



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

**GOVERNING COUNCIL MEETING**

May 9, 2017

5:00 pm

**AGENDA**

**I. Call Meeting to Order**

**II. Opening Activities**

- A. May 9, 2017 Agenda (Discussion/Action)
- B. April 18, 2017 Meeting Minutes (Discussion/Action)
- C. Approval of ABQCA 2017-18 School Calendar (Discussion/Action)
- D. 2017-18 Governing Council Meeting Dates (Discussion)
- E. ABQCA Governing Council Vacancy (Discussion/Action)

**III. Finance Committee Report**

- A. Business Manager Report – Jacob Kennedy/Curt Szarek (Discussion)
- B. Operational Fund Increase BAR (Discussion/Action)
- C. Title II Maintenance BAR (Discussion/Action)
- D. Operational Fund Maintenance BAR (Discussion/Action)
- E. Operational Fund Transfer BAR (Discussion/Action)
- F. Capital Outlay HB-33 Transfer BAR (Discussion/Action)
- G. Capital Outlay SB-9 Local Transfer BAR (Discussion/Action)
- H. Approval of ABQCA 2017-18 Budget (Discussion/Action)

**IV. Executive Director Report**

- A. Executive Director's Monthly Report – Erik Bose (Discussion)
- B. FY18 Lease Assistance Application (Discussion)
- C. Approval of ABQCA 2017-18 ESSA Title II Consolidated Application (Discussion/Action)

**V. Announcements**

The next meeting is scheduled for June 13, 2017

**VI. 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](mailto: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.