 12U, 5,000 pucks for Squirts and 10U, 2,500 pucks for Mites and 8U.
- Had brief discussion on coaches next year. Will connect with ex-Beavers and a few other potential non-parent candidates to keep trying to recruit them.
- Next Meeting – March 10th, 2014 6:30am BCA Board Room