



Designated School Event Nights for 2022-23

You likely know that we designate school event nights for the elementary, middle, and high school levels to avoid calendar conflicts for families. It is important that we make every effort to abide by this schedule. It is also suggested that you communicate frequently with the schools in your specific feeder pattern to avoid conflicts.

Please do not schedule meetings on School Board meeting nights.

<u>Level</u>	<u>Designated School Event Night</u>
Elementary	1st and 3rd Monday of the month 2nd Thursday of the month 4th Thursday of the month
Middle	2nd and 4th Monday of the month 1st Tuesday of the month 3rd Thursday of the month 4th Wednesday of the month
High	1st, 2nd, and 3rd Wednesday of the month 1st Thursday of the month 3rd Tuesday of the month (does not include graduation)

For elementary schools: When the second or fourth Thursday is a holiday, the elementary designated school event night may move to the fifth Tuesday.

For middle and high schools: Due to some holidays, a designated school event night may conflict with a School Board meeting. Do not schedule meetings on School Board meeting nights.

For high schools: If a designated school event night conflicts with a School Board meeting, do not schedule any school meetings.

All schools: Do not schedule bridging events at your schools the Thursday before high school graduations. This is the night Sequoia High School holds its graduation

Region One

Emerson Elementary
Garfield Elementary
Hawthorne Elementary
Jackson Elementary
Lowell Elementary
Madison Elementary

Region Two

Everett High
Sequoia High
Everett Virtual Academy
Evergreen Middle
North Middle
Jefferson Elementary
Monroe Elementary
Penny Creek Elementary
Silver Lake Elementary
View Ridge Elementary
Whittier Elementary

Region Three

Cascade High
Jackson High
Eisenhower Middle
Gateway Middle
Heatherwood Middle
Cedar Wood Elementary
Forest View Elementary
Mill Creek Elementary
Silver Firs Elementary
Tambark Elementary
Woodside Elementary