



**HUSD 2025 - 2026 FISCAL YEAR PAY & VOLUNTARY DEDUCTION SCHEDULE FOR PRODUCTS THROUGH ASBAIT & American Fidelity**

<b>Pay Period</b>	<b>Start Date</b>	<b>End Date</b>	<b>Pay Date</b>	<b>20 Pay Schedule</b>
1	7/1/2025	7/5/2025	7/15/2025	
2	7/6/2025	7/19/2025	7/29/2025	
3	7/20/2025	8/2/2025	8/12/2025	
4	8/3/2025	8/16/2025	8/26/2025	1st Health Benefit Deduction
5	8/17/2025	8/30/2025	9/9/2025	2nd Health Benefit Deduction
6	8/31/2025	9/13/2025	9/23/2025	3rd Health Benefit Deduction
7	9/14/2025	9/27/2025	10/7/2025	4th Health Benefit Deduction
8	9/28/2025	10/11/2025	10/21/2025	5th Health Benefit Deduction
9	10/12/2025	10/25/2025	11/4/2025	6th Health Benefit Deduction
10	10/26/2025	11/8/2025	11/18/2025	7th Health Benefit Deduction
11	11/9/2025	11/22/2025	12/2/2025	8th Health Benefit Deduction
12	11/23/2025	12/6/2025	12/16/2025	9th Health Benefit Deduction
13	12/7/2025	12/20/2025	12/30/2025	10th Health Benefit Deduction
14	12/21/2025	1/3/2026	1/13/2026	*No Deductions
15	1/4/2026	1/17/2026	1/27/2026	11th Health Benefit Deduction
16	1/18/2026	1/31/2026	2/10/2026	12th Health Benefit Deduction
17	2/1/2026	2/14/2026	2/24/2026	13th Health Benefit Deduction
18	2/15/2026	2/28/2026	3/10/2026	14th Health Benefit Deduction
19	3/1/2026	3/14/2026	3/24/2026	15th Health Benefit Deduction
20	3/15/2026	3/28/2026	4/7/2026	16th Health Benefit Deduction
21	3/29/2026	4/11/2026	4/21/2026	17th Health Benefit Deduction
22	4/12/2026	4/25/2026	5/5/2026	18th Health Benefit Deduction
23	4/26/2025	5/9/2026	5/19/2026	19th Health Benefit Deduction
24	5/10/2026	5/23/2026	6/2/2026	20th Health Benefit Deduction
25	5/24/2026	6/6/2026	6/16/2026	
26	6/7/2026	6/20/2026	6/30/2026	
27	6/21/2026	6/30/2026	7/7/2026	

Medical, Health Equity Deductions (Employer & Employee), Dental, Vision, and all voluntary products chosen through American Fidelity & ASBAIT will be on a 20 pay schedule for all employees.

\*No deductions for products chosen through American Fidelity & ASBAIT only. If an employee falls behind on any deductions, then the no deduction pay period will be used for catch up purposes.