

**Agenda Planning Calendar  
2019-20**

| <b>October 3, 2019</b>   | <b>Type</b> | <b>Lead</b>   |
|--|-------------|---------------|
| Personnel  | C           | Best/Brothers |
| Contract Ratification  | C           | Colby         |
| GANN Report  | C           | Colby         |
| Williams Uniform Complaints-Quarterly Report   | C           | Juanitas      |
| Approve Resolution: Implementing Prequalification of Construction Contractors Under Public Contract Code Section 20111.6 | C           | Colby         |
| Approve Resolution: Adopting Best Value Procedures and Guidelines Pursuant to Education Code Section 17406               | C           | Colby         |
| Unaudited Actuals  | P           | Colby         |
| Resolution for Parcel Tax for Employee Compensation  | P           | Best          |
| Instructional Materials Sufficiency/Public Hearing (Williams)  | P           | Boonchouy     |

| <b>October 17, 2019</b>                      | <b>Type</b> | <b>Lead</b>   |
|--|-------------|---------------|
| Personnel                                    | C           | Best/Brothers |
| Contract Ratification                        | C           | Colby         |
| By Trustee Area Election - Public Hearing #3 | P           | Colby         |
| LCAP Update                                  | P           | Boonchouy     |

| <b>November 7, 2019</b> | <b>Type</b> | <b>Lead</b>   |
|-------------------------|-------------|---------------|
| Personnel               | C           | Best/Brothers |
| Contract Ratification   | C           | Colby         |

|  |   |       |
|--|---|-------|
| Approve Construction Contract with American Modular Systems, Inc.<br>For EJH and DVJH NextGen Science Classrooms | C | Colby |
| By Trustee Area Election - Public Hearing #4   | P | Colby |

| <b>November 21, 2019</b> | <b>Type</b> | <b>Lead</b>   |
|--------------------------|-------------|---------------|
| Personnel                | C           | Best/Brothers |
| Contract Ratification    | C           | Colby         |