

#### IMPORTANT MEMORANDUM

TO: Clearing Member Firms

Chief Financial Officers Back Office Managers

FROM: CME Group Clearing

SUBJECT: HOLIDAY SCHEDULE - Labor Day, Monday, September 1, 2025

Please reference the holiday processing schedule below for Monday, September 1st in observance of Labor Day.

# **Trading:**

GLOBEX, Clearport and Trading Floor	CME Group Holiday Calendar		
	CME Group Trading Hours - CME Group		

# Clearing Processing Cycles - September 1st

	Settlement Variation	Initial Margin	Settlement file	SPAN file	Reports
Intraday Cycle	No ITD Cycle	No ITD Cycle	No ITD Cycle	No ITD Cycle	No ITD Cycle
(ITD)					
End of Day Cycle	Prices will be carried	IM requirements	Normal Distribution		
(EOD)	forward from Prior day	will be			
	-	recalculated.			

- Trades or Giveup transactions Submitted to clearing on the holiday will be cleared the next business day
- Position Adjustments or Option Instructions are not allowed on the holiday
- CME will generate SPAN, Settlement and Register Files and Reports at their Normal Window
- PCS, CGM & Large Trader Files Submission are NOT required. Any files submitted will be ignored
- Banks are Closed, Settlement Variation, Performance Bond Cash and Collateral Transactions Will NOT be processed.
- Settlement Variation and Margin requirements from prior business day will be confirmed by the settlement banks by 7:30 a.m. CST the next business day

# **Futures Foreign Currency Performance Bond Cash Withdrawals**

Due to the holiday, please note the value dates on foreign currency performance bond cash withdrawals will be moved out until the next valid business date for that currency.

# **Futures Foreign Currency Settlement Variation**

Due to the holiday, please note the value dates on foreign currency settlement variation will be moved out until the next valid common business date for USD & the settlement currency.

**For questions or further information:** please contact CME Clearing at 312.207.2525 or CME Clearing's Banking and Collateral Team at 312-207-2594.