

State Board of Professional Engineers and Land Surveyors
December 17, 2009
9:00 AM
State Office Building
Union Conference Room (3rd Floor)
Public Session

1. CALL TO ORDER
2. SUNSHINE LAW ANNOUNCEMENT
3. ROLL CALL
4. ANNOUNCEMENTS

a. General

Investigative Inquiry - 9:30am

5. REVIEW OF MINUTES
6. REPORT OF THE EXECUTIVE DIRECTOR

a. General Report

b. Incoming Correspondence

#1 Perry E. Frenzel, PE, PP
December 2, 2009

Re: Response to Board request, in regards being the Person in Responsible Charge of two C/A companies.

#2 Jerry T. Carter, NCEES
November 17, 2009

Re: Funded Delegate Notification of 2010 Joint NE/SE Zone Interim Meeting.

#3 H. Neil Windsor, P.Eng., Exec. Dir., & Registrar, APEGGA, Canada
December 8, 2009

Re: Current status of Board policies and procedures between the US & Canada.

c. Outgoing Correspondence

#1 Perry E. Frenzel, Principal
November 30, 2009

Re: Request for an explanation of being the person in responsible charge of two firms requesting for a C/A.

#2 Matthew Forstater
November 18, 2009

Re: Was a date needed along side signatures on specifications after being stamped.

#3 Robert Farry
November 16, 2009

Re: Request for a waiver of continuing competency requirements.

7. COMMITTEE REPORTS

a. Standing Committees:

- i Applications
- ii Legislation & Regulations Committee
- iii Education Committee
- iv Meetings Committee
- v Joint Committee of Architects & Engineers

b. Ad Hoc Committees:

- vi Sunset Regulations
- vii NCEES 2013 NE Zone Meeting

8. REVIEW OF APPLICATIONS

a. Licensure

i Routine

ii Full Board review

William R. McShane, Comity Applicant #1413407

b. Certificates of Authorization (Attached)

9. INFORMATIONAL/DISCUSSION ITEMS

- a. NCEES - Announcement of 2010 approved calculator list.
- b. EES - Board report for October 2009

10. PUBLIC COMMENTS

11. EXECUTIVE SESSION

12. ADJOURNMENT

UPCOMING MEETING DATES

January 7, 2010 - Union Conference Room, 3rd Floor

February 18, 2010 - Union Conference Room, 3rd Floor

March 4, 2010 - Union Conference Room, 3rd Floor