

## **HOUSE COMMITTEE MINUTES of 7 October 2017**

**Purpose: To address facility issues with final vote by American Legion Executive Board & membership.**

Meeting began at 1000 hours with Lenny Guccione officiating. Those in attendance representing their respective organizations: Gary and Maggie Mathews.

OLD BUSINESS/CURRENT FACILITY PROJECTS IMPACTING EVERYONE other than determining the meal calendar for the next month and any other food menu items; PENDING WORK/ISSUES:

- a. Pending: Paint touch-up will be done in the upstairs, some outside, and some downstairs using an expert who is volunteering his time. The painter will do this when he has the time.
- b. Pending: Julie Fox suggested the downstairs walls and ceiling needs to be painted. All present agreed this would be a huge project, but something that is needed.
- c. Pending: Venetian blinds for one poolroom windows (funded by Julie Fox) will be ordered when the windows are installed.
- d. Pending: Upper hall entrance flag installation, hall mirror installation, and security bars for the small meeting-room bathroom are pending. Roger Rotter has this for action.
- e. Pending: Outside permanently installed ashtrays (such as that in the rear of the facility) will be installed; one for the upper hall and one for the Lounge smokers. They will be placed in a designated smoking area. Donated by Sam Aleto. ALL (except some smokers) are weary of cigarette butts thrown on the ground.
- f. In process: Poolroom and AL office window replacement and installation has been researched by Sam Aleto and due to donations from Darrel and Jack, the order has been placed. Work should be completed by 31 October 2017.
- g. In process: Bids are being solicited for the remainder of the facility's old windows so that the total cost is known.
- h. Needed: Equipment preventative maintenance schedule as well as someone designated to do the maintenance. Properly done, this will save us money in the long run and is not a difficult tasking.

J. R. PORATH  
Commander and Recorder