

HILLS-BEAVER CREEK BOARD OF EDUCATION

Independent School District 671

301 N. Summit Avenue

Hills, MN 56138

MEETING AGENDA

AGENDA for the regular meeting of the Board of Education to begin at **7:00 PM** on Monday, July 22, 2019 the Hills-Beaver Creek District Board Room (301 N Summit Ave, Hills, MN)

1. CALL TO ORDER AND ROLL CALL
2. APPROVAL OF AGENDA
3. RECOGNITION OF VISITORS
4. STATEMENT REGARDING CLOSED SESSION FOR THE EVALUATION OF DISTRICT SUPERINTENDENT- TODD HOLTHAUS
5. ACTION ITEMS
 - 5.1. Approval of Minutes—07/08/2019 and 07/16/2019-Special Meeting
 - 5.2. Approve Bills
 - 5.3. Approve Student Accounts
 - 5.4. Approve Second Reading Handbooks for the 2019-2020 School Year:
 - Preschool Handbook
 - Employee/Staff Handbook
 - Secondary Student Handbook
 - Elementary Student Handbook
 - Crisis Management Plan Handbook
 - Classified Staff Handbook
 - 5.5. Approve Second Reading of the E-Learning Procedures and Policy for up to five school cancellation days
 - 5.6. Approve First Reading of Communications Policy 2016 revised 2019
 - 5.7. Approve First Reading of Revised Policy 713-Student Activity Accounting
 - 5.8. Approve requesting Quotes for Heating Fuel Oil-13,000 gallons and Liquid Propane-25,000 gallons
 - 5.9. Approve high quote for sale of suburban and plow of \$3,000
 - 5.10. Approve Resolution Regarding Board Control of Extracurricular Activities.
6. PERSONNEL
 - 6.1. Approve assigning Dan Ellingson as District Assessment Coordinator.
 - 6.2. Approve Assigning Rex Metzger on a teaching overload to fulfill lead teacher duties at the Elementary School.
 - 6.3. Approve Hiring Valerie Meinerts as Special Needs Paraprofessional
 - 6.4. Accept resignation of Chris Harnack as assistant football coach.
7. DISTRICT NON-ACTION ITEMS
 - 7.1. Superintendent Report
 - 7.2. Committee Reports--7/16-Personnel/Finance Committee Meeting

8. AGENDA ITEMS FOR THE NEXT REGULARLY SCHEDULED MEETING
9. DATES TO REMEMBER
 - Regular Board Meeting, Monday, August 12
 - Regular Board Meeting, Monday, August 26 (early start buildings walkthrough)
10. ADJOURNMENT