

Stargate School

Special Session: Approve underwriter and contractor engagements (Virtual only)

Published on March 4, 2025 at 1:53 PM MST

Date and Time

Wednesday March 5, 2025 at 6:00 PM MST

Location

Virtual only

 $\underline{https://zoom.us/j/83148823532?pwd=qLJr9OMQdsLBsjht95dyr3CcdC5G4M.1}$

Agenda

Purpose Presenter

I. Opening Items

A. Call the Meeting to Order

Lindsey Paquette

B. Roll Call

Lindsey Paquette

C. Reading of Stargate Mission

Stargate School will provide a differentiated program designed specifically to meet the needs of identified intellectually gifted learners in order to challenge each student's academic abilities, support their unique emotional needs, promote individual character development and encourage a life-long love of learning.

Purpose Presenter

II. Staff Report: Finance

A. Present recommendation for DA Davidson as underwriter for bond anticipation financing and JHL as contractor for bond construction projects FYI Lynne Allen

III. Public Comment

Public Comments Reminder: The board meeting is structured to allow the Governance Board to conduct its business in a timely manner. Comments may not be immediately addressed but may be considered as future agenda items. Anyone wishing to speak must sign-in before the public comment portion of the meeting. Comments are limited to 3 minutes each, and total time allotted for all public comments will not exceed 45 minutes. Those wishing to speak that do not get the opportunity to do so can submit their comments to governance@stargateschool.org or may attend the next board meeting to do so. Please note that time may not be donated to others and comments are expected to maintain professional courtesy, civility, and respect.

A. Public Comment FYI

B. Public Comment Response FYI

IV. Action Items

A. Approve DA Davidson as underwriter for bond anticipation Vote Samantha Howorko funding

B. Approve JHL as contractor for bond construction project Vote Samantha Howorko

V. Closing Items

A. Adjourn Meeting Vote Lindsey Paquette