**Report on the Bath City FC Interim Board Meeting**

**2 February 2021**(Video/Conference call)

**Attendees**: Nick Blofeld (Chair), Jon Bickley, Cheryl Bradley, Matt Falk, Shane Morgan, Andrew Pierce, John Reynolds, Paul Williams

**Observers:** Bob Chester, Chris Coles, Carole Banwell

**Apologies**: Joy Saunders, Emma Sparks

**Proposals from the National League for Suspending the Season**

The Board met to consider proposals received from the National League the previous evening. The vote is open for 28 days. It is understood that this timescale is required legally but it is problematic if clubs do not vote before Saturday’s game.

**QUESTION FOR LEAGUE**: If majority agree to continue, what happens to those clubs who voted to stop?

**ACTION**: Matt, Paul, Nick, Jon, Shane to sound out other clubs. What do clubs intend to do on Saturday if the vote hasn’t reached 50% in favour of suspension by then?

**AGREED**: Response to include disappointment that there has been no clarity over the loans vs grants situation before the vote and that there was delay between 16th December and 31st January in releasing the document on the SWSP until the day the window closed for applying, although applications appear to still be being accepted.

**AGREED**: Staff & players to be put on furlough.

**AGREED**: Exploratory discussions re potential for grant funding to continue.

Noted: Season tickets – options will be to return cash or carry over to next season. Money received will have to be earmarked for carrying over to next season. The same applies to sponsorship.

**AGREED**: Will meet before Saturday to consider whether play will continue if League not suspended by then.

**VOTE**:

Resolution 1 – AGREED unanimously

Resolution 2 – not relevant

Resolution 3 – AGREED unanimously

Resolution 4 – AGREED unanimously

**AGREED**: Vote to be submitted to League tomorrow/Thursday and formal announcement made then, after players have been notified in person.

**ACTION**: Jon & Nick to draft announcement.

Date of Next Meeting: TBA