

Jul 24, 2025 1-3pm | 📅 Maker Committee Meeting

Attendees: Catie Blickhahn Katherine MacLeod Jessica Blaha Alyssa Vargas Lopez

Location: Greenhorn Valley Branch

- Toured GHV Makerspace
- FOL Grant Ideas?
 - What could benefit multiple branches
 - Suggestions offered were another gaming laptop and/or another x-tool that could travel the branches as needed
- CAL Maker Report
 - 📄 2025 05 19 CAL Maker Report
- Maker Programs I can come offer at your branch (and bring all the supplies for)
 - Cold Forging
 - China Jewelry/Stained Glass Jewelry - Catie has been bringing this program to a few of the branches now, and can bring it to yours!
 - Anything else you see us offer at our branch Makerspace that you'd like to see at yours, talk to me about it and we'll see if we can make it happen!
 - It was mentioned that some folks wanted to be able to print on bigger paper for programs or displays, and we encourage that we would be happy to roll out our plotter for your big printing needs at the branches.
 - Katherine expressed interest in having someone come teach book binding, so we mentioned that Jess and Alisha are our skilled book binders who can bring the program to your branch
- Maker meetings in 2026
 - Catie, Alyssa, and Alva have been discussing making each of our respective committee's meetings quarterly and then staggering them so that they happen the same time slot and day of each month in an attempt to make it easier for managers to plan to send their staff to them as we have all been experiencing low attendance at our committee meetings.
- Resin Activity
 - We experimented with UV resin in quite a few various ways to see what further options there could be for doing programs with patrons. We all agreed that using UV resin was much easier than using the 2-part kind as it means that patrons' projects are done and set and ready to go home the same day before the program even ends. Branches are welcome to borrow out UV lamps for such programs so long as there is sufficient notice and they are available.