

## General Meeting Minutes – September 11, 2021

Meeting brought to order by Jon Spargo in the absence of Dr. Mike and Don Mac.

**Treasurer's Report** – Robert McMahon

<b>Total Cash Assets July 31, 2021</b>	<b>\$322,450.64</b>
<b>Total Cash Assets August 31, 2021</b>	<b>\$331,520.88</b>
Less Encumbered Cash	\$22,484.88
<b>Free Cash</b>	<b>\$309,036.00</b>

Report Received, reviewed and filed for audit.

**CMO Report** – Rick Kirby

PTC was discussed as to what it was and where it's going with our steam program.

Custom Metal Fab – backed out of his appointment with Rick. Says he's not up to doing the job in his shop. Mostly a welding shop. Ron T. says he has full access to the BIA building that has a 10' brake for our use anytime. Scott E. is well-versed on sheet metal.

**Safety Report** – Jon Spargo

Ladders need to be used properly on the tool car.

**Open House**

We need everyone here at the site at 0700 that day and it's a burrito breakfast. Chris R. has made a floor plan where everyone is to be placed. He'll be commander of where everyone is to go and set up.

Bob D. says this is an all-day event and we need everyone's help even until the end of the day, not half day, all day. It's hard to find people to help put things away at the end of the day. If you have to come late to stay to the end, maybe that's a suggestion.

Ruth K. – She's been working hard to get dignitary people here along with businesses. We do have several coming and we need to make sure there are docents to help them around. Some City Councilors will be here, Cynthia Borrego, President of City Councilors will speak for four minutes. Nothing about politics. (She's not running again.) Ruth has had many report back by email that they will be here. Chairman of NM State Legislative Board of the Brotherhood of Locomotive Engines and Trainmen will also be coming. All seem to be very excited about coming to the open house.

**Meeting Adjourned – Next Meeting October 9, 2021 at 8:00 AM**

Submitted by,

*Gail Kirby*

Secretary, NMSL&RHS