RECREATION CENTERS OF SUN CITY, INC.

Bowling Committee October 5, 2023

The meeting was called to order by Chair Jim Rough at 9:00am in the Lakeview Board Room.

PRESENT: Chair Jim Rough and Committee Members Darrel Larson, Bruce Lamb, Sharon McCauley, Fred Jones, Don Meyer, Mike Williams, Carmel Scharenbroich

RCSC STAFF: RCSC Director of Bowling Mike Dirmyer

ABSENT: Co-Chair John Nowakowski

APPROVAL OF PRIOR MEETING SUMMARY: The Summary from the September 7, 2023 meeting was approved as presented.

Mike Dirmyer, RCSC Director of Bowling:

Fall Leagues are all on the floor. We do have some vacancies left to fill but some of those vacancies are being held for snowbird members coming back in October.

We have recently experienced some issues with the Open Lane App. We are working with Brunswick to remedy the issues. If a bowler approaches you regarding the app, instruct them to come find someone from the bowling management team. This would include Mike, Reid, Nancy, or Vicki.

We have added to our league opening announcements, the SCBA Pins Over Average Tournament happening October 21. Hoping to generate more interest in the upcoming event.

Bruce Lamb, USBC League Director: Bruce reported all bowling events are scheduled for the new 2023-2024 and are posted at both Lakeview and Bell Recreation Centers for all Metro USBC. Donations to the various charities were noted.

Lynda Bettini, Sun City Bowling Association President: In Lynda's absence, Don Meyer reported on all current tournaments and the October annual meeting scheduled for October 28th. All of these scheduled meetings have been posted throughout the metro area.

Old Business: Bowling Board Policy #18 changes are now posted at both Lakeview and Bell Centers.

New Business: Discussion about problems with parking lot surfaces at the Bell Center was noted and other past requests.

Next meeting: Thursday, November 2, 2023 at 9:00am - Lakeview Board Room.

Adjournment: The meeting adjourned at 9:25am

Respectfully Submitted,

Darrel Larson, Secretary