



HMGS EAST

Eastern Chapter Historical Miniatures Gaming Society

Tax ID # 52-1463458

4/17/2005

Minutes of Meeting of Board of Directors December 18, 2004

Call to Order

President Fred Hubig convened the meeting at 9:10 am on December 18, 2004 in the office of the Georgetown Center for Living History, in Washington, DC.

Determination of Quorum

A quorum was established, with the following Directors and officers present:

President Fred Hubig
Executive Vice President Del Stover
Vice President for Convention Operations Michael Cosentino, via telephone
Treasurer Rick Egtvedt
Vice President for Marketing James Mattes
Vice President for Communications & Outreach Peter Panzeri
Secretary and Vice President for Member Services Bill Rutherford

Also present were:

Bookkeeper Amy Chetelat
Cold Wars Director Walt O'Hara
Fall In Director Michael Pierce

Introductory Remarks

Fred welcomed everybody to the meeting.

Pete read the document at Attachment 1 into the minutes.

Approval of Minutes

The Board discussed what belongs in the minutes:

- What happened, not necessarily who said it, is important.
- Important topics of discussion.
- Documents approved by the Board, as attachments to be included in the record copies of the minutes but not to be posted to the internet.

Bill made and Pete seconded that the minutes of the 11/11/04 Board meeting be accepted as amended. Passed unanimously.

Del made and bill seconded that the minutes of the 11/13/04 Board meeting be accepted as written. Passed unanimously.

The minutes of the 11/14/04 Board meeting were tabled after amendment for further review. Bill will post them to the HMGS Board yahoo group as soon as possible.

The Board recessed at 10:30 am, reconvening at 10:39 am.

Conference with Maryland Non-Profit Attorney

Del reviewed his and Bill's teleconference with the lawyer, as summarized at Attachment 2.

Bill made and Del seconded a motion to amend the HMGS Articles of Incorporation, Articles IV and V, to include, respectively, the following principal office and resident agent data:

Article IV:



HMGS EAST

Eastern Chapter Historical Miniatures Gaming Society

Tax ID # 52-1463458

4/17/2005

King Stringfellow Group
2105 Laurel Bush Road, Suite 200
Bel Air, MD 21015

Article V:

Amy J. Chetelat, Financial Director
King Stringfellow Group
2105 Laurel Bush Road, Suite 200
Bel Air, MD 21015

Passed unanimously.

The Board discussed Director indemnification.

Del reported that he's working on various HMGS SOPs.

The Board discussed the need, in accordance with the membership referendum to require membership approval of HMGS Bylaws changes, to call a referendum to confirm all Bylaws changes made since the referendum. Bill will compile a list and prepare it for distribution to the membership concurrently with the HMGS 2005 elections ballot.

HMGS Election Procedures

The Board discussed HMGS election procedures. Any changes in procedures must be documented and codified before Cold Wars 2005. Pete will provide a draft elections SOP to the Board no later than 31 January 2005 and discussion was tabled until then. Directors who will work on this include Pete, Fred, and Bill.

Cold Wars 2005

The Board discussed Michael's "Paint 'n Take" proposal.

Walt discussed the Cold Wars 2005 budget.

The attendees discussed the program book, examining alternatives including the status quo and alternative editing/layout/print solutions.

Newsletter

Pete described a number of topics associated with the newsletter and summarized at Attachment 3.

Michael departed the meeting at 12:05 pm.

Pete will provide the Board with proposed definitions of Editorial and Production responsibilities no later than 25 December 2004.

The Board recessed at 12:55 pm for lunch, reconvening at 1:25 pm.

Promotions

James discussed overall marketing activities, including:

- Energizing the HMGS base
- Pushing the internet as a communications channel
- HMGS outreach
- The need for all convention promotions to take place at least 12 weeks out from the convention



HMGS EAST

Eastern Chapter Historical Miniatures Gaming Society

Tax ID # 52-1463458

4/17/2005

- The need for printed convention programs to include advertising and information for upcoming HMGS conventions.

