

## St. Mary's Department of Land Use & Growth Management 23150 Leonard Hall Drive, Leonardtown, Md. 20650 Phone (301) 475-4200, EXT 71500, Fax (301) 475-4672 2024 PLANNING COMMISSION AGENDA DEADLINES AND MEETING SCHEDULE



MEETING	AGENDA DEADLINE	AD TO PAPER DATE	PUBLICATION DATES	
DATE			FIRST	SECOND
Jan 8, 2024	Dec 11, 2023	Dec 19, 2023	Dec 22, 2023	Dec 29, 2023
Jan 22, 2024	Dec 26, 2023	Jan 2, 2024	Jan 5, 2024	Jan 12, 2024
Feb 12, 2024	Jan 16, 2024	Jan 23, 2024	Jan 26, 2024	Feb 2, 2024
Feb 26, 2024	Jan 29, 2024	Feb 6, 2024	Feb 9, 2024	Feb 16, 2024
Mar 11, 2024	Feb 12, 2024	Feb 20, 2024	Feb 23, 2024	Mar 1, 2024
Mar 25, 2024	Feb 26, 2024	Mar 5, 2024	Mar 8, 2024	Mar 15, 2024
Apr 8, 2024	Mar 11, 2024	Mar 19, 2024	Mar 22, 2024	Mar 29, 2024
Apr 22, 2024	Mar 25, 2024	Apr 2, 2024	Apr 5, 2024	Apr 12, 2024
May 13, 2024	Apr 15, 2024	Apr 23, 2024	Apr 26, 2024	May 3, 2024
June 10, 2024	May 13, 2024	May 21, 2024	May 24, 2024	May 31, 2024
June 24, 2024	May 28, 2024	June 4, 2024	June 7, 2024	June 14, 2024
July 8, 2024	June 10, 2024	June 18, 2024	June 21, 2024	June 28, 2024
July 22, 2024	June 24, 2024	July 2, 2024	July 5, 2024	July 12, 2024
Aug 12, 2024	July 15, 2024	July 23, 2024	July 26, 2024	Aug 2, 2024
Aug 26, 2024	July 29, 2024	Aug 6, 2024	Aug 9, 2024	Aug 16, 2024
Sept 9, 2024	Aug 12, 2024	Aug 20, 2024	Aug 23, 2024	Aug 30,2024
Sept 23, 2024	Aug 26, 2024	Sept 3, 2024	Sept 6, 2024	Sept 13, 2024
Oct 28, 2024	Sept 30, 2024	Oct 8, 2024	Oct 11, 2024	Oct 18, 2024
Nov 25, 2024	Oct 28, 2024	Nov 5, 2024	Nov 8, 2024	Nov 15, 2024
Dec 9, 2024	Nov 12, 2024	Nov 19, 2024	Nov 22, 2024	Nov 29, 2024
Jan 13, 2025	Dec 16, 2024	Dec 24, 2024	Dec 27, 2024	Jan 3, 2025
Jan 27, 2025	Dec 30, 2024	Jan 7, 2025	Jan 10, 2025	Jan 17, 2025

- 1. Meetings are held on the above dates at 6:30p.m., in The Commissioners Meeting Room, located at the Chesapeake Building.
- 2. The Director of Land Use and Growth Management reserves the right to adjust meeting dates based on the volume of cases to be heard or a Public Hearing that needs a Legal opinion.