

NOTES

- Next meeting (last before Moab) 2/18
- Officer bonding this Friday!
 - Bring own dinner, other people can bring fun stuff
 - Pancakes for breakfast, everyone bring a fun topping!
 - Cam will make a google sheet
 - Half mile hike in
- Quick Action Items / Announcements (e.g. officer applications)
 - Spring Mega Trips
 - NRG 3/22-3/24 (?????)
 - Not many officers would be able to go
 - Pisgah 4/5-4/7
 - Skill level for Pisgah depends on which officers can go and funding
 - Aim not to have them back to back but may need to
 - Send something in the officer groupme for dates
 - Could also drop NRG idea and just make Pisgah a bigger mega-trip
 - Look ahead at Pisgah campsites, book soon!
 - Consider Pisgah drive length...
- Club Initiatives
 - Welcoming new spring members
 - 2 info sessions have happened
 - Emphasis on beginner trips and waitlist randomization
 - We need people to become officers this spring because everyone is #graduating
- Club Operations
 - Moab
 - All cars have been organized + one truck!
 - Cam is slaying as VP
 - Collabs
 - Reply to humanities week email
 - Another trip leader potluck?
 - Sailing party was fun
- Send email to old officers asking if they want to be removed from the drive
 - Also send them the couch surfing google sheet

- ODC trip photo competition
- Reviving *The Scrawl* as a semesterly newsletter! Going to be EPICCC
 - Put on website, also print?
 - Include: pieces of the old scrawl, DEI updates, random articles, trip reports, camping recipes, poems, committee sections, all trips of the week, mapping of trips from the year + statistics, sport-specific reports/sections, art from outdoor art trips, cow game count from moab, etc.
 - Also a committee section
- WFR @ UVA
 - Jeff Trust grant request for \$10K has been submitted... we shall wait and see
- ODC Checklist before you graduate
 - In the gear room!
 - Looking to get some patches? Patches would be approx \$2.50 each, does that sound good as a reward (we could sell the extras)?
- Gear docs revision by Mitch!
- Money talk