TOWN OF AMHERST FY25 BUDGET TIMELINE

DATE	ACTION	DAY/TIME	PRESENTERS/PARTICIPANTS
9/11/2023	Strategic Plans presented to Board of Selectmen and Ways & Means	Monday 6:30 p.m.	Dean Shankle, Adminstration Mark Reams, Police Department Gail Stout, Tax & Assessing BOS & W&M
9/25/2023	Strategic Plans presented to Board of Selectmen and Ways & Means	Monday 6:30 p.m.	Chris Buchanan, BPAC Craig Fraley, Recreation Amy Lapointe, Library Matt Conley, Fire Rescue BOS & W&M
10/10/2023	Strategic Plans presented to Board of Selectmen and Ways & Means Discuss/Set Global Assumptions	Tuesday 6:30 p.m.	Nic Strong, Community Development Eric Slosek, Public Works Conservation Commission BOS & W&M
10/12- 10/13/23	Preliminary Budget Meetings	Thursday & Friday	Town Administrator Finance Director Department Heads
10/23/2023	Draft Budget #1 Presentation Review/Discuss Warrant Articles (Titles and Amounts)	Monday 6:30 p.m.	Board of Selectmen Members Ways & Means Committee Members Department Heads
11/06- 11/20/23	Individual Department Meetings	Per Schedule	Board of Selectmen Members Ways & Means Committee Members Department Heads
11/20/2023	FY Budget Draft #2 FY23 Warrant Articles Draft #1	Monday 6:30 p.m.	Board of Selectmen Members Ways & Means Committee Members Department Heads
12/4/2023	Discussion: Changes to FY23 Budget Changes to FY23 Warrant Articles	Monday 6:30 p.m.	Board of Selectmen Members Ways & Means Committee Members Department Heads
12/18/2023	Final Draft FY23 Budget Presented FY23 Warrant Articles Draft Finalized	Monday 6:30 p.m.	Board of Selectmen Members Ways & Means Committee Members Department Heads
1/8/2024	FY23 Budget Public Hearing	Monday 6:30 p.m.	Board of Selectmen Members Ways & Means Committee Members Department Heads
1/22/2024	Preparation for FY23 Deliberative Session	Monday 6:30 p.m.	Board of Selectmen Members Ways & Means Committee Members
2/7/2024	Deliberative Session	Wednesday 7:00 p.m.	Board of Selectmen Members Ways & Means Committee Members Department Heads
3/12/2024	Town Elections	Tuesday, All Day	