

2012 CITY OF ELEPHANT BUTTE CALENDAR

The following is a calendar of the City of Elephant Butte Holiday Schedule and Regular Council Meeting Schedule for 2012. Council meeting dates are subject to change.

JANUARY

2nd - New Years Holiday CH Closed

4th - Regular Council Meeting

16th - Martin Luther King Jr. Holiday*

19th - Regular Council Meeting

MARCH

7th - Regular Council Meeting

21st - Regular Council Meeting

MAY

2nd - Regular Council Meeting

16th - Regular Council Meeting

28th - Memorial Day Holiday CH Closed

JULY

4th - Independence Day Holiday CH Closed

4th - Regular Council Meeting (Canceled)

18th - Regular Council Meeting

SEPTEMBER

3rd - Labor Day Holiday CH Closed

5th - Regular Council Meeting

19th - Regular Council Meeting

NOVEMBER

7th - Regular Council Meeting

12th - Veterans Day***

16th - Regular Council Meeting

22nd - Thanksgiving Holiday CH Closed

23rd - Thanksgiving Holiday** CH Closed

FEBRUARY

1st - Regular Council Meeting

20th - Presidents Day Holiday*

15th - Regular Council Meeting

APRIL

4th - Regular Council Meeting

18th - Regular Council Meeting

JUNE

6th - Regular Council Meeting

20th - Regular Council Meeting

AUGUST

1st - Regular Council Meeting

15th - Regular Council Meeting

OCTOBER

3rd - Regular Council Meeting

8th - Columbus Day Holiday**

17th - Regular Council Meeting

DECEMBER

5th - Regular Council Meeting

19th - Regular Council Meeting

24th - Christmas Holiday CH Closed

25th - Christmas Holiday CH Closed

*City Hall will be open on Martin Luther King Jr. Holiday, January 16th and on Presidents Day Holiday February 20th. Employees can take these "floating holidays" on any other holiday, personal birthday or in conjunction with any other holiday of their choosing.

**City Hall will be open on Columbus Day, October 8 - This Federal holiday will be taken in conjunction with Thanksgiving November 23rd.

***City Hall will be open on Veterans Day, November 12 - This Federal holiday will be taken in conjunction with Christmas, December 24th.