



WORKFORCE DEVELOPMENT COUNCIL

317 West Main Street, Boise, Idaho 83735-0510

Date: Thursday, June 13, 2013
Time: 9:00 a.m. – 12:00 p.m. Full Council meeting
12:00 p.m. – 1:00 p.m. Lunch
1:00 p.m. – 4:00 p.m. Full Council meeting
Location: Red Lion Downtowner, 1800 Fairview Ave., Boise, ID 83702

AGENDA

9:00 a.m.	Welcome & Review Agenda	Tim Komberec, Chair
9:10 a.m.	Consent Agenda <ul style="list-style-type: none">• Minutes of March 13, 2013 Council Meeting*• Approval of Change in WIA Income Eligibility Criteria (Transmittal #1)*	
9:20 a.m.	Chair's Report	Tim Komberec, Chair
9:30 a.m.	Economic Outlook	Bob Uhlenkott, Chief Research Officer Idaho Department of Labor
10:00 a.m.	Eligible Training Provider (ETP) Process Improvement (Transmittal #2)*	Rico Barrera, Senior Planner Idaho Department of Labor Allison McClintick, Special Projects Mgr. State Board of Education
10:15 a.m.	Break	
10:30 a.m.	WIA Budget Disbursement (Transmittal #3)*	Marsha Wright, Workforce Bureau Chief Idaho Department of Labor
10:45 a.m.	Transfer of WIA Funds (Transmittal #4)*	Rico Barrera, Senior Planner Idaho Department of Labor
11:00 a.m.	WIA/Employment Service Performance Measures (Transmittal #5)*	Cheryl Foster, Senior Planner Idaho Department of Labor
11:15 a.m.	WIA Reauthorization Congressional Update	Gordon Graff, Senior Planner Idaho Department of Labor

11:30 a.m.	ISTEM Update Report	Allison McClintick, Special Projects Mgr. State Board of Education
Noon	Lunch	
1:00 p.m.	Sector Strategy Presentation	Brent Tolman, Regional Business Specialist Idaho Department of Labor
1:30 p.m.	WDTF Sector Strategy Grant RFP Criteria & Process (Transmittal #6)*	Jenny Hemly, State WDTF Coordinator Idaho Department of Labor
2:15	Break	
2:30 p.m.	Policy discussion on possible other WDTF programs (Transmittal #7)**	Tim Komberec, Chair
3:00 p.m.	Update on Ed Attainment Task Force Recommendations	Bert Glandon, Co-Chair Task Force
3:30 p.m.	Topic for Next Task Force	Tim Komberec, Chair
4:00 p.m.	Adjournment	

*Action Required

**Information Only