

	May-25	Jun-25	Jul-25	Aug-25	Sep-25	Oct-25	Nov-25	Dec-25	Jan-26	Feb-26	Mar-26	Apr-26	May-26	
Wed														
Mon					1									Mon
Tue			1		2									Tue
Wed			2		4	Town Council	1	Governance & Resources		3	Town Council		1	Governance & Resources
Thu	1		3		5		2			4	NEW YEAR'S DAY		2	
Fri	2		4		6		3			5			3	GOOD FRIDAY
Sat	3		5	2	7		4		1	6			4	2
Sun	4	1	6	3	8		5		2	7			3	1
Mon	5	BANK HOLIDAY	7	4	9		6		3	8			5	2
Tue	6		8	5	10		7		4	9			6	3
Wed	7	Annual Town Council Meeting	4	Governance & Resources	9	Public Realm	6		11	Public Realm	8	Town Council	5	Town Council
Thu	8		5		10		7		12		9		10	Public Realm
Fri	9		6		11		8		13		10		11	Public Realm
Sat	10		7		12		9		14		11		12	Public Realm
Sun	11		8		13		10		15		12		13	Public Realm
Mon	12		9		14		11		16		13		14	Public Realm
Tue	13		10		15		12		17		14		15	Public Realm
Wed	14	Public Realm	11	Public Realm	16	Community Engagement	13		18	Community Engagement	15	Public Realm	12	Public Realm
Thu	15		12		17		14		19		15		16	Public Realm
Fri	16		13		18		15		20		16		17	Public Realm
Sat	17		14		19		16		21		17		18	Public Realm
Sun	18		15		20		17		22		18		19	Public Realm
Mon	19		16		21		18		23		19		20	Public Realm
Tue	20		17		22		19		24		20		21	Public Realm
Wed	21	Community Engagement	18		23	Building Management	20		25	Building Management	22		19	Community Engagement
Thu	22		19		24		21		26		23		20	Community Engagement
Fri	23		20		25		22		27		24		21	Community Engagement
Sat	24		21		26		23		28		25		22	Community Engagement
Sun	25		22		27		24		29		26		23	Community Engagement
Mon	26	BANK HOLIDAY	23		28		25	BANK HOLIDAY	30		27		24	Community Engagement
Tue	27		24		29		26		31		28		25	Community Engagement
Wed	28	Building Management	25	Town Council	30	Governance & Resources	27		29	Governance & Resources (Budget)	26	Building Management	31	
Thu	29		26		31		28		30		27		28	Building Management
Fri	30		27				29		31		28		29	Building Management
Sat	31		28				30				29		30	Building Management
Sun			29				31				30		31	Building Management
Mon			30								31			Building Management
Tues														Building Management