



CORPORATION AND COMMITTEE MEETINGS 2026-27

Day	Date	Time	Location	Meeting
	26 Oct-30 Oct 2026	Half-term		
Tuesday	3 November 2026	17:00	Room 538	Search & Governance Committee
Tuesday	3 November 2026	18.30	Room 538	Remuneration Committee
Monday	9 November 2026	18:00	Room 538	Q&C Committee
Thursday	19 November 2026	18:00	Room 538	Resources Committee
Monday	23 November 2026	18:00	Room 22	Audit Committee
Monday	7 December 2026	18:00	Room 538	Corporation
	18 Dec- 4 Jan 2026	Christmas Holidays		
	15-19 Feb 2027	Half-Term		
Monday	1 March 2027	18:00	Room 538	Q&C Committee
Monday	8 March 2027	18:00	Room 538	Resources Committee
Tuesday	9 March 2027	17:00	online	Search and Governance Committee
Thursday	11 March 2027	18.00	Room 22	Audit Committee
Monday	22 March 2027	18:00	Room 538	Corporation
	25 Mar- 9 April 2027	Easter Holidays		
	24-28 May 2027	Half-Term		
Monday	7 June 2027	18:00	Room 538	Q&C Committee
Monday	14 June 2027	18:00	Room 538	Resources Committee
Tuesday	15 June 2027	17:00	online	Search & Governance Committee
Thursday	17 June 2027	18:00	Room 22	Audit Committee-VISUAL ARTS SHOW POTENTIALLY ON THIS DAY
Thursday	1 July 2027	18:00	Room 538	Corporation-A1 Parent/Carer Consultation Evening ON THIS DAY
	14 July 2027	Summer Break begins		

NOTES:

- 1) Q & C Committee – The Principal and Chairs of Q&C Committee will decide whether an additional meeting should be scheduled earlier in the Autumn Term to discuss the examination results.
- 2) The Spring Term Audit Committee meetings will only take place if there is sufficient business available, to be decided by the lead SLT Member and the Audit Committee Chair.
- 3) The Search and Governance Committee will meet in the Spring and Summer Terms, online.
- 4) Premises Group meetings will be convened when needed.
- 5) Remuneration Committee: agreed at July 2024 S & G Committee that Autumn Term S & G should be held immediately prior to Rem Com or alternatively Rem Com could be held remotely or decisions made by written resolution with the agreement of the Chairs.