



## BETA Bargaining Update #6

Your BETA bargaining team met with the District on February 11 and 13, 2015.

The District made the following proposals:

- 1) Modify transfer language 8.12.2 indicated in **bold print**: "...each school year up to **three** classroom teachers, **not currently on an improvement plan for unsatisfactory performance, two with the greatest District seniority and one other classroom teacher, ...**" (i.e, you will not be able to transfer at will – the District wants to control movement of personnel)
- 2) 3.5% increase in salary for the 2014-15 and 3.5% for the 2015-16 school years (**Remember, other Districts and Associations have settled higher!**)
- 3) To contribute fully to the benefit package for 2014-15 and 2015-16.
- 4) A week long Thanksgiving recess. The three days will be moved to the beginning of the school year.

Your bargaining team DID NOT accept the District's offer

BETA Bargaining Team's proposals:

- 1) Maintain transfer language 8.12.2.
- 2) 5.0% for 2014-2015 and 5.5% for 2015-16 school years
- 3) To contribute fully to the benefit package for 2014-15 and 2015-16 school years.
- 4) A week long Thanksgiving recess. The three days to be added at the District's discretion.

---

BCSD claims they have spent all of their money for the 2014-15 school year. However, you will notice that they under estimate their revenue each school year. (See Below!)

Year	Projected Revenue	Actual Revenue	Difference (+ or -)
2010-11	\$220,844,934	\$238,823,239	+17,978,305
2012-13*	\$231,890,535	\$234,529,732	+2,639,197
2013-14	\$242,370,666	\$258,371,309	+\$16,000,643
2014-15	\$288,536,105	What Do You Think?	\$\$\$\$\$\$\$\$\$\$

\*Proposition 30 Restored Funding

So the question is: What is the Actual Revenue for the 2014-15 school year that could be allocated for your salary increase? We're willing to guess: MILLIONS!!!!!!

---

We need YOUR support at the next BCSD Board meeting on Tuesday, February 24th.  
Wear your BETA red. Bring your colleagues, family, and friends.

#OurStudentsDeserve