

## **Office of the Secretary**

## **CIRCULAR INSTRUCTION NO: 11 OF 2020**

DATE:

8<sup>TH</sup> April, 2020

FILE:

1-4-12(A)

TO:

**ALL HEADS OF NATIONAL DEPARTMENTS** 

**ALL PROVINCIAL ADMINISTRATORS** 

ALL HEADS OF OTHER FUNDED PUBLIC AUTHORITIES

**ALL PUBLIC EMPLOYEES** 

**SUBJECT:** 

2020 PUBLIC HOLIDAYS FOR THE EASTER

WEEKEND.

Further to Circular Instruction No.14 of 2019 on Public Holidays for this year, 2020, the following dates are declared as Public Holidays for the Easter period throughout the country.

EVENT	DAY	DATE
Good Friday	Friday	10 <sup>th</sup> April 2020
Easter Saturday	Saturday	11 <sup>th</sup> April 2020
Easter Sunday	Sunday	12 <sup>th</sup> April 2020
Easter Monday	Monday	13 <sup>th</sup> April 2020

Please be informed that Thursday 9<sup>th</sup> April, 2020 is a normal working day for those essential service agencies and those non-essential service agencies assisting the essential service agencies. In view of the State of Emergency and the need to ensure that essential services are fully staffed and supported at all times there should be no early departure to commence the long weekend.

During the Easter Holiday period, all the essential services must be fully staffed in accordance with the Emergency Orders.

"RISE UP, STEP UP, SPEAK UP"

In accordance with the General Orders all essential staff who are required to continue to work on any of the Public Holiday days will be paid at double time and will be entitled to one additional day of leave to be added to their normal leave accruals.

The joint Circular Instruction No. 10/2020 issued by the Emergency Controller and Secretary for Department of Personnel Management will continue to remain in force throughout the Holiday Period and onwards for the period of the State of Emergency.

Hence, we would like to take this opportunity to wish you and your families a safe and Blessed Easter weekend, and may you all be safe and free from the COVID-19 pandemic.

TAIES SANSAN<sub>NSA</sub> Secretary DAVID MANNING, MBE, DPS, QPM Emergency Controller