

Riverside Board Minutes
April 17, 2018

Board Meeting was called to order at 6:15 by motion of Keith Berry and a second by Jake Kawaguchi.

Roll was taken and the following board members were present: Keith Berry, Jake Kawaguchi, Alan Axt, Bennie Steele, Lawrence Alderete, Martin Martinez and Carl Chance. Absent were Pete Sanchez and Frank Lewis.

Minutes from March 20, 2017 were read and approved by motion of Carl Chance and a Second by Jake Kawaguchi.

Reports: Bennie Steele, Treasurer - Cash Balance as of March 31, 2018 was \$9,665.00 compared to March 31, 2017 of \$12,466.00.
Reports Were Approved by Motion of Carl Chance and a Second by Keith Berry.

Keith Berry, General Manager, Class A Professional - New Board Member at the First Tee of Fresno. Noted that Riverside is not for Sale at this Time. Club House Renovation to be put on Hold until Adequate Lease is secured. Airification of Greens to be done in June. New Chef Hired (Travis Sandoval). New Superintendent Hired (Kevin Wioes).

Lawrence Alderete, Membership Director - Currently there are 228 Members of the Riverside Golf Club. There are 28 New Members to the Riverside Golf Club.

Jake Kawaguchi, Tournament Director - (See New Business)

Martin Martinez, Handicap Director - No Report

Old Business: NCGA Four-Ball on April 21 & 22 (Only 1 More Team Qualifies) (Based on Number of Players in the Field.

New Business: Next Tournaments Nega Four-Ball April 21 & 22 (1 Team to Qualify)
Fresno City Amateur - Handicap Flights May 19 & 20
Championship Flight May 26 Thru 28
Need Sign Up Sheet for Volunteers to work the Fresno City Amateur
Need Sign Up Sheet for Team Match Play Players - Requirement Note -
Player Must be Able to Travel to Away Matches.
Bogus Texts and Emails to Board Members - Omit Phone Numbers and
Email Addresses that are on the Riversidegolfcoursefresno.com. Set Up
Alternate Email Address to be used fore the Board of Directors.

Next Meeting: May 15, 2018

Adjournment: 6:40 By Motion of Lawrence Alderete and a Second by Jake Kawaguchi.