

**EUSTIS SCHOOL DEPARTMENT
TUESDAY, MAY 12, 2026**

MINUTES

- I. Call to order – Jeff Brickley, Chair**
- II. Pledge of Allegiance**
- III. See if the Board will approve the minutes of the 4/14/26 Board Meeting? J.Whiting motioned to approve. J. Brickley seconded. Vote in favor 3-0.**
- IV. Welcome Guests:**
- V. Principal's Report**
 - 1. School Updates – Softball has started, we have our third game today. The Pavilion at the garden has started today with the help of the CV Grant. Sugarloaf cleanup is scheduled for Friday, May 22. Maine Youth – Compassion Fatigue was discussed by a former teacher at the recent early release meeting for staff. Andrea recently saw this program at the Rendezvous she attended and was interested in presenting it this year with the help of the Stratton Lumber Grant. Our Therapy Dog, Finn, had developed cancer and had to be put down. We have created a Corner in the Library to honor him with a stuffed chair and dog that resembles Finn for students to share his grief. REV Energy has agreed to purchase our Science work for next years 3-8 class in the amount of \$1,575.00.**
- VI. Superintendent's Report**
 - Bus 16 is out of commission as it will not pass inspection and not fixable. We do not Currently have a spare bus. We have \$24,000 in a bus purchase fund. We could purchase next November with the state to fund it over 5 years, including interest and principal.**
 - The group from Mt. Abram worked hard and everything they could get done finished up for until more supplies come.**
 - 1. Board Policy – 2nd Read**
 - CODE: JICK – Bullying**
 - CODE: JJIF – Management of Concussion and Other Head Injuries**
 - CODE: JICJ – Student Use of Cell Phones and Other Electronic Devices**
 - CODE: JKAA – Use of Physical Restraint and Seclusion**
 - 2. Tentative Approval of Teacher Contract**
- VII. School Chair's Report**
- VIII. Public Comment**

IX. Adjustment to the Agenda

X. Action Items

1. To see if the board will approve Board Policy CODE: JICK, JJIF, JICJ, JKAA?

X1. Adjournment