

Food Service Advisory Committee Meeting MINUTES Thursday, July 20, 2023 1:00 P.M. BVSA Conference Room

A. Call to Order – Time: 1:00 pm

Committee members and members attending Advisory Committee meetings or any sub-committee meetings are prohibited from using any sort of recording device during the meeting. This includes audio recorders, video recorders or any type of camera (including cell phone cameras). (Board Policy Resolution No.3.18-19)

Roll Call

Committee: Hillary Gilmartin, Tom Gilmartin, Bob Reynolds, Jeff Gadzia, Guy Munday

Staff: Ashley Brown, Jacqi Edwards, Gina Silva

B. Approval of Agenda
Motion by TG

2nd by JG

Motion Approved VOTE 4-0

C. Approval of Minutes None

- D. Member Comments, if applicable: Rob Saranpa attended the meeting and reported to the committee about the entertainment at OBS and a request about higher fee for payment to band. Guy commented that toast is being installed and the cost of drinks will increase and possibly there will be enough to increase the fees to entertainment.
- **E.** Manager Reports:
 - 1. General Manager None
 - 2. Food and Beverage-Ashley Brown

Ashley reported on the anticipation of Toast install and the closures pertaining to the install.

- a. Review Financial Reports No reports this month.
- 3. Saloon- Kristy is the new lead in the bar
- 4. The Oaks Restaurant Oaks Restaurant has a new lead (also named Christy).
- 5. Mulligan Room -
- F. Board Liaison: None
- **G.** Old Business:
 - 1. 4th of July Wins and Losses OTCC will run the beer concession at the 4th of July event next year.

H. New Business:

- 1. Summer Pool Service/Pool Window All went well this summer except for the closure necessary for the install of the new POS system, Toast.
- 2. Luau and other Pool Events Discussion occurred regarding event specifics.
- 3. Hot August Nights- is being run by the Recreation department with little involvement by Food and Beverage.

Recommendations to the Board: None

Next Meeting date and time: August 17, 2023 at 1:00 pm

Adjourn time: 1:46 pm