



2020-2021 Payroll Calendar

Employees: Time Sheets Submitted to supervisor by 5:00 PM the last day worked in the pay period (15th and Last day of month).

Supervisors: Time sheets Approved /submitted to payroll by 5:00 PM the first business day after pay period ends (1st and 16th).

Pay Dates: 10th and 25th of each month. Saturdays roll back to Friday and Sundays roll to Monday.

Late Submittals: Timesheets submitted late are not guaranteed to be paid until the following pay date.

Pay Period		Employee Timesheets submitted by	Pay Date
Start	End		
12/16/20	12/31/20	12/31/20 5:00 PM	Monday, January 11, 2021
01/01/21	01/15/21	1/15/21 5:00 PM	Monday, January 25, 2021
01/16/21	01/31/21	1/31/21 5:00 PM	Wednesday, February 10, 2021
02/01/21	02/15/21	2/15/21 5:00 PM	Thursday, February 25, 2021
02/16/21	02/28/21	2/28/21 5:00 PM	Wednesday, March 10, 2021
03/01/21	03/15/21	3/15/21 5:00 PM	Thursday, March 25, 2021
03/16/21	03/31/21	3/31/21 5:00 PM	Friday, April 9, 2021
04/01/21	04/15/21	4/15/21 5:00 PM	Monday, April 26, 2021
04/16/21	04/30/21	4/30/21 5:00 PM	Monday, May 10, 2021
05/01/21	05/15/21	5/15/21 5:00 PM	Tuesday, May 25, 2021
05/16/21	05/31/21	5/31/21 5:00 PM	Thursday, June 10, 2021
06/01/21	06/15/21	6/15/21 5:00 PM	Friday, June 25, 2021
06/16/21	06/30/21	6/30/21 5:00 PM	Friday, July 9, 2021
07/01/21	07/15/21	7/15/21 5:00 PM	Monday, July 26, 2021
07/16/21	07/31/21	7/31/21 5:00 PM	Tuesday, August 10, 2021
08/01/21	08/15/21	8/15/21 5:00 PM	Wednesday, August 25, 2021
08/16/21	08/31/21	8/31/21 5:00 PM	Friday, September 10, 2021
09/01/21	09/15/21	9/15/21 5:00 PM	Friday, September 24, 2021
09/16/21	09/30/21	9/30/21 5:00 PM	Friday, October 8, 2021
10/01/21	10/15/21	10/15/21 5:00 PM	Monday, October 25, 2021
10/16/21	10/31/21	10/31/21 5:00 PM	Wednesday, November 10, 2021
11/01/21	11/15/21	11/15/21 5:00 PM	Wednesday, November 24, 2021
11/16/21	11/30/21	11/30/21 5:00 PM	Friday, December 10, 2021
12/01/21	12/15/21	12/15/21 5:00 PM	Thursday, December 23, 2021
12/16/21	12/31/21	12/31/21 5:00 PM	Monday, January 10, 2022