

SAYDEL COMMUNITY SCHOOL DISTRICT
5740 NE 14th STREET
DES MOINES, IA 50313

BOARD WORK SESSION MINUTES

6:00 PM

Saydel High School

August 18, 2014

- I. Call the Meeting to Order – Meeting called to order by President Paul Breitbarth at 6:00 PM
1. Roll Call – Brian Bowman, Rob Stephenson, Melissa Sassman, Ray Livingston, Henry Wood, Paul Breitbarth – present. Kyle Prendergast-arrived late. Also present for the walkthrough were: Dan Willson, Kirk Hartung, Ryan Eidahl, Sam Stagg, Leila Ammar and Jane Prange
 2. Approve Agenda – Motion to approve by Melissa Sassman, seconded by Ray Livingston. Motion approved 6/0.

II. Facilities Walkthrough

1. Welcome Facilities Advisory Committee-by Paul Breitbarth
2. Sam Stagg – Haila Architecture conducted the walkthrough of the facility. Sam started by telling us the State Fire Marshall had approved occupancy of the building. Also, noting the security locks were working and the fire alarm was functioning. The paving project was to be completed and ready for use by the time school started on Tuesday the 19th.

Inside the building the main office of the high school and the nurses office was the first area, then the area containing a conference room and mail room was next on the tour. We then went to the fitness/training area which was also ready for occupancy with all of the equipment installed and ready for use. The last room inside the building was the south gym which is in the final stage of renovation.

Outside we went to the football stadium – walked on the new turf and looked at the new bleachers which are in the final stage of installation on the west side of the field. All should be ready for our first home game on August 29th.

- III. Adjourn – Motion to adjourn by Kyle Prendergast, seconded by Melissa Sassman. Adjourned at 7:17

Paul Breitbarth, Board President,

Jane Prange, Board Secretary

The next Board Work Session is Monday, August 25 and the next Board Meeting is Monday, September 8, both start at 6:00 PM and are held in the District Office Board Room