What have we done over the last two years?

- 1) Clarified our Mission and Goals
- 2) Survived the year of Brokeback
- 3) Lot's of Great Rodeo Action
- 4) Tried some New Things
- 5) Successes and Failures aka learning opportunities
  - 6) Welcomed new Associations and mourned the loss of others

- 7) We became more International, eh?
- 8) We have been on TV ....alot
  - 9) IGRA is looking at a "reality show"
- 10) Not just surviving, thriving

Where do I see IGRA going now?

A suggested Agenda: focus on the the "G" in IGRA for the next two years: Ground, Grow and Go Great

The Big Issues facing IGRA:

IGRA Finals, IGRA Territory, IGRA: the Show

A Focus on Finals

"Ground" IGRA Finals: we can chose a strategic home for IGRA Finals and try it out for 3- 5 years without a negative outcome

We cannot expect the public to search the country and follow us around year over year and expect success

Losing money on IGRA Finals year over year is helping NO association and NO Community

The grounding of IGRA
Finals must be a strategic
one, free of emotion, ego,
agenda and self interest.....

We must collectively answer the question what is best business choice for IGRA and the communities we serve?

"Grow" Finals: we can grow IGRA Finals into a world class athletic and entertainment event

We must ask ourselves,
FROM THE
UNEDUCATED VIEWERS
PERSPECTIVE...what is
DIFFERENT about IGRA
Finals?

To our customers, does
IGRA Finals Look and Feel
like any other IGRA
rodeo....and is that what
we want?

"Go Great" with Finals:
how we can achieve a
balance between the "best
of the best" AND
inclusiveness

How else can we GO "Great"?

While the party and Rodeo are fun or us...is it really fun for attendees?

Who can we partner with to bring in different elements of entertainment each year?

Can we create an annual Gay Merchandising Pre-holiday event

don't have all the answers, and I can't see around every turn.....but.....

These are the issues and challenges that I believe re priority for IGRA Finals and we CAN step up and cautiously move forward