

ROCKY POINT UNION FREE SCHOOL DISTRICT
2022-2023 BUDGET DEVELOPMENT CALENDAR - Draft



Date(s)		Action(s)
10/15/2021	Friday	Budget Request forms distributed to Administrators
10/25/2021 - 10/29/2021	Monday-Friday	Review of preliminary budgets with Principals and Directors as needed
11/12/2021	Friday	Administrators to return finalized Budget Request forms to the Business Office
12/17/2021	Friday	Preliminary operating budget prepared and reviewed internally
1/10/2022	Monday - 6:00 PM	Budget Workshop #1 in HS Auditorium
2/7/2022	Monday - 6:00 PM	Budget Workshop #2 in HS Auditorium
2/28/2022	Monday	Submission of the Property Tax Cap form to NYS Comptroller's Office on or before March 1 annually
3/1/2022	Tuesday	Board of Education candidate petitions available for pick-up
3/14/2022	Monday - 6:00 PM	Budget Workshop #3 in HS Auditorium
4/1/2022	Friday	NYS final budget for school aid anticipated to be published on or before April 1 annually
4/12/2022	Tuesday - 7:00 PM	Budget Adoption, BOE Meeting (Property Tax Report Card to be approved) and BOCES Budget Vote/Election
4/13/2022	Wednesday	Submission of the Property Tax Report Card and Salary Disclosure Notice to SED
4/18/2022	Monday	Application for absentee ballots available for pick-up at the Office of the District Clerk
4/18/2022	Monday	Deadline for submission of petitions for Board of Education candidates
4/25/2022	Monday	Finalize and mail annual Budget Brochure
4/25/2022	Monday	Adopted Budget and required attachments made available upon request at each school building
5/3/2022	Tuesday - 5:00 PM	Public Hearing on proposed School Budget in HS Auditorium
5/4/2022	Wednesday	Mail School Budget Notice to all qualified voters
5/10/2022	Tuesday	Special voter registration day 9AM to 9PM at the HS; Last day qualified voters may register with the District
5/10/2022	Tuesday	Deadline to receive an absentee ballot application by mail
5/17/2022	Tuesday	Statewide School Budget Vote and annual BOE Trustee Election
6/21/2022	Tuesday	Statewide Budget Revote (if needed)
7/1/2022	Friday	Implement new budget