Trinity Community Lutheran Church

Congregational Council Meeting

November 13, 2016

Council members present: Gina Gaudet, Rosemary Thorne, Bob Culbert, Robin Holland. Absent: Louise Cassidy, Curt Bush, Jacob Berger

Approval of Minutes of the October 16, 2016 meeting – moved Robin, seconded Bob

Financial Report – Bob. October income was \$90 below budget. Total October income almost \$4700. Jan to Oct deficit \$7260.

Bulletin information – suggest we give total income and budget in each weekly service bulletin, so that members and friends can see how our finances stand. We will ask Louise to be responsible for putting financial totals in bulletin every week, either to the end of the previous month or to the end of the previous week, whichever works better for her.

Daily Bread Society – we will ask Dorothy to move money from DBS to Trinity account at end of each month and before each council meeting (2nd Sunday of each month) and to inform council of the total amount moved.

User groups – these groups need to know that we can't provide the space for free, since total utilities cost \$5700 YTD and income from user groups is \$277 YTD. We aren't charging rent but we do need to recover some of our costs.

Community Involvement – what services are needed in our community that we can help to provide? Mental health is one suggestion. Can we find a way to survey the community about needs?

Speakers – one Sat a month we could invite a speaker to talk about their life, tell their story, and put out donation boxes prominently. Coffee and cookie reception afterwards. We will need someone to take charge of organizing that.

Games Night – this is another suggestion for community involvement at our church facility one evening a month. Mah jongg, crib, rummoli, chess, checkers, other board and card games.

Philosophers' Café – Gina has played The Transformation Game, which is designed to help people reflect on their lives so far and what they want to do with their lives in the future. The game costs \$87 at Banyan Books in Vanc. It would be a good resource for any groups that meet

here. Moved Gina, seconded Robin, that the church provide \$50 US to help purchase The Transformation Game, carried. Gina will purchase it.

Church Brochure – We have discussed this before. It would be helpful to have a brochure that details our services, groups, meetings, programs, concerts, etc, along with our website and Facebook addresses. We should try to have this ready in the new year.

Worship Planning Committee – The last few years we have had a Christmas Eve service at 7:00 p.m. Years ago we used to have the service at 11:00 p.m. The later service had better attendance than the earlier time. We wonder if 9:00 would be a good compromise. Gina will find out if we have any musicians available to play at that time.

Yard and Garden – Bob worked with a landscaper named Barry to mow and tidy the church yard last week before Ernie's party. Barry worked hard and did a good job. In the spring we will need to find someone to regularly mow, prune, etc. Barry would probably be good for the job since Erica, who donated her time and energy for years, is no longer available.

Dangerous maple tree in neighbor's yard, behind parish hall, overhanging parking area. Bob has placed orange cones there to keep people away because branches have been coming down and could seriously damage a car or injure a person. Bob has also made the owner of the property aware of the problem. Thank you Bob!

Framed Lord's Prayer and Ten Commandments – donated by Faye Hustad Miklossy in memeory of her father Magnus Hustad 1892-1985. It will be hung in narthex.

Narthex – Tor Baxter will donate his time and talents to refinish floors. Thank you Tor!

Doors – code states that windows in inside doors cannot be covered. Also doors cannot be propped open (all inside doors are fire doors). Gina uses gauzy covering over window in back room when doing Healing Touch, but this will be removed when Healing Touch is not being conducted.

Adjourned at 2:30.

Next meeting December 11, 2016