Cold Wars 2005 Continued

Walt briefed the Board on preparations for Cold Wars 2005:

- Planning going well.
- Registration for both GMs and attendees is open.
- Over 70 events are already registered.

Planning is already under way for Cold Wars 2006. Walt will present a proposed Cold Wars 2006 theme to the Board no later than 31 December 2004.

FY2005 Budget

The Board discussed all three convention budgets as well as the overall HMGS budget.

James made and Rick seconded a motion to approve the Cold Wars 2005 budget as amended.

Passed unanimously by those present. Approved Cold Wars 2005 budget is at Attachment 4.

The Fall In budget was discussed. As the detailed Fall In 2005 budget has not been received by the Board yet (Fall In 2004 having just taken place), the focus was on building a conservative planning budget that the Fall In Director could use as a realistic baseline budget.

Bill made and Rick seconded a motion to approve the Fall In 2005 planning budget as amended.

Passed unanimously by those present. Approved Fall In 2005 planning budget is at Attachment 5.

The Historicon budget was discussed. As the detailed Historicon 2005 budget has not been received by the Board yet, the focus was on building a conservative planning budget that the Historicon Director could use as a realistic baseline budget.

James made and Rick seconded a motion to approve the Historicon 2005 planning budget as amended.

Passed unanimously by those present. Approved Historicon 2005 planning budget is at Attachment 6.

The Board then discussed the overall FY 2005 HMGS budget.

Rick made and James seconded a motion to have HMGS rejoin the The Maryland Association of Nonprofit Organizations.

Passed unanimously by those present.

The Board discussed convention pre-registration management alternatives. Rick will prepare a preliminary cost-benefit analysis of the available options and will provide it to the Board before Cold Wars 2005 for discussion at the Board meeting that will take place on 7 April 2005.

The Board discussed charitable contributions to HMGS. Bill will provide verbiage and PayPal links to the webmasters of all of HMGS' websites and Registrars of all of HMGS' conventions, to allow visitors and convention registrants to make charitable contributions to HMGS, this to be accomplished by 31 December 2004.



HMGS EAST

Eastern Chapter Historical Miniatures Gaming Society

Tax ID # 52-1463458

4/17/2005

The Board discussed the concept of an HMGS Dealer Committee to enhance dealer liaison and facilitation. James will distribute information on this idea to the Board before Cold Wars.

Rick made and James seconded a motion to approve the FY 2005 HMGS budget as amended.

The motion passed 5-1 with Pete abstaining.

The Board discussed the Legion of Honor Bylaws provided to Pete by that organization's Adjutant.

Pete made and Fred seconded a motion for the Board to reject the Legion of Honor Bylaws as written.

Passed unanimously by those present.

James made and Bill seconded a motion to adjourn.

Passed unanimously. The meeting adjourned at 4:40 pm.

APPROVED _____ DATE _____
Fred Hubig, President

APPROVED _____ DATE _____
Bill Rutherford

Note: All attachments except Attachment 1 are maintained at the Corporate Offices. Financial attachments are also available on-line in the files area of the HMGS Issues Forum Yahoo Group (go to <http://www.yahoo.com> and under Groups, search on "HMGS Issues Forum").



HMGS EAST

Eastern Chapter Historical Miniatures Gaming Society

Tax ID # 52-1463458

4/17/2005

Attachment 1: Pete's Message to the Board

"BROTHERHOOD BUILDING"

[Over the past year (including the death of my mother, the death of my friend and mentor Dr. David Chandler, and the birth of my son, Peter F. Panzeri III.) my outlook on life has changed radically. Thus, "the eyes of my understanding have been enlightened" and my outlook on the hobby of historical gaming has also changed. I want to share the following.]

