

New Mexico Youth Soccer Meeting
 Board of Directors Meeting
 8:30 am 11.16.03
 Best Western, Rio Rancho NM

i. District Commissioner's mtg in Restaurant at 7:30

SPECIFICALLY TASK THEM WITH IDEAS FOR NOMINATIONS FOR OFFICERS

- A. Call to order 8:30
- B. Roll call 8:35
- C. Introductions 8:40
- D. Acceptance of minutes 8:45
- E. Correspondence 8:50
 - 1. Updates from Fall Workshop
 - 2. USYSA Travel suggestions from President
 - 3. Request to distribute info on Directors League in Reg IV update from ExCom mtg
- F. Old business 9:00
 - 1. Close-out on ODP refunds and **payments** for services rendered
 - 2. SYSC updates – Regional task force recommendations
 - 3. Presidents Report on Fall Workshop
- G. New business
 - 1. Office Move to Pan Am freeway
 - 2. Update on DoC search and related activities
 - 3. Acting ODP and YOP directors appts.
 - 4. Other scheduled visits to NMYSA leagues (**seeking input here**)
 - 5. **PLANNING DATES FOR 2004-BRING INFO** 9:30
- H. Financial Officers Report 10:15
 - 1. Budget Update – revisions to budget (ODP input)
 - 2. Approval of revised budget (again)
- I. Vice President (Youth Commissioner's) report 10:30
 - 1. ODP and YOP updates
- J. Registrar's Report
 - 1. electronic or web based down load forms (other forms?) 10:35
- K. Director of Cups and Games
 - 1. status- Appt of Rene? 10:45
 - 2. Fall Chevy Commitment
- L. Committee reports 11:00
 - 1. SYRA update and info
 - 2. Risk Management (MTP) update- philosophy and workshop update
 - 3. Webmaster- **writing assignments** for Jan. Newsletter
 - AND UPDATE ON TRADEMARK LICENSURE**
 - 4. Rules – changes to tournament manual (no show rule? And unfinished primary vs secondary issue residual from AGM)
- M. Good of the game 11:58
- N. Adjournment 12:00

NOTE: Items not listed on Agenda in advance (1 week) will be considered under Good of the Game segment or simply mentioned in new business with further discussion at next BoD meeting. Time line is approximate and is only supplied as an aid. Schedule may be ahead or behind (no claim of accuracy).