

**Winchester School District  
School Board Agenda  
Thursday, May 25, 2023  
Library**

- I. Call to order 6:30 p.m.**
- II. Pledge of Allegiance**
- III. Keene High School Presentation**
- IV. Approval of Public & Non Public Minutes – May 4, 2023**
- V. Principal’s Report:**
  - a) 8<sup>th</sup> Grade Graduation - June 8, 2023
  - b) Other(s)
- VI. Business Manager’s Report:**
  - a) Approval of Accounts Payable Manifest dated May 19, 2023
  - b) Approval of Payroll Manifest date May 12 & May 26, 2023
  - c) Other(s)
- VII. Superintendent Report:**
  - a) Change of meeting date scheduled for June 8<sup>th</sup> to June 15<sup>th</sup>
  - b) Senior Night June 1<sup>st</sup>
  - c) Other
- VIII. School Board Chair Comment/Report:**
  - a) Other
- IX. Citizens Comments:**
- X. Non-Public RSA 91-A:3 II b -**
- XI. Adjournment:** Motion by \_\_\_\_\_, seconded by \_\_\_\_\_.Time: \_\_\_\_\_

**Standing Committees & Subcommittee Members as of April 7, 2023**

Budget Committee-Jacob, (1); Joint Loss-Jacob & Joni, (1); Finance-Jacob & Karen, (2); KHS Committee-Jacob & Joni (2); Legislative Action/Policy-Joni & Lindseigh, (2); Negotiations-Lindsey & Jacob, (2); NHSBA-Board rotate, (1); Scholarship-Joni, (1); Select Board Representative-All Members, (1); Sick Bank-Lindseigh, (1); Professional Development-Joni & Karen, (1); Technology-Lindseigh, (2); Energy Conservation/Facilities-Jacob & Karen, (2); Transportation Committee- - If Needed, (2) HAC-If Needed (2)

\*Citizen Comments The public is invited to attend all Winchester School Board meetings. Public Comments are welcome under the Citizen Comments on the agenda. A limited to 15 minutes; The Public’s right to participate in the business meeting of the Board occurs in two places under Citizens Comments. Please state your name and direct your comment to the Chair. If needed, the Chair may ask the Board or Administration for a response, and if none can be provided at the meeting the Chair will ensure a response is provided at the next scheduled board meeting.