

# Weekly Events Schedule

Event	Time	Location	Event	Time	Location
<b>MONDAY</b>			Bible Study	10:00-11:45 a.m.	Library
Exercise	8:30 a.m.	Auditorium	Sewing Group	9:30 -3:30 p.m.	Library
Aerobics	9-10:00 a.m.	Auditorium	Beginners Line Dancing	10:30-11:30 a.m.	Auditorium
Walking Club	10:00 a.m.	Front Porch	Pickleball	11:30-1:00 p.m.	Auditorium
Stitches	Finished April 10	Library	Supper Club	5:00 p.m.	Auditorium
Bunco	6:00 p.m.	Library	Pinochle	6:30 p.m.	Library
Homeowners Meeting	6:30 p.m. Jan 8	Auditorium	Promenaders Square Dancing	6:30-10:00 p.m.	Auditorium
<b>TUESDAY</b>			<b>FRIDAY</b>		
Exercise	8:30 a.m.	Auditorium	Exercise	8:30 a.m.	Auditorium
Line Dancing	9:30-10:30 a.m.	Auditorium	Choir	9:00-10:00 a.m.	Auditorium
Beginner Line Dancing	10:30-11:30 a.m.	Auditorium	Walking Club	10:00 a.m.	Front Porch
Bible Study	10:30 a.m.	Library	Yoga	10:30 a.m.	Auditorium
Walking Club	10:00 a.m.	Front Porch	Shuffleboard	1:00 p.m.	TH Courts
Pickleball	11:30-1:00 p.m.	Auditorium	Cribbage	6:30 p.m.	Library
Shuffleboard	1:00 p.m.	TH Courts	Contra Dance (3rd Friday) \$8	7:00 - 11:00 p.m.	Auditorium
Art Group	1:00-3:30 p.m.	Social Room	<b>SATURDAY</b>		
Computer Club	1:00-3:30 p.m.	Auditorium	<i>Bingo</i> (Avg. play is \$5, can play all for \$3) ~ \$1 & \$2 paper packets available ~ 50¢/strip for bag game, benefit, jackpot and 50/50 games Doors open at 6:00 p.m. - Selling stops at 6:45 p.m. Games start at 7:00 p.m. Auditorium		
Gotcha!	6:30 p.m.	Library			
<b>WEDNESDAY</b>			<b>SUNDAY</b>		
Exercise	8:30a.m.	Auditorium	Sunday School	8:30	Auditorium
Aerobics	9:00 a.m.	Auditorium	Morning Worship	10:00 a.m.	Auditorium
Games	1:00-3:00 p.m.	Social Room	Shuffleboard	2:00 p.m.	TH Courts
Blue Grass	1:00-3:00 p.m.	Library	Bluegrass	1:30 p.m.	Auditorium
Euchre	6:30 p.m.	Library	Ice Cream Social 2nd Sunday of month, 3:00 - 4:00 p.m. ~Please bring bowl, spoon and \$1 3:00 p.m. - 4:00 pm in Library		
<b>THURSDAY</b>					
Exercise	8:30 a.m.	Auditorium			
Line Dancing	9:30-10:30 a.m.	Auditorium			
Walking Club	10:00 a.m.	Front Porch			