## **NACUSAsf Board MeeOng**

Wednesday, May 17, 2023 7:30 PM via Zoom

Attending: John Bilotta, John McGrew, Greg Steinke, John Beeman, Davide Verotta, Mary Fineman

- Minutes of previous board meeting
  The board approved the prior month's minutes.
- II. Treasurer's Report

John McGrew presented the treasurer's report. As of May 11, 2023 we had \$11,247.29 in the Wells Fargo account and none in PayPal. The board approved the financial report.

- III. Status of Recent & Upcoming Concerts
  - A. Masterworks Serenade Chamber Choir Sat. June 10, 2023, 8 pm, Old First Church, SF
    - 1. Dress rehearsal Sunday, May 28, 2023 7pm at Lakeside Presbyterian in SF.
  - B. CPE: Friction Quartet Nov. 11, 2023, 8 pm, Sunset Music & Arts, SF
    - 1. Call for Scores will go out July 3, 2023. Submission deadline: Friday, August 18, 2023.
    - 2. Scores may include string quartet, optional singer. The Board approved seeking a soprano for the concert. Board members will forward names of sopranos to Davide who will look for someone willing to perform 3-5 pieces totaling approximately 30 minutes of music.
    - 3. Submissions, whether they include soprano or not, will be limited to 8 minutes max to create as many opportunities as possible for our members.
  - C. Composers & Friends III perhaps in September 2023?
    - 1. Board discussion came to an agreement that there would not be an extra C&F concert in September but, instead, either C&F I or C&F II would be presented at an East Bay venue.
- IV. Nancy Bloomer Deussen Young & Emerging Composers Competition 2023
  - A. Discussion deferred until the next board meeting.
- V. Selection Committee
  - A. Calls for scores via New Music Engine
    - 1. Discussion deferred until the next board meeting.
- VI. Schedule Next Board Meeting
  - A. The next board meeting will take place: Wednesday, June 21 at 7:30 PM.

## **ZOOM Dial-In Instructions:**

Join Zoom Meeting

h<ps://us02web.zoom.us/j/9553311425?pwd=VUxOMUxtdzJjU0ZlaDl2bzhKTVp4Zz09

Meeting ID: 955 331 1425

Passcode: 94518