

# BUILDING YOUR TEAM

Shawn McCormack



# PROJECT TEAM

## Charter School Representatives

The Board sets the long-term course for the school to align with its mission and should be asking the right questions throughout the project. The School Administrator must work closely with the project manager (see below) to define and lead the project, communicate regularly with the board about project progress, and “manages the manager” who oversees the project on a daily basis.

## Real Estate Agent

Tasked with securing the project site in close collaboration with school leadership, board and architect

## Architect

Sorts through the school’s facility needs, considers functional uses of space, provides alternative design ideas, flags potential zoning or regulatory issues

# PROJECT TEAM (CONT)

## Owner's Representative / Project Manager

Coordinates every aspect of the project and manages each development team member, has daily project responsibility for all the project details

## General Contractor

Coordinates all aspects of construction, most often selected through a bidding process after the construction documents are completed, works from the architect's final drawings & specifications

## Legal Counsel

Protects the school's interests throughout the development process, including negotiates legal issues, drafts legal agreements and advises the school

## Other potential consultants

Financial Advisor

# SCHOOL-BASED TEAM

- **School Board**

- Head of School
- Operation
- Staff / Teachers



**Developer/Project Manager**



## Development

- Real Estate Broker
- Legal Counsel
- Government Relations (Entitlements and Permitting)

## Construction Management

- Design Team – Architect and Engineer
- Contractor
  - Construction Project Manager
  - Site Superintendent

## Capital Markets

- Lender
- Financial Advisor (if bond financing)
- Underwriter (if bond financing)

# {PRESENTERS}



buildinghope

Shawn McCormack  
Building Hope  
smccormack@bhope.org  
726.888.6990 x1014



CHARTER SCHOOL  
**FACILITY  
CENTER**