

December 1, 2020

Tuesday

12:00 PM - 1:00 PM

Mayor's Office Hours -- Main House

6:00 PM - 6:30 PM

Rail Committee Meeting -- Main House

Contact: Robert Ovadia, meeting layout, no staff present

December 2, 2020

Wednesday

4:00 PM - 7:00 PM

City Council Study Session -- Jennings Pavilion

Event Contact: Francesca Reyes. Ext. 586

City Council lay-out, no staff present

8:00 PM - 10:00 PM

Folk Dance Class (Contract) -- Carriage House

December 4, 2020

Friday

3:00 PM - 5:30 PM

Girls track practice -- North Meadow

December 5, 2020

Saturday

9:00 AM - 10:30 AM

ADAPT

December 7, 2020

Monday

12:00 PM - 1:00 PM

Round table Mtg -- Main House

Event Contact: Francesca Reyes. Ext. 586, HPP setup/fakedown, see layout diagram -- no staff present

December 8, 2020
Tuesday

12:00 PM - 1:00 PM

Mayor's Office Hours -- Main House

December 9, 2020
Wednesday

8:00 PM - 10:00 PM

Folk Dance Class (Contract) -- Carriage House

December 12, 2020
Saturday

11:30 AM - 3:30 PM

Art Drop -- Art School (downstairs - Main House)

December 15, 2020
Tuesday

12:00 PM - 1:00 PM

Mayor's Office Hours -- Main House

December 16, 2020
Wednesday

7:00 PM - 9:00 PM

City Council Regular Meeting -- Jennings Pavilion
Event Contact: Francesca Reyes. Ext. 586, HPP setup/takedown, see layout for set up -- no staff present

8:00 PM - 10:00 PM

Folk Dance Class (Contract) -- Carriage House

December 17, 2020
Thursday

4:00 PM - 4:30 PM

Tree Committee Meeting -- Main House
No special parking: Event Contact: Sally Bentz
Meeting lay-out, no staff present

Catering: N/A Music: N/A Fees: N/A

December 17, 2020 Continued
Thursday

December 22, 2020
Tuesday

12:00 PM - 1:00 PM Mayor's Office Hours -- Main House

December 23, 2020
Wednesday

6:00 PM - 9:00 PM Planning Commission meeting -- Jennings Pavilion

8:00 PM - 10:00 PM Folk Dance Class (Contract) -- Carriage House

December 29, 2020
Tuesday

12:00 PM - 1:00 PM Mayor's Office Hours -- Main House

December 30, 2020
Wednesday

8:00 PM - 10:00 PM Folk Dance Class (Contract) -- Carriage House