BOROUGH OF GLASSBORO

COUNCIL MEETINGS

2024

January 9, 2024 January 23, 2024	July 23, 2024		
February 13, 2024 February 27, 2024	August 27, 2024		
March 12, 2024 March 26, 2024	September 10, 2024 September 24, 2024		
April 9, 2024 April 23, 2024	October 8, 2024 October 22, 2024		
May 14, 2024 May 28, 2024	November 26, 2024		
June 25, 2024	December 10, 2024 December 26, 2024 *		
2 nd Tuesday meetings begin at:	6:30 P.MWork Session 7:00 P.MRegular Meeting		
4 th Tuesday meetings begin at:	6:00 P.MWork Session 7:00 P.MRegular Meeting		
NOTE: *Work Session Meeting of Thursday, December 26, 2024 at 5:00 P.M.			

*Year End Close Out Meeting Thursday, December 26, 2024 at 5:30 P.M.

2025 Reorganization Meeting Saturday, January 4, 2025 at 5:00 P.M.

Legal action may be taken at all above referenced meetings, and all meetings are open to the public.

BOROUGH OF GLASSBORO

WORK SESSION MEETINGS

2024

Thursday	February 1, 2024	6:30 P.M.
Thursday	March 7, 2024	6:30 P.M.
Thursday	April 4, 2024	6:30 P.M.
Thursday	May 2, 2024	6:30 P.M.
Thursday	June 6, 2024	6:30 P.M.
Thursday	July 11, 2024	6:30 P.M.
Thursday	August 1, 2024	6:30 P.M.
Thursday	September 5, 2024	6:30 P.M.
Thursday	October 3, 2024	6:30 P.M.
Thursday	November 7, 2024	6:30 P.M.
Thursday	December 5, 2024	6:30 P.M.

Legal action may be taken at all above referenced meetings, and all meetings are open to the public.

LEGAL HOLIDAYS

2024

NEW YEAR'S DAY	Monday	January 1, 2024
MARTIN LUTHER KING DAY	Monday	January 15, 2024
PRESIDENT'S DAY	Monday	February 19, 2024
GOOD FRIDAY	Friday	March 29, 2024
MEMORIAL DAY	Monday	May 27, 2024
JUNETEENTH	Friday	June 21, 2024
INDEPENDENCE DAY	Thursday	July 4, 2024
LABOR DAY	Monday	September 2, 2024
COLUMBUS DAY	Monday	October 14, 2024
ELECTION DAY	Tuesday	November 5, 2024
VETERAN'S DAY	Monday	November 11, 2024
THANKSGIVING DAY	Thursday	November 28, 2024
DAY AFTER THANKSGIVING DAY	Friday	November 29, 2024
CHRISTMAS EVE	Tuesday	December 24, 2024
CHRISTMAS DAY	Wednesday	December 25, 2024
NEW YEAR'S DAY	Wednesday	January 1, 2025