

The public may access the entire audio file of the MUSD Governing Board Special meetings through the Board Meeting Audio link page on the District's website at [www.madera.k12.ca.us](http://www.madera.k12.ca.us)

**MADERA UNIFIED SCHOOL DISTRICT**  
**Madera: Unified For Student Success**

**Board of Trustees Meeting**  
**AGENDA**

**Special Board Meeting**  
**Monday, September 25, 2017**  
**4:30 PM**

Madera Unified School District Boardroom – 1902 Howard Road, Madera, California 93637

The public is welcome to comment on the item listed on the agenda immediately following the Call to Order of Public Meeting at 4:30 pm

1. **Roll Call, Pledge of Allegiance, Opening and Acknowledgement of Visitors and Media**
2. **4:30 PM: Call to Order of Public Meeting** – Public Hearing for visitors who wish to speak on a subject on the Board agenda. Fifteen minutes of this portion of the meeting are reserved for members of the public to address the Board on items listed on the agenda and within the jurisdiction of the School Board. Speakers are limited to three (3) minutes. The School Board is prohibited by law from taking action on matters discussed that are not on the Agenda, and no adverse conclusions should be drawn if the School Board does not respond to public comment at this time. If you wish to address the Board, come to the microphone and state your name and city of residence.
3. **Board Workshop**
  - A. Level II Developer Fee Discussion
4. **Adjournment**

**Board Room Accessibility:** The Madera Unified School District encourages those with disabilities to participate fully in the public meeting process. If you need a disability-related modification or accommodation to participate in the public meeting, please contact the Office of the Superintendent at 559-675-4500 extension 220 at least 48 hours before the scheduled Board of Trustees meeting so that we may make every reasonable effort to accommodate you. [Government Code § 54954.2; Americans with Disabilities Act of 1990, § 202 (42 U.S.C. § 12132).]