



Enterprise High School

Board of Directors Meeting

Monday, August 14th 2017 at 5:00 pm

Located at Enterprise High School's Board Room

2461 McMullen Booth Road Clearwater, FL 33761

AGENDA

1. **Public Sign –In**
2. **Call to Order**
3. **Welcome and Introductions**
4. **Public Comment**
5. **Board Action Items:**
 - a. **Review and Approve June's Board Minutes.**
 - b. **Review June Financial Statements**
 - c. **Review Final Budget Submitted to PCSB.**
 - d. **Review and Approve Employee Handbook**
 - e. **Increasing hourly pay for 4:00-5:00 shift from 20.00 to 25.00 per hour.**
 - i. **Currently 20.00 per hour. 3 staff members—sometimes we can reduce to 2.**
 - ii. **15.00 more a day X 5 days = 75.00 per week x 36 weeks= 2700.00 more than budgeted.**
 - f. **Approve lottery process for 17-18 sy**
 - g. **Approve Digital Allocation Plan for 17-18 sy.**
 - i. **Purchase two additional smart projectors.**
 - h. **Out of Field Status Approval**
 - i. **Dawn Hamilton- Reading and ESOL**
 - ii. **Pedro Jarquin- ESOL- Long term sub status**
 - iii. **Jason Smith- ESOL- Temporary Certificate in English (3rd year)**
 - iv. **Linda Molinaro – English Part time teacher**
6. **Discussion Items**
 - a. **State of the School Report**
 - i. **Goal Review**
 - b. **Future Meetings**

8/14/17	5:00	Enterprise HS
10/2/17	5:00	Enterprise HS
1/15/18	5:00	Enterprise HS
3/05/18	5:00	Enterprise HS
5/7/18	5:00	Enterprise HS
6/18/18	5:00	Enterprise HS

a. **Director's Evaluation**

8. **Announcements/Reminders**

- a. Lease will need to be addressed starting in January.
- b. Board Training will need to be updated starting in January. 2 hour refresher
- c. Retirement Options for 403B will be presented in October to start in January or time determined by Board.
- d. Pay for Performance Plan will need to be addressed again.
- e. SACS Visitation Dates are November 12th, 13, and 14th
 - i. Dinner –first night Sunday November 12th
 - ii. SACS interviews- takes place sometime on 13th Preference on time? AM/PM

8. **Adjournment**