

“The Invitational” Planning meeting (9/29)

Groups represented:

- SAB
- uCouncil
- Minorities@CC
- ESP
- women@CC

Recap of key ideas from last Friday’s meeting (9/26)

- Friday, 10/17 at 4pm
- Final name
 - 1 *The Computational Invitational* - winner
"You're Invited!"
 - 2 The Computational Recreational
 - 3 Rec'Rolled

Costs

- \$500 - bowling, pool, video games

Anticipated costs

- Food and prizes

Pitch to Y!

- Went out last Sunday, awaiting response
- Looking for whatever we can get, but focus on prizes and maybe food \$\$

Prize structure

- 1-3 big prizes for bowling/pool/video games
- Many small prizes, hopefully enough for everyone
- Consider a raffle for random prizes

Goals

- Promote idea of CoC as a great place to be a part of
- New faces at events
- 100+ attendance

Other moving pieces

- T-shirts
 - ~\$7 per, order ~100 as a qualifier
 - Red flags
 - Cost – see above
 - Time – eighteen days from design -> order -> delivery is a tight timetable
- uCouncil’s *Firewall*
 - Idea: distribute at the event
- Food:
 - ~~Chick-fil-a~~ – contact doesn’t have *that* much pull

- Pizza – particulars can be decided on next week
 - Finger foods
- Themes
 - Took a vote: Most favored friendly *fun*, unstructured competition to tournaments (hence the “invitational” part of the name) or a mix of the two
 - BUT: The theme of each group’s area (bowling, games, etc.) is up to the group
- The event name:
 - *A couple of people weren’t happy with the "Computational Invitational" name, but no new names were suggested at the meeting. So, we’ve got no choice but to go with the “Invitational” name unless someone comes up with a better one that more people can agree on soon. Take this idea to your meetings this week and see if your people can come up with something else.*

Individual group responsibilities

- Advertising – women@CC
- Bowling - M@CC
- Pool – uCouncil
- Video games – ESP
- Staffing, food – SAB

Shared responsibilities (among all groups)

- Staffing - rotating
- Prizes (pending Yahoo! response)
- Advertising (if needed)