



# 2026 CITY HALL OFFICE HOURS

Monday - Thursday 8:00 AM - 5:00 PM | Friday 8:00 AM - 4:00 PM

## January 2026

Mon	Tue	Wed	Thu	Fri
			1	2
5	6	7	8	9
12	13	14	15	16
19	20	21	22	23
26	27	28	29	30

## February 2026

Mon	Tue	Wed	Thu	Fri
2	3	4	5	6
9	10	11	12	13
16	17	18	19	20
23	24	25	26	27

## March 2026

Mon	Tue	Wed	Thu	Fri
2	3	4	5	6
9	10	11	12	13
16	17	18	19	20
23	24	25	26	27
30	31			

## April 2026

Mon	Tue	Wed	Thu	Fri
		1	2	3
6	7	8	9	10
13	14	15	16	17
20	21	22	23	24
27	28	29	30	

## May 2026

Mon	Tue	Wed	Thu	Fri
				1
4	5	6	7	8
11	12	13	14	15
18	19	20	21	22
25	26	27	28	29

## June 2026

Mon	Tue	Wed	Thu	Fri
1	2	3	4	5
8	9	10	11	12
15	16	17	18	19
22	23	24	25	26
29	30			

## July 2026

Mon	Tue	Wed	Thu	Fri
		1	2	3
6	7	8	9	10
13	14	15	16	17
20	21	22	23	24
27	28	29	30	31

## August 2026

Mon	Tue	Wed	Thu	Fri
3	4	5	6	7
10	11	12	13	14
17	18	19	20	21
24	25	26	27	28
31				

## September 2026

Mon	Tue	Wed	Thu	Fri
	1	2	3	4
7	8	9	10	11
14	15	16	17	18
21	22	23	24	25
28	29	30		

## October 2026

Mon	Tue	Wed	Thu	Fri
			1	2
5	6	7	8	9
12	13	14	15	16
19	20	21	22	23
26	27	28	29	30

## November 2026

Mon	Tue	Wed	Thu	Fri
2	3	4	5	6
9	10	11	12	13
16	17	18	19	20
23	24	25	26	27
30				

## December 2026

Mon	Tue	Wed	Thu	Fri
	1	2	3	4
7	8	9	10	11
14	15	16	17	18
21	22	23	24	25
28	29	30	31	

- **Holiday**  
(City Offices Closed)
- **Early Holiday Closure**  
(City Offices Closed at 12:00 PM)
- **Work Plan Meeting**
- **Budget Study Sessions**

- **City Council Meeting**  
\*Rescheduled due to Elections
- **CANCELED City Council Meeting**
- **Boards & Commissions Interviews**
- **Development Impact Fees Study Session**

- If it is a life-threatening emergency, dial 911.
- If it is a non-life-threatening emergency call Police Dispatch at (310) 545-4566 to report the emergency and stand-by City Staff will be available to respond.

The City encourages everyone to continue taking advantage of City services provided online at [www.manhattanbeach.gov](http://www.manhattanbeach.gov). The City welcomes the opportunity to service the community