



GENESEE COUNTY PARKS
Get away. Right away.



Pay Schedule

Payroll

What you need to know.

- **Paylocity**

Company ID: 93262

Username: Given during hiring (**we do not keep**).

Password: You created (**we do not keep**).

- **Paycheck**

First pay for NEW and RETURNING staff is paper check.

(Even if you have direct deposit.)

Paid Bi-Weekly – can take up to 1 month for first paycheck.

Check incorrect – check with Supervisor.

Closed Bank Account – cancel YOUR direct deposit first.

- **W-2s**

Are **NOT** automatically mailed – you make the selection in Paylocity (paper or electronic).

- **Miscellaneous**

Only Employee can pick up paycheck.

Check pick up time - check day 11am-1:30pm

Paycheck questions - call Finance Dept. @ 810.736.7100

Employment verification – call HR @810.257.3034

Unemployment questions – call HR @810.257.3034

| PAY PERIOD | PAYCHECK ISSUED |
|----------------------|-----------------|
| 11/25/2023-12/8/2023 | 12/22/2023 |
| 12/9/2023-12/22/2023 | 1/5/2024 |
| 12/23/2023-1/5/2024 | 1/19/2024 |
| 1/6/2024-1/19/2024 | 2/2/2024 |
| 1/20/2024-2/2/2024 | 2/16/2024 |
| 2/3/2024-2/16/2024 | 3/1/2024 |
| 2/17/2024-3/1/2024 | 3/15/2024 |
| 3/2/2024-3/15/2024 | 3/28/2024 |
| 3/16/2024-3/28/2024 | 4/12/2024 |
| 3/29/2024-4/12/2024 | 4/26/2024 |
| 4/13/2024-4/26/2024 | 5/10/2024 |
| 4/27/2024-5/10/2024 | 5/24/2024 |
| 5/11/2024-5/24/2024 | 6/7/2024 |
| 5/25/2024-6/07/2024 | 6/21/2024 |

| PAY PERIOD | PAYCHECK ISSUED |
|-----------------------|-----------------|
| 6/8/2024-6/21/2024 | 7/5/2024 |
| 6/22/2024-7/5/2024 | 7/19/2024 |
| 7/6/2024-7/19/2024 | 8/2/2024 |
| 7/20/2024-8/2/2024 | 8/16/2024 |
| 8/3/2024-8/16/2024 | 8/30/2024 |
| 8/17/2024-8/30/2024 | 9/13/2024 |
| 8/31/2024-9/13/2024 | 9/27/2024 |
| 9/14/2024-9/27/2024 | 10/11/2024 |
| 9/28/2024-10/11/2024 | 10/25/2024 |
| 10/12/2024-10/25/2024 | 11/8/2024 |
| 10/26/2024-11/8/2024 | 11/22/2024 |
| 11/9/2024-11/22/2024 | 12/6/2024 |
| 11/23/2024-12/6/2024 | 12/20/2024 |
| 12/7/2024-12/20/2024 | 1/3/2025 |



A Commission of Genesee County