



March 2019

PRIME TIME: Programs for Active Senior Adults

AGES 55&UP

City of Goose Creek Recreation
519 A. North Goose Creek Blvd.
843-569-4242

PRIME SPONSOR: \$150

- Company logo on every monthly calendar and flyer for the year.
- Invited to come talk to the group at a planned activity anytime throughout the year (up to 3 times).

GRAND SPONSOR: \$50

- Company logo on the monthly calendar for month requested.
- Invited to come talk to the group at a planned activity for the month sponsored.

PRIME SPONSOR:

American Benefit Services

Monday	Tuesday	Wednesday	Thursday	Friday
				1
4 Fitness Center MP2 12 – 4 pm Game Day: Pinochle Card Game	5	6 Fitness Center MP2 12 – 4 pm Game Day Hand & Foot Card Game 12:45-1:45pm Line Dancing AC Dance Rm	7 Fitness Center MP2 1 – 3 pm Painting Class: Lowcountry Sunset	8
11 Fitness Center MP2 12 – 4 pm Game Day Pinochle Card Game	12 Fitness Center MP2 1:30 – 3:30 Card Making Make 2 hand crafted cards	13 Fitness Center MP2 12 – 4 pm Game Day Hand & Foot Card Game 12:45-1:45pm Line Dancing AC Dance Rm	14 Fitness Center MP2 1 – 3 pm Painting Class: Tree Bird House	15
18 Fitness Center MP2 12 – 4 pm Game Day Pinochle Card Game	19	20 Fitness Center MP2 12 – 4 pm Game Day Hand & Foot Card Game 12:45-1:45pm Line Dancing AC Dance Rm	21 Fitness Center MP2 1-3 pm Painting Class: Pond in the Woods	22
25 Fitness Center MP2 12 – 4 pm Game Day Pinochle Card