

The regular meeting of the North Bear Chapter of Trout Unlimited was called to order by Bob Bernard at Felix and Oscars at 6:30 PM on February the 11th, 2015.

Robin Fortney from Iowa River Revival was our guest speaker.

Michael moved to approve the Secretary's report, Mike seconds. The motion was passed and the minutes were approved.

Mike Moved that the treasurer's report be accepted. Mike seconds. The Motion was passed approving the treasurer's report.

Michael Gave updates on the Chapters 2nd annual fundraiser, The Event is an art show to held at the Jasper Winery on the 14th of March, 2015

Brian will be taking over for Brett and will be working on the newsletter. Brett will be working on the website.

Dave gave an update on the Fly Fishing 101 program and is requesting volunteers to staff the events. The PowerPoint presentation has been updated. Dave also briefed us on future presenters.

Bob proposed we send a hard copy newsletter to the members whom we do not have email addresses for. This communication would include information about the chapter fundraiser, the chapter elections and the annual meeting. Jason moved to approve and Michael seconds, the motion was passed.

Bob discussed the possibility of changing the meeting location. Jim will look into the REI store or some other possibilities

Bob briefed us on the Boy Scout fishing day, we are looking for a possible location.

Bob requested that the board assist in funding speakers to Iowa to discuss how they were involved in the Chesapeake Bay watershed clean up. Jason moved to table the motion until more information could be obtained. Jim seconds and the motion was tabled for further discussion.

Bob updated us on the Iowa Environmental Council lobby day at the capitol. Jim, Michael and Jason will be attending

Michael motioned to make Kevin being T.U.'s representative to the Iowa Environmental Council. Mike seconds and the board approved.

Jim motioned to adjourn the meeting and Michael seconds. The meeting was adjourned.

Jason Hochstetler