CELINA CITY BOARD OF EDUCATION SPECIAL MEETING MINUTES EDUCATION COMPLEX CONFERENCE ROOM THURSDAY, APRIL 6, 2023 1:00 P.M.

This meeting is a meeting of the Board of Education, in public, for the purpose of conducting the School District's business and is not to be considered a public community meeting.

The Celina City Board of Education met in special session on April 6, 2023 at 1:00 P.M. in the Education Complex Conference Room. President Bill Sell called the meeting to order and led those in attendance in the Pledge of Allegiance. Mr. Sell, Mr. Huber, Mrs. Vorhees and Mr. Huelsman answered the roll call. Mrs. Guingrich was absent.

23-16 On a motion by Mrs. Vorhees, seconded by Mr. Huber, the Board set the agenda as presented.

VOTE: Mr. Sell: Aye, Mr. Huber: Aye, Mrs. Vorhees: Aye, Mr. Huelsman: Aye. Approved.

On a motion by Mr. Huber, seconded by Mrs. Vorhees, approved the presentation of the consensus agenda.

A. Head Start Attachment 1

1. Head Start Director is asking for approval of the COLA (\$111,075) and Quality Improvement (\$44,717) Grants in a total amount of \$155,792. The Consolidated Appropriations Act of 2023, provides funding to permanently increase staff salaries and wages by 5.6%, address increased costs due to inflation, and allow grant recipients to create and/or address other issues that support quality of the program.

Mercer County Head Start intends to utilize the funds in the following manner:

- A. Provide a 6% COLA to permanently increase salaries and wages
- B. Provide financial support to incurred and ongoing increased costs throughout the program.
- C. Create the Human Resource Manager Position

With no other business, Mr. Sell adjourned the meeting at 1:10 p.m.

D. Address support to the recruitment and retainment of high-quality staff and human capital resources.

After discussion of the Consensus Agenda, with no items requested to be removed, Mr. Sell called for the vote.

VOTE: Mr. Sell: Aye, Mr. Huber: Aye, Mrs. Vorhees: Aye, Mr. Huelsman: Aye. Approved.

Board President	Treasurer	