

| Pay Period ID | Pay Period | | Employee BP, OTP, PAP Approval* Due Date | Employees on Leave' or 'Leaving SLU' Absence Due Date/Time^ | | TIAA Contribution Change Deadlines | | Check Date | Month Posted |
|------------------|------------|------------|---|--|---------------|------------------------------------|----------------------------------|---------------|-----------------|
| | Start Date | End Date | | Date | Approver | First Date to Change Elections | Last Date to Change Elections | | |
| 2023MN7 | 7/1/2023 | 7/31/2023 | 7/20/2023 | 7/24/2023 | 3:00PM | 6/16/2023 | 7/16/2023 | 7/31/2023 | Jul |
| 2023MN8 | 8/1/2023 | 8/31/2023 | 8/21/2023 | 8/24/2023 | 3:00PM | 7/17/2023 | 8/16/2023 | 8/31/2023 | Aug |
| 2023MN9 | 9/1/2023 | 9/30/2023 | 9/19/2023 | 9/22/2023 | 3:00PM | 8/17/2023 | 9/14/2023 | 9/29/2023 | Sept |
| 2023MN10 | 10/1/2023 | 10/31/2023 | 10/20/2023 | 10/24/2023 | 3:00PM | 9/15/2023 | 10/16/2023 | 10/31/2023 | Oct |
| 2023MN11 | 11/1/2023 | 11/30/2023 | 11/17/2023 | 11/21/2023 | 3:00PM | 10/17/2023 | 11/15/2023 | 11/30/2023 | Nov |
| 2023MN12 | 12/1/2023 | 12/31/2023 | 12/15/2023 | 12/19/2023 | 3:00PM | 11/16/2023 | 12/14/2023 | 12/29/2023 | Dec |
| 2024MN1 | 1/1/2024 | 1/31/2024 | 1/19/2024 | 1/24/2024 | 3:00PM | 12/15/2023 | TBD | 1/31/2024 | Jan |
| 2024MN2 | 2/1/2024 | 2/29/2024 | 2/19/2024 | 2/22/2024 | 3:00PM | TBD | TBD | 2/29/2024 | Feb |
| 2024MN3 | 3/1/2024 | 3/31/2024 | 3/18/2024 | 3/21/2024 | 3:00PM | TBD | TBD | 3/28/2024 | Mar |
| 2024MN4 | 4/1/2024 | 4/30/2024 | 4/19/2024 | 4/23/2024 | 3:00PM | TBD | TBD | 4/30/2024 | Apr |
| 2024MN5 | 5/1/2024 | 5/31/2024 | 5/21/2024 | 5/23/2024 | 3:00PM | TBD | TBD | 5/31/2024 | May |
| 2024MN6 | 6/1/2024 | 6/30/2024 | 6/18/2024 | 6/21/2024 | 3:00PM | TBD | TBD | 6/28/2024 | Jun |

* The Employee BP due date is the date that all approvals must be completed by, for hires, add jobs, job changes, terminations, costing allocations, etc

^ Employees on Leave need to record all absences for approval for the month by the date specified to receive pay while on leave