

School Committee Business Meeting Schedule 2026 - 2027

Revised June 26, 2026

Voted - April 29, 2026

NOTES:
 School Committee Business Meetings are generally held on the **2nd and 4th Wednesday**. Meeting date pattern will change if the date conflicts with City Council, a holiday or school vacation week. (By city Charter, SC meetings shall not meet on the same day as a regular City Council meeting, except in case of an emergency.) Meetings are held at the Senior/Community Center, unless otherwise noted in the calendar.
 *Exceptions to the rule: Monday, November 9th due to Veteran's Day holiday; Monday, November 23rd due to Thanksgiving; no meeting on December 23 due to Holiday Break.

DATE	TIME	INFO		DATE	TIME	INFO
Thursday, August 20	5:00 - 8:00PM	Summer Retreat <i>at NHS Library</i>		January 13, 2027	6:30PM	Business Meeting
August 26, 2026	6:30 PM	Business Meeting <i>at NHS Library</i>		January 27, 2027	6:30 PM	Business Meeting / Retreat
September 9, 2026	6:30 PM	Business Meeting		February 10, 2027	6:30 PM	Business Meeting
September 23, 2026	6:30 PM	Business Meeting		February 24, 2027	6:30 PM	Business Meeting
October 14, 2026	6:30 PM	Business Meeting		March 10, 2027	6:30 PM	Business Meeting <i>Public FY28 Preliminary Budget Presentations</i>
October 28, 2026	6:30 PM	Business Meeting <i>at NHS Library</i>		March 24, 2027	6:30 PM	Business Meeting
Monday, November 9	6:00PM & 7:00 PM	Budget Listening Session & Business Meeting		April 14, 2027	6:30 PM	<i>Public Hearing on Budget Business Meeting</i>
November date TBA 6:00 PM	Joint Meeting City Council & School Committee FY27 Budget <i>(location = Senior/Community Center)</i>			April 28, 2027	6:30 PM	Business Meeting
Monday, November 23	6:30 PM	Business Meeting		May 12, 2027	6:30 PM	Business Meeting
December 9, 2026	6:30 PM	Business Meeting		May 26, 2027	6:30 PM	Business Meeting
				June 9, 2027	6:30 PM	Business Meeting
				June 23, 2027	6:30 PM	Business Meeting

* Meeting dates, times and/or locations may be changed, added or deleted throughout the year.