

PETALUMA CITY SCHOOLS CALENDAR FOR 2020/2021-198 DAY-CLASSIFIED

Month	M	T	W	T	F	Holidays	Work Days	
July 2020			1	2	3		0	<u>Starting date for Employees</u> August 6, 2020
	6	7	8	9	10			
	13	14	15	16	17			
	20	21	22	23	24			
	27	28	29	30	31			
August	3	4	5	6	7		18	Non-work days
	10	11	12	13	14			
	17	18	19	20	21			
	24	25	26	27	28			
	31							
September		1	2	3	4		21	Holidays
	7	8	9	10	11			
	14	15	16	17	18	7 - Labor Day Holiday		
	21	22	23	24	25			
	28	29	30					
October				1	2		22	
	5	6	7	8	9			
	12	13	14	15	16			
	19	20	21	22	23			
	26	27	28	29	30			
November	2	3	4	5	6		15	
	9	10	11	12	13	11 - Veterans Day Holiday		
	16	17	18	19	20	25 - Admission Day Holiday		
	23	24	25	26	27	26 - Thanksgiving Day Holiday		
	30					27 - Local Holiday		
December		1	2	3	4		14	
	7	8	9	10	11			
	14	15	16	17	18	24 - Christmas Eve Holiday		
	21	22	23	24	25	25 - Christmas Day Holiday		
	28	29	30	31		31 - New Year's Eve Holiday		
January 2021					1		18	
	4	5	6	7	8	1 - New Year's Day Holiday		
	11	12	13	14	15	18 - Martin Luther King Jr. Holiday		
	18	19	20	21	22			
	25	26	27	28	29			
February	1	2	3	4	5		17	
	8	9	10	11	12	8 - Lincoln's Holiday Observed		
	15	16	17	18	19	15 - Presidents' Day		
	22	23	24	25	26			
March	1	2	3	4	5		20	
	8	9	10	11	12			
	15	16	17	18	19			
	22	23	24	25	26			
	29	30	31					
April				1	2		15	
	5	6	7	8	9	5-9 - Emergency School Closure Make-up Days*		
	12	13	14	15	16			
	19	20	21	22	23			
	26	27	28	29	30			
May	3	4	5	6	7		20	
	10	11	12	13	14			
	17	18	19	20	21	31 - Memorial Day Holiday		
	24	25	26	27	28			
	31							
June		1	2	3	4		5	
	7	8	9	10	11			
	14	15	16	17	18			
	21	22	23	24	25			
	28	29	30					

*April 5-9 are designated as Emergency School Closure Make-up Days. If we have an emergency school closure during the year, this week will be used to replace any missed days of instruction. If we do not have an emergency school closure during the year, this week will be an extension of Spring Break. A decision whether days need to be made up or not will be announced no later than the first week of March.