



ABQ CHARTER ACADEMY
405 Dr. Martin Luther King Jr. Ave. NE
Albuquerque, NM 87102

GOVERNING COUNCIL MEETING
March 15, 2016
5:00 pm
AGENDA

I. Call Meeting to Order

II. Opening Activities

- A. March 15, 2016 Agenda (Discussion/Action)
- B. February 16, 2016 Meeting Minutes (Discussion/Action)
- C. January 19, 2016 Meeting Minutes (Discussion/Action)

III. Finance Committee Report

- A. Business Manager Report – Jacob Kennedy/Curt Szarek (Discussion)
- B. Dual Enrollment Decrease BAR (Discussion/Action)
- C. BAR for Unit Value Increase (Discussion/Action)
- D. SB-9 Local Funds BAR (Discussion/Action)
- E. Title I Maintenance BAR (Discussion/Action)
- F. IDEA-B Maintenance BAR (Discussion/Action)
- G. SB-9 Maintenance BAR (Discussion/Action)

IV. Executive Director Report – Erik Bose

- A. ABQCA Technology Plan (Discussion/Action)
- B. Preventative Maintenance Plan (Discussion)

V. Closed Session

Consideration for Approval to Adjourn to Closed Session Pursuant to the Open Meetings Act NMSA 1978 (§ 10-15-1 (H)(2) Limited Personnel Matters) for the purpose of discussing the Executive Director's Evaluation (Discussion)

VI. Reconvene to Open Meeting

VII. Statement of Closure

VIII. Consideration of Approval of the Executive Director's Evaluation discussed in Closed Session (Discussion/Action)

IX. Announcements

The next meeting will be held on April 19, 2016

X. Meeting Adjourned

Statement of Accessibility: Agenda and Minutes are available on our website.

If you are an individual with a disability who is in need of a reader, amplifier, qualified sign language interpreter or any other form of auxiliary aid or service to attend or participate in the meeting, please contact Andrea Kepple at (505) 242-6640 or andrea.kepple@abqca.org at least three (3) days prior to the meeting or as soon as possible. Public documents, including the Agenda and Minutes, can be provided in various accessible formats. Please contact Andrea Kepple at the phone number or email address above if a summary or other type of accessible format is needed.