

2018/19 Louth Town Council Meetings Schedule

TUESDAY	START TIME = 7.00PM UNLESS INDICATED (PRECEDED BY 15 MINS PUBLIC FORUM)	ACTION	TC	PLANNING	COMMUNITY RESOURCES	GOVERNANCE AND FINANCE	PERSONNEL
2018							
8TH MAY	NB Mon 7th May = BH	MTG & AG	TC	ANNUAL TOWN MEETING			
15TH MAY		MTG & AG	RTC - ELECTION OF MAYOR				
22ND MAY		MEETINGS		PL	CR	G&F	PERS
29TH MAY	NB Mon 28th May = BH	FREE					
5TH JUNE		FREE					
12TH JUNE		MINIMAL AGENDA					
19TH JUNE		MEETING		PL			
26TH JUNE		AGENDA					
3RD JULY		MEETINGS	RTC		CR		
10TH JULY		MINIMAL AGENDA					
17TH JULY		MEETINGS		PL		FOG	
24TH JULY		FREE					
31ST JULY		MEETINGS	TC			G&F	
7TH AUGUST		MINIMAL AGENDA					
14TH AUGUST		MEETINGS		PL			PERS
21ST AUGUST		FREE					
28TH AUGUST	NB Mon 27th Aug = BH	FREE					
4TH SEPTEMBER		MINIMAL AGENDA					
11TH SEPTEMBER		MEETINGS		PL			
18TH SEPTEMBER		AGENDA					
25TH SEPTEMBER		MEETINGS	RTC		CR		
2ND OCTOBER		MINIMAL AGENDA					
9TH OCTOBER		MEETINGS		PL			
16TH OCTOBER		AGENDA				FOG	
23RD OCTOBR		MEETINGS	TC			G&F	
30TH OCTOBER		MINIMAL AGENDA					
6TH NOVEMBER		MEETINGS		PL			PERS
13TH NOVEMBER		AGENDA					
20TH NOVEMBER		MEETINGS	TC		CR		
27TH NOVEMBER		MINIMAL AGENDA					
4TH DECEMBER		MEETINGS		PL		G&F	
11TH DECEMBER		FREE					
18TH DECEMBER		FREE					
25TH DECEMBER	NB 25th/26th Dec = BH	FREE					
2019							
1ST JANUARY	NB Tue 1st Jan = BH	MINIMAL AGENDA					
8TH JANUARY		MTG & AG		PL			
15TH JANUARY		MEETINGS	RTC (PRECEPT)		CR		
22ND JANUARY		FREE					
29TH JANUARY		MINIMAL AGENDA					
5TH FEBRUARY		MEETINGS		PL			PERS
12TH FEBRUARY		AGENDA				FOG	
19TH FEBRUARY		MEETINGS	TC			G&F	
26TH FEBRUARY		MINIMAL AGENDA					
5TH MARCH		MEETINGS		PL			
12TH MARCH		AGENDA					
19TH MARCH		MEETINGS	RTC		CR		
26TH MARCH		MINIMAL AGENDA					
2ND APRIL		MEETINGS		PL			
9TH APRIL		AGENDA				FOG	
16TH APRIL	NB Fri 19th Apr = BH	MEETINGS	TC			G&F	
23RD APRIL	NB Mon 22nd Apr = BH	MINIMAL AGENDA					
30TH APRIL		MEETINGS		PL	ANNUAL TOWN MEETING		
7TH MAY	NB Mon 6th May = BH	AG					
14TH MAY		MTG & AG	RTC - ELECTION OF MAYOR				