"We few, we happy few ..." said Shakespeare's *Henry V*. just before the battle of Agincourt. Those of us of who are historical gamers, whether members of a Historical Miniatures Gaming Society (HMGS) chapter or not, should identify with Henry V and those words. I do, not just because Henry V is a Historical military leader, speaking before one of the epic battles of history, but because as historical miniatures gamers, we too are "FEW." We are a significant minority amongst nearly ALL other (mostly immense) gaming venues. Our population, conventions, publications and our historical miniatures gaming industry are not one-tenth the size of GENCON, Wizards of the Coast or Games Workshop. Nevertheless, ~WE~ (Historical Gamers) do have something ~THEY~ do not have. They have fans, but we have MEMBERS. We (many of us) have "society membership" in various Chapters of The Historical Miniatures Gaming Society. But, while our Collective HMGS numbers have grown stronger over the years, we are only "few" in comparison to non-historical gaming (or alt.gaming as in alternative to historical). So yes, in comparison we are few. But are we a "Happy Few?"

Is HMGS cohesive or fractured? Is it a unifying or a dividing entity? HMGS appears to be both. We bring historical gamers together in our conventions and publications, but our leaders and subgroups are always embroiled in bitter public contention. HMGS is also severely alienated from the rest of the gaming community (historical and non-historical). By the sheer definition of the word "Society", it should mean that we are unified. Webster's 11th ed. defines a "Society" as "A voluntary association of individuals for common needs, especially an organized group working together or periodically meeting because of common interests, beliefs or professions." Between historical gamers, game designers and the historical gaming industry, we often exemplify all of that definition, but not always. .

IF we are "in league together for a common cause," we should strive together, NOT just for the "survival" of Historical Miniatures Gaming as a hobby, but stand dedicated to the utmost promotion and preeminence of that hobby. We should also seek this for its own independent value, and not at the demise or expense of other venues.

In the past 30 years of HMGS's commendable ascendancy from nothing to something, the Society can claim some incomparable achievements. Unfortunately, during that same period, HMGS has generated a notorious reputation for vicious infighting, destructive rivalries, and petty politics between leaders, members, associated clubs and chapters. To both members and non-members alike the volumes of vindictive words we've printed and posted at and about each other (and about non-HMGS gaming entities) exhibit us more as the "Hateful Miniatures Gaming Society" than what we could and should be. Many gamers reject HMGS for this reputation, but still promote historical miniatures from outside the society. I'd do the same if I could not promote the hobby within HMGS, I embrace them all, because we ALL still share a common cause.

Henry V went on to refer to his followers as a "Band of Brothers." A BROTHERHOOD is what our Society SHOULD be. Sure, I may have brothers who annoy me, many with whom I disagree, and some with whom I prefer not to break bread. Still, we are BROTHERS together in a worthy cause. Therefore Brothers, if ~I~ am honestly dedicated to that same cause (above my own pride) then I will NOT allow my contention with that brother to damage and undermine that cause, the very source of our brotherhood. One very true Proverb says, "Only by pride cometh contention."(Prov. 13:10) Thus, if there is contention, it is caused only by pride on one or both parties. Put plainly: PRIDEFUL CONTENTION ONLY DAMAGES THE HOBBY HMGS EXISTS TO PROMOTE.

I read a short story by Louise Rich in *CHICKEN SOUP for the SOUL* about two bitter rivals who turned out to have been "best-friends" anonymously for years via a news/message group. However, that was discovered only after one had died. I share with you the conclusion of that story: "People may seem perfectly impossible. They may seem to be mean and small and sly. But, if you will take 10 steps to the left and look again with the light falling at a different angle, very likely you will see that they are generous and warm and kind. It all depends on the point from which you are seeing them.

I want to stand up and call you ALL my brothers (and sisters too, please forgive the non-PC poetic license.) I call on each one of you, "from this day forward and we in it" to swear allegiance to this creed. I am henceforth sworn (regardless of whether it is mutual) to forgive and forget, to bear no grudge, to only bear selfless faith and allegiance to our cause and our brotherhood of Historical Miniatures Gamers.

Will you stand with me?