

## 2024 TERM ONE COURSE TIMETABLE

JANUARY			FEBRUARY			MARCH			
Monday	Activity	Dates	Activity	Dates	Activity	Dates	Activity	Dates	Location
10.00	Committee mtg		Committee mtg	5	Committee mtg	4			Longmore Rm
8.00 - 8.45	Aqua Aerobics	29	Aqua Aerobics	5 12 19 26	Aqua Aerobics	4 11 18 25			Council Pool
9.30 - 11.30	Dressmaking		Dressmaking	19	Dressmaking	18			Longmore Room
10.00 - 11.30	Garden Group		Garden Group		Garden Group			25	Longmore Room
2.00 - 4.00	Table Tennis	29	Table Tennis	5 12 19 26	Table Tennis	4 11 18 25			Main Hall
2.00 - 4.00	Mah Jong	29	Mah Jong	5 12 19 26	Mah Jong	4 11 18 25			Computer Room
<b>Tuesday</b>									
9.00 - 12.00	Cards	30	Cards	6 13 20 27	Cards	5 12 19 26			Longmore Room
11.00 - 12.30	Creative Writing	30	Creative Writing	13	Creative Writing	12		26	Longmore Room
1.00 - 3.00	Floral Art		Floral Art	20	Floral Art	19			Longmore Room
<b>Wednesday</b>									
9.00 - 12.00	Ukulele		Ukulele	7 14 21 28	Ukulele	6 13 20 27			Pioneer Park Museum
9.30 - 11.30	Indoor Bowls	24	Indoor Bowls	7 14 21 28	Indoor Bowls	6 13 20 27			Main Hall
9.30- 12.00	Card Making	31	Card Making	7 14 21 28	Card Making	6 13 20 27			Computer Room
1.00 - 2.30	Darts	31	Darts	14	Darts	13		27	Main Hall
2.00 - 4.00	Craft and Chat	31	Craft and Chat	7 14 21 28	Craft and Chat	6 13 20 27			Longmore Room
<b>Thursday</b>									
8.00 - 8.45	Aqua Aerobics	25	Aqua Aerobics	1 8 15 22 29	Aqua Aerobics	7 14 21 28			Council Pool
8.00 - 8.45	Exercise Class	18 25	Exercise Class	1 8 15 22 29	Exercise Class	7 14 21 28			Main Hall
9.30 - 12.30	Art		Art	8	Art	7		21	Longmore Room
10.30 - 12.30	Book Club		Book Club		Book Club			28	Longmore Room
<b>Friday</b>									
8.30a.m.	Birdwatching	19	Birdwatching	16	Birdwatching	15			Bell
9.00 - 11.30	Linedance		Linedance	2 9 16 23	Linedance	1 8 15 22		-	Main Hall
10.00 - 12.00	Mah Jong		Mah Jong	2 9 16 23	Mah Jong	1 8 15 22		-	Computer Room
<b>PUBLIC HOLIDAY — GOOD FRIDAY — 29 MARCH</b>									
<b>Class members, please two way communication with your tutors. Tutors, similarly with your U3A Tutor Coordinator</b>									