



## RMAE Board of Directors Regular Meeting Notice

Thursday, February 20th, 2020 | 7:30 p.m. | 2959 Royale Elk Way, RMAE Music Room, Main Bldg.

### Agenda

Agenda Item	Est. Time
Call to Order	7:30-7:35 pm
Recital of Pledge of Allegiance	
Roll Call	
Reading of Vision, Mission, & Monthly Core Virtue – <b>Honesty and Justice</b>	
<b>Honesty</b> - is doing what is right in the face of fear and finding the strength to venture and persevere.	
<b>Justice</b> - is making a space for the rights and needs of others.	
<i>Action*: Approval of Minutes from January 9th, 2020 meeting.</i>	7:35-7:40 pm
Public Comment: Limited to 3 minutes per person.	7:40-7:45 pm
<b>Treasurer's Report</b>	7:45-7:50 pm
<b>Principal's Report</b>	7:50-8:10 pm
<i>Action*: Refinancing – vote on refi options. (Bond vs Bank)</i>	8:10-8:15 pm
Discussion – Multipurpose building.	8:15-8:25 pm
Discussion – Staff compensation.	8:25-8:35 pm
<i>Action*: Personnel Benefits - vote on addition of short-term disability.</i>	8:35-8:40 pm
<i>Action*: Personal time off (PTO) – vote on removal of sink bank.</i>	8:40-8:45 pm
Discussion – Principal & Board Evaluations	8:45-9:00 pm
Adjourn	9:00 pm

**\* The Board may elect to consider the above Action(s), but has no affirmative obligation to do so.**

**19-20 Meeting schedule: August 8<sup>th</sup>, September 12<sup>th</sup>, October 3<sup>rd</sup>, November 18<sup>th</sup>, December 12<sup>th</sup>, January 9<sup>th</sup>, February 20<sup>th</sup>, March 12<sup>th</sup>, April 9<sup>th</sup>, May 14<sup>th</sup>, June 11<sup>th</sup>**

**RMAE Vision Statement:** RMAE envisions a community of parents, teachers, students and educational and business leaders working together to create a learning environment that encourages growth in character, academic achievement and the love of learning, resulting in responsible, productive citizens.

**RMAE Mission Statement:** RMAE inspires each student to pursue personal and academic excellence through an intellectually challenging Core Knowledge™ curriculum within a nurturing environment