

## BINGO REPORT FOR PARISH COUNCIL

Sept 15, 2021

Thursday chosen over Saturday because we always had bigger crowds/profit on Thursdays.

Re-started on 7/22 – Attendance has ranged from 131 – 189

8 bingo games netted more than \$14,000 – Avg. \$1,750/game

### Problems encountered:

- Parish had no maintenance person to clean bingo hall or receive concession deliveries.
- Brian & Jonathan Arnold chose not to return as guards
- Previously had 4 young people who could staff kitchen (min. 2 required); only 1 of 4 is available every week.
- Restaurant that made 2 pizza deliveries each night no longer has evening delivery.
- Chair lift used by bingo players and basement ice machine broke down.

### Solutions

- Bingo workers cleaned and disinfected bingo kitchen, every chair and table, and restrooms; washed and waxed hardwood floors.
- Parrish Johnson hired to clean hall between bingos. He has very limited availability and can't come at same time every week; has no key or alarm code so someone must meet him to open and close hall.
- Guard hired from Trace Security at greater expense; bingo worker now has to accompany guard to bank with night deposit.
- Kathy Press & Bud Dick are now shopping for all concessions at BJ's, Sam's Club and Wegman's.
- Kitchen staffing is tenuous; 2 of 4 have no reliable transportation; one always requires a ride home.
- Chair lift repaired, but not before 3 service calls requiring someone to meet serviceman each time.
- Ice machine cannot be repaired, and replacement will cost more than \$1,000. (Another service call and someone to be there).
- Thought we had solved pizza dilemma, but La Nova delivery proved very unreliable, so we cancelled standing order. We're back to Raimondo's on Delevan Ave, **but now need someone to pick up pizza.**

Minimum of 11 workers needed per bingo; presently have only 13 willing to come every week.

There is little interest among workers in restarting Saturday bingo, although players continued to ask about it.

Respectfully submitted,

Mickey Dick