

Brookwood Senior Centre Groups-at-a-Glance

Class times subject to change. Last updated April 1, 2023

GAMES

- **Drop-in** (cards, puzzles, reading etc.) – Tuesdays 12:00 - 1:30. In the lounge or chat room.
- **Mexican Train Dominos** – 2nd and 4th Thursdays 10:00 - 12:00 - Drop in.
- **Pool** – Tuesdays and Thursdays 9:00 am - noon.

Want to book a different time? Contact Lynne at lynnehasane@gmail.com.

- **Chess** – Monday 7:00pm - 10:00 pm. Contact Hugh at 604-530-4693
- **Duplicate Bridge** – Wednesday and Friday 12:00 - 4:00 pm Contact Bernice at 604-530-1094

SINGING

- **Singalong with Lorie** – Mondays 11:30am - 1:00. Contact Lorie at bscsingalong@gmail.com

FITNESS

- **Toning with Maria** maricarmenhillmer@gmail.com
Monday, Wednesday, Friday: 9:00am - 10:30. Thursday: 9:00am - 10:00
- **Zumba with Anett** zumbawithanett@gmail.com Tuesday 9:30 to 10:30
- **Fencing** Monday 7:00pm - 10:00. Contact Dave Beningfield at 604-996-1912

DANCE

- **Line Dancing with Peggy Thomson** 604-534-0299 dancingbears@telus.net
Monday 1:45 pm - 3:45 (Intermediate)
Tuesday: 1:30 pm - 3:00 (Beginner +), 3:00 pm - 4:00 (Beginner), 4:30 pm - 5:30 (New beg. +)
Thursday: 1:45 pm - 3:45 (Intermediate)
Friday: 4:30 pm - 5:30 (Beginner)
Saturday: 8:00 am - 10:00 (New Intermediate), 10:00 am - 11:00 (Beginner)
Sunday: 10:00 am - 12:00 (New Intermediate)
- **Synergy – Maggie’s Line Dance** mpecchia@shaw.ca
Thursday: 6:00 pm - 7:15 (Beginner) 7:30 pm - 10:00 (Intermediate)
Sundays: 6:30 pm - 10:00 (Intermediate)
- **Square Dancing**
Tuesday: 7:00 pm - 10:00 (Plus Level)
Wednesday: 7:00 pm - 10:00 (Beginner/Mainstream)
- **Mexican Dancing** Sunday 1:00 pm - 3:30. Contact Maria maricarmenhillmer@gmail.com

CRAFTS

Contact Simone at simone@runlevel7.ca to find out when the “Generally Crafty People” will meet next for one of their all-day crafting and Scrap-booking marathons.
Look for “Langley Scrapbookers” on Facebook for more information.

QUILTING

Contact Lynne at lynnehasane@gmail.com for information or the group leaders: