

Public School Choice 4.0 Letter of Intent Form

If you are interested in applying for a school in PSC 4.0, you must submit an initial Letter of Intent Form no later than **12 PM noon on Friday, June 29th**. Only those teams that submit a Letter of Intent Form will be eligible to participate in PSC 4.0 and submit a proposal on October 31st.

Please respond to each question as best you can at this point in time. You may indicate if you have not decided on a specific area by noting *TBD*. This document is not binding and changes may be made to the final application.

TEAM/ORGANIZATION INFORMATION		
PSC 4.0 School Site: FLOURNOY EL		
Proposed School Name: TBD		
Team/Organization Name (if applicable): TBD		
Org. Address: 3303 Wilshire Blvd. 10 th Flr. Los Angeles, CA 90010	Org. Website: UtlA.net	
Main Contact(s): <i>Do not list all Design Team members—all communications related to PSC 4.0 will be directed to the names and contact information listed below:</i>		
Name	Phone	Email
1. Juan Ramirez/UTLA Officer		jramirez@utla.net
2. Christopher Arellano		carellano@utla.net
Basic Information:		
Possible grade level configuration for 2013-14: <u>TBD</u>		
Possible thematic units or areas of focus (e.g., STEM, arts): <u>TBD</u>		
Plan to coordinate with another applicant team to share site: Yes / No		
If YES, which team(s)? <u>TBD</u>		
Proposed Governance Model:		
<input type="checkbox"/> Traditional	<input type="checkbox"/> Network Partner	
<input type="checkbox"/> Pilot	<input type="checkbox"/> Limited Partner	
<input type="checkbox"/> Expanded School Based Management (ESBMM)	<input type="checkbox"/> Technical Assistance Partner (TAP)	
<input type="checkbox"/> Local Initiative School (LIS)		
<input type="checkbox"/> Affiliated Charter		
Proposed Budgeting Model:		Plan to Apply for Waivers/Autonomies?
<input type="checkbox"/> Norm-Based Funding Model		<input type="checkbox"/> Yes; will likely request one or more.
<input type="checkbox"/> Per Pupil Funding Model		<input type="checkbox"/> No; likely will not request