AGENDA

CEDAR FALLS PUBLIC LIBRARY

FINANCE COMMITTEE

August 26, 2026 4:00 PM

Cedar Falls Public Library

524 Main Street

Cedar Falls, IA 50613

Online via Google Meet

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To join the video meeting, click this link: https://meet.google.com/zaz-bqbd-juz

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1. 2026 Foundation funds requests update
2. New funding requests:
   a. FableCon 2026 (Berg)
   b. WCAG Compliance 2026 (Berg)

CFCF Funds 2026 Encumbered		
		Balance remaining
Building	**$ 49,543.55**	**$ 23,793.55**
Library Washer Dryer 2026	$ 3,750.00	
Teen Room Furniture 2026	$ 22,000.00	
Total	**$ 25,750.00**	
Berg	**$ 62,314.26**	**$ 12,994.26**
Children Book Fest/Fable's Birthday 2026	$ 9,500.00	
Summer Library Program 2026	$ 23,070.00	
Youth Modular Seating 2026	$ 4,500.00	
FableCon 2026	$ 4,250.00	
WCAG Compliance 2026	$ 8,000.00	
Total	**$ 49,320.00**	
Ray	**$ 19,417.00**	**$ 67.00**
Cedar Valley's Youth Read 2026	$ 11,000.00	
Adventure Pass 2026	$ 1,850.00	
Redfern Display Case 2026	$ 3,000.00	
Bridge to Reading 2026	$ 3,500.00	
Total	**$ 19,350.00**	
Friends of the Library	**$ 26,427.06**	**$ 26,427.06**

Request for funds from the Cedar Falls Community Foundation

Name of staff member requesting funds: Eric Bryden

Title of the project: **FableCon 2026** (Berg)

Amount requested (Please be as specific as you can, listing individual costs and the total needed for the project.):

General:
Speaker fees - 1 potential speaker for workshops $300
Advertising - posters, etc. $200
Door Prizes $300
Badges $200
Miniatures for mini painting workshop $100
Art supplies - for crafting workshops $100
Food and beverages $600
T-shirts $725
Dice $400
Enamel Pins - Fable Fox - 300 pcs. $825

Unforeseen needs TBD $500

Total: $4,250

Description of the project (up to 10,000 characters):

FableCon 2026 is the second iteration of the first FableCon, held November 15, 2025. FableCon is a small, day-long convention dedicated to tabletop, face-to-face games; whether board games, roleplaying games, or miniature wargaming. The Cedar Valley is home to a large number of people who enjoy playing tabletop games. FableCon is intended to serve this portion of our community and to help promote ties between its members. This convention will be held on Saturday, November 7, 2026.

As currently conceived, the main focus of the event will be approximately 30-40 tables dedicated to game sessions, set up in the Community Center and the library meeting room. These sessions will be run by volunteers and will last between two, three, and four hours each. Sessions will be further divided by age-appropriateness or movie-style rating, with sessions for 16+ patrons to be held in the library meeting room, well away from youth oriented games. Alongside the actual gameplay, there will also be several seminars with presenters and at least two gaming-related craft workshops, utilizing the conference room and co-lab spaces respectively. Activities will be organized around the library's Saturday open hours, with a lull from noon-1pm to provide time for attendees and volunteers to get lunch. Finally, a number of vendors consisting of local merchants and gaming related groups have already been recruited to set up booths in the community center. Several, including the board game group Friendly Meeple, have expressed willingness to help run aspects of the event.

Staffing for the event will utilize some library staff, but will rely heavily on volunteer assistance.

Volunteers will be key to making this convention successful. While volunteer support will certainly help with event organization and day-of-event function, it will be crucial for the running of actual games. I anticipate that staff will run only a handful of game sessions, if any; leaving the remainder in the hands of volunteers who will be expected to both abide by and help enforce the convention's code of conduct policies for attendees. I am already in the process of recruiting volunteer gamemasters, but will be reaching out in earnest over the course of August. I believe that the process will flow smoothly, since many of the people who ran games at FableCon 2025 were enthusiastic about participating in future FableCons. My hope is to have a mostly fleshed out schedule by September 1st; at which point we will provide a means for patrons to pre register for at least some game sessions.

The funds I am requesting will be used to provide materials for crafting workshops, advertising, and to provide door prizes and commemorative memorabilia for attendees. I believe that I will be able to bring this project in under the proposed budget as I was with FableCon 2025.

Anticipated project dates:

June 1 - November 7, 2026. Actual event to occur on Saturday, November 7.

Request for funds from the Cedar Falls Community Foundation

Name of staff member requesting funds: Kelly Stern

Title of the project: WCAG Compliance 2026 (Berg)

Amount requested (Please be as specific as you can, listing individual costs and the total needed for the project.):
$8,000

Description of the project (up to 10,000 characters):

With the passage of new federal requirements regarding accessibility of web content for local and state government entities, CFPL's website needs work to make it compliant with the new standards. As the technical knowledge required for this work falls outside of the expertise of library staff, we would like to contract with the firm that created our website to do this compliance work. The deadline for compliance is April 26, 2027. The DOJ's rule can be accessed here: https://www.ada.gov/resources/2024-03-08-web-rule/.

This work will include:

- Technical remediation such as structural code issues, color contrast failures, and ensuring all images have descriptive alternative text so screen readers can read them.
- Guided manual testing & WCAG verification, which is manually testing the site for keyboard navigation, screen reader compatibility, and logical flow to ensure we meet the actual standard.

Anticipated project dates: Fall 2026 through Spring 2027

Please email this form to director@cedarfallslibrary.org.