BOWMAN COUNTY SCHOOL BOARD REGULAR AGENDA



Rhame Multipurpose Room

Wednesday, September 10, 2025 @ 5:00 PM

Tax Hearing at 6:00pm and resuming the School Board Meeting immediately following Public Tax Hearing, No later than 7:00pm

"Fostering Student Success in a Changing World"

- 1. Call to order President Stacy McGee
- 2. Pledge of Allegiance
- 3. Approve Agenda
- 4. Be Legendary
 - a. Taking Assessments
 - b. Board Guardrails 1, 2 & 3
- 5. Consent Agenda Items
 - a. Approve Minutes: August 11th Regular School Board Meeting
 - b. Approve Bills
 - c. Approve Financial Reports
 - d. Committee Reports
 - i. Personnel Committee Meeting (Aug 21st)
 - e. Approve Amended Teaching Contracts
- 6. Administrative Reports (Information Only)
 - a. Pre-K -6 Principal
 - b. 7-12 Principal
 - c. Activities Director
 - d. Superintendent
- 7. Public Comment (Read Public Comment Guidance Statement)

This meeting is open to the public but is not a public forum. The public has been notified of the process for those who wish to address the Board about a specific agenda item. Please keep in mind individual rights of privacy will be protected. Each speaker will be allowed 5 (five) minutes for remarks.

- 8. Unfinished Business (Action and / or Discussion)
 - a. Approve 2025-2026 Final Budget
 - b. Western Dakota Energy Association Bill
 - c. Other
- 9. New Business (Action and / or Discussion)
 - a. Custodial/Maintenance Department
 - b. Superintendent Report
- 10. For the Good of the Order
- 11. Adjourn

Next Regular Board Meeting: October 8th, 2025 @ 5:00pm at the Bowman High School Conference Room.

PUBLIC COMMENT: If you would like to sign up for public comment, please provide the following through the avenues listed:

• Your name & Agenda item on which you will be commenting.

Via e-mail: Email <u>lauren.sense@k12.nd.us</u> prior to the start of the meeting, Via phone: Call the school prior to the start of the meeting:701-523-3283

Via text <u>701-523-6996</u>

• All information is available to our public upon request