

# 2024 SCHEDULE OF MEETINGS LAPEER COUNTY BOARD OF COMMISSIONERS

Adopted 1/04/2024

## JANUARY

Monday	Tuesday	Wed	Thur	Friday
New Year's Day 1	A/P Deadline DUE BY NOON 2	3	ORG. Meeting Special Full Board 4	5
8	9	10	11	A/P Deadline 12
P/R Deadline			C.O.W.	Payroll Deposited #1
MLK Day 15	16	Dept. Head Insurance Meeting 17	18	19
22	23	24	25	26
P/R Deadline			Full Board	Payroll Deposited #2
A/P Deadline 29	30	31		

## FEBRUARY

Monday	Tuesday	Wed	Thur	Friday
				1
5	6	7	8	A/P Deadline 9
P/R Deadline			C.O.W.	Payroll Deposited #3
12	13	14	15	16
19	20	Dept. Head Insurance Meeting 21	22	23
Presidents' Day	P/R Deadline		Full Board	Payroll Deposited #4
A/P Deadline 26	27	28	29	

## MARCH

Monday	Tuesday	Wed	Thur	Friday
				1
4	5	6	7	8
P/R Deadline				Payroll Deposited #5
A/P Deadline 11	12	13	14	15
P/R Deadline 18	19	Dept. Head Insurance Meeting 20	21	22
A/P Deadline 25	26	27	28	29
			Full Board	

## APRIL

Monday	Tuesday	Wed	Thur	Friday
1	2	3	4	5
P/R Deadline				Payroll Deposited #7
A/P Deadline 8	9	10	11	12
P/R Deadline 15	16	Dept. Head Insurance Meeting 17	18	19
A/P Deadline 22	23	24	25	26
P/R Deadline 29	30		Full Board	

## MAY

Monday	Tuesday	Wed	Thur	Friday
		1	2	3
				Payroll Deposited #9
A/P Deadline 6	7	8	9	10
P/R Deadline 13	14	Dept. Head Insurance Meeting 15	16	A/P Deadline 17
A/P Deadline 20	21	22	23	24
P/R Deadline 27	28	29	30	31
Memorial Day	P/R Deadline		Full Board	Payroll Deposited #11

## JUNE

Monday	Tuesday	Wed	Thur	Friday
3	4	5	6	7
A/P Deadline				
P/R Deadline 10	11	12	13	14
P/R Deadline 17	18	Courts Closed * 19	20	21
A/P Deadline 24	25	Dept Head / Insurance Mtg	27	A/P Deadline 28
P/R Deadline			Full Board	Payroll Deposited #13

## JULY

Monday	Tuesday	Wed	Thur	Friday
1	2	3	Independence Day 4	5
8	9	10	11	12
P/R Deadline			C.O.W.	Payroll Deposited #14
A/P Deadline 15	16	Dept. Head Insurance Meeting 17	18	19
22	23	24	25	26
P/R Deadline			Full Board	Payroll Deposited #15
A/P Deadline 29	30	31		

## AUGUST

Monday	Tuesday	Wed	Thur	Friday
			1	2
5	6	7	8	9
P/R Deadline			C.O.W.	Payroll Deposited #16
A/P Deadline 12	13	14	15	16
19	20	Dept. Head Insurance Meeting 21	22	A/P Deadline 23
P/R Deadline 26	27	28	29	30
			Full Board	Payroll Deposited #17

## SEPTEMBER

Monday	Tuesday	Wed	Thur	Friday
Labor Day 2	3	4	5	6
P/R Deadline				Payroll Deposited #18
A/P Deadline 9	10	11	12	13
P/R Deadline 16	17	Dept. Head Insurance Meeting 18	19	20
A/P Deadline 23	24	25	26	27
P/R Deadline 30			Full Board	

## OCTOBER

Monday	Tuesday	Wed	Thur	Friday
		1	2	3
P/R Deadline				Payroll Deposited #20
A/P Deadline 7	8	9	10	11
P/R Deadline 14	15	Dept. Head Insurance Meeting 16	17	18
OPEN ENROLL 21	OPEN ENROLL 22	OPEN ENROLL 23	24	25
A/P Deadline			Full Board	
P/R Deadline 28	29	30	31	

## NOVEMBER

Monday	Tuesday	Wed	Thur	Friday
				A/P Deadline 1
				Payroll Deposited #22
4	5	6	7	8
Veteran's Day 11	12	13	A/P Deadline 14	15
P/R Deadline 18	19	Dept. Head Insurance Meeting 20	21	22
P/R Deadline 25	26	27	Thanksgiving Day 28	Day After Thanksgiving 29
Last Day New Hire Orientation	Full Board			Payroll Deposited #24

## DECEMBER

Monday	Tuesday	Wed	Thur	Friday
2	3	4	5	6
A/P Deadline				
P/R Deadline 9	10	11	A/P Deadline 12	13
P/R Deadline 16	17	Dept. Head Insurance Meeting 18	19	20
23	Christmas Eve 24	Christmas Day 25	26	27
P/R Deadline			Full Board*	Payroll Deposited #26
A/P Deadline 30	New Year's Eve 31			

**Full Board** 9:00 a.m. 4th Thursday/Month in Chambers      **A/P Deadline** = Accounts Payable Deadline

**C.O.W.** 9:00 a.m. 2nd Thursday/Month in Chambers      **P/R Deadline** = Payroll Timesheet Deadline

**SubCommittees**

**Insurance Meeting** = 9am -11am in Café Ray  
\*Please Note that some months have 5 Thursdays, therefore, the following months will have 3 weeks in-between meeting dates: February, May, August and October  
Held following BOTH C.O.W and Full Board Meetings

Tentative meeting

Sub-Committees/C.O.W./Full Board Agenda Items - Due to Admin at least 1 WEEK Prior to Meeting.

Note: There at 26 Pays in 2024  
There are 262 "paid" days or 2096 F/T hours

**NOTE:** All dates, times and locations (including holidays) are subject to change.  
\* Subject to Change