

HDC Meeting Minutes – Jan 11th, 2020

Attendance: Bob Brink, Kurt Knott, Channing Boe, Mike Johnson, Becky Adams

Absent: Corey Rupp, Pete Stahnke, Neil Huewe

Schedule - District 16 meeting. Plan for District tournaments this year. At Bantam level AA, A. For the B level there will be B1 & B2 District Tournament. For squirts there will be A, B, B2 or C. Mark Elliot wants everyone to play their district games, there is a traveling trophy for the top team in every district. Will result in games getting really crammed into the schedule. Most of the games/practices have been scheduled, just need to be uploaded.

Level Updates

Termites - Numbers are at 39, plenty of coaches, things are getting up and running. Only two kids quit due to covid pause.

Mite 1's - Rick Grand is the lead, he has plenty of coaches, but he typically only has about 4 coaches who show up each time. He has low 30's for numbers, so he is able to get by with 4 stations for each practice.

Mite numbers are down: Need to look into whether this is just an outlier year for that Mite 1 group, or whether this is a trend.

Squirts - Going well, Kurt talked to Tyler Truax and Becky Adams. So far, so good.

PeeWees - Going well, got a couple of games in.

Bantams - Going well, parents are chatting about masks.

Grant Dollars – BYHA was given some COVID grant dollars, shared with BCA. Got some disinfectant, also some electric whistles. Bought 18-20 whistles and Becky has been distributing them out to lead coaches. BCA has purchased disinfectant stands, BYHA has purchased disinfectant for wiping down goalie gear (mites when they swap gear for in-house)

Locker Rooms: When HS plays at BCA, they allowed to utilize locker rooms.

Lobby Person - There is talking of having a "lobby person"-which will likely be a rep/volunteer parent to monitor spectators, help with check in, help with liability issues. Spectators, once we move to Level 5, will be allowed (1 per skater for practices, 2 per skater for games) into rinks.

Respectfully submitted: Bob Brink