



NBP Community Meeting
30 January 2013

Attendance: Sean, Carrie, Thijs, Bobak, Frank, Angela, Melissa, Sindu, Alex, Justin, Larry

Bike swap – market-like event, indoor and outdoor, reach out to the schools, April 13, February planning meeting, create a poster, 2 or 3 meetings before April, we need a minimum of 8-10 volunteers during the event, 5 people could also do, we could have people preregister, we need a mechanic onsite to assist with smaller fixes, we could ask for 10% of sale, possibly a sliding scale, we don't necessarily need to make money since this is a program that we want to do for the community, the bikes need cleaning

Closed shop schedule – Feb 9, must create a plan while there so people know what to do, create a priority list, bikes need to be ready to go for the spring season, we can try themed closed shops

Women/LGBT night – in touch with Philly org, may go visit, will reach out to university orgs, flier around town, facebook page, places to flier, reach out to RAs

Mechanics training – have curriculum resources, safety checklist, 2 times a month

Art/Open mic – every other monday, more permanent structures to put up art

Internship update – 360 hrs, 9 credits, kids programming, safety

NBP goals for the year – programming, institutionalizing, visibility

Open shops – too many kids bike, want to avoid a “ban”, think of creative ways to get the children's bikes out of the shop, bike swap or sale, or create a wishlist online, or take them up to UBP to get more of their adult bikes

Inventory excess – too much inventory, don't want to waste things, outlets for scrap, maybe craigslist, make contacts w/ other organizations to see if we can pass some inventory to them – UBP or Philly orgs

Spring sale – rather, coordinate w/ orientation weeks in spring and fall, paper flier added into the orientation packet

Volunteer board behind the counter – write names of all people that wish to volunteer in some fashion, will give us the opportunity to follow up in a systematic fashion; one volunteer option is to shadow a mechanic