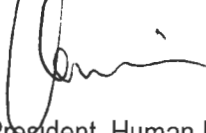


MEMORANDUM

TO: All Employees

FROM: Karine Shirinian 
Associate Vice President, Human Resources

DATE: January 9, 2020

SUBJECT: **Holiday Calendar, January 2020 – December 2020**

Below is the University's holiday schedule for the 2020 Calendar Year:

2020 Holidays:

Wednesday, January 1, 2020	New Year's Day
Monday, January 20, 2020	Martin Luther King, Jr. Day
Tuesday, March 31, 2020	Cesar Chavez Day
Monday, May 25, 2020	Memorial Day
Friday, July 3, 2020	(In lieu of Independence Day)
Monday, September 7, 2020	Labor Day
Wednesday, November 11, 2020	Veterans Day
Thursday, November 26, 2020	Thanksgiving Day
<u>Friday, November 27, 2020</u>	<u>Campus closed, not a holiday*</u>
Friday, December 25, 2020	Christmas Day
Monday, December 28, 2020	(In lieu of President's Day)
Tuesday, December 29, 2020	(In lieu of Lincoln's Birthday)
Wednesday, December 30, 2020	(In lieu of Admission Day)
Thursday, December 31, 2020	(In lieu of Columbus Day)

Note: Friday, January 1, 2021 is the date the Campus will have off to celebrate the New Year.

* The campus will close on Thanksgiving Day and the day after Thanksgiving so employees can enjoy the holidays. **The day after Thanksgiving is a non-paid campus closure day. However, employees may exercise options that will allow them to get paid.** Each employee covered by a collective bargaining agreement should review the holiday article in their contract. All of the CSU System contracts can be viewed at the following site: <http://www.calstate.edu/hr/employee-relations/>. If you review your contract and still have a question, please contact your MPP manager who will provide you with assistance.

Religious Holidays:

To observe religious holidays not designated by the State of California as official holidays, employees may use accumulated leave time, i.e. vacation, personal holiday or compensatory time off. Within operational needs for the staffing of the department, supervisors are encouraged to permit employees to use such leave time for religious purposes.