

Good Shepherd Lutheran Church

Council Minutes

May 16, 2023

Present: Chad Smith, Craig Dreger, Fred Kirchenwitz, Diane Flouro, Chris Feutz, Kevin Konrad, Pastor Koepsell, Leslie Mason.

Absent: Nikole Vergin, Jennifer Charles, Keith Casey, Daniel Weiss.

Chad Smith called the meeting to order at 7:00 pm.

Pastor opened with a devotion from Lutheran Hour Ministries.

Acts 1

April meeting minutes approved M/S/A

Board report M/S/Approved

Announcements

Pastor: Introduced Mr. Kevin Konrad. He has been a member of Good Shepherd for 18 months. He just retired part time and is transitioning to full time.

Working with potential individuals to take over Youth Group.

Pastor is ready for his vacation.

Discussion:

Kevin Konrad was nominated to take over the VP position for the remainder of Chads term. Fred/Craig M/S/Approved as VP.

Budget line items. For ease of accounting, we will continue to keep the line items as general as possible.

Strategic planning items and the general fund.

Constitution review: there was some review of the electronic document. To get a better review we will have everyone review a hard copy.

Next Voters meeting: June 25th 10:15am

Open Action Items:

Diane/Chad/Daniel: process and letter to thank individuals that have made contributions that are not eligible for entry on the tax deductible giving statement.

Dan: finalize facility use policy and present it to Council.

Dan: update and send out the time and talents form.

Dan: follow up on strategic planning for staffing. Set up meetings for the Subgroup.

Chad: Constitution review.

Chad: work with Craig to contact the security company and get an estimate on upgrading our current system with cameras.

All: need to answer the question posed by Pastor: What should Good Shepherd become?

All: send annual calendar of events to Leslie

Leslie: draft an annual calendar.

Chad/Pastor: Timeline for painting sanctuary.

Motion to adjourn the meeting 8:06 pm. M/S/Approved

Pastor closed with Prayer.

Respectfully submitted.

Leslie Mason