

16 November 2009  
MCR Event Committee Meeting Minutes  
Meeting #3

1. A complete review of each club's responsibilities was discussed. There was a discussion regarding distributing club duties more fairly so that the larger clubs will be doing a bit more and the smaller clubs not having so much on their plate. It was decided to continue to have each club responsible for its volunteers, rather than having one general volunteer pool. This will be discussed more after this year's race.
2. We received an invoice for the technical shirts that was a bit vague in what we would be receiving, stating only 60 long sleeve shirts. I requested a more detailed invoice from Loco today, asking for color, sizing, whether the logo is applied and to specify if the shirt is technical.
3. Dave Tyler updated the web site map of the course.
4. We are set with the hall, soup, (no beans) food, paper goods, soda and water, permits for the Voke and town of Methuen. I will purchase some cookies and snack mix, as Jackie has done in the past, for the post race party.
5. The Nashua Y is set.
6. Nashua, Methuen and Lawrence police are set. We had to pay Methuen prior to the event last year. I have not heard if this is the case this year and will try to contact someone regarding this.
7. There will be 6 portajohns: 3 at the Y in Nashua, with one of those becoming the traveling one, 2 at the Voke and 1 at the boathouse.
8. Action Bands were purchased to be used instead of batons. We will need two people at the finish responsible for collecting these bands, and someone to store them.
9. The course check and clean up will be done with Glenn's son in law and volunteers from WCRC and the Goon Squad.
10. Registration for the race can be done by mail or at the Andover X-Country race between 10-2 on 11/29. Bib numbers will be available for pick up there as well, and at Whirlaway on 12/5 between 10-3. I will post more on this on the website discussion forum.
11. Phil Quinn postcards will be ordered and placed on tables at the post race party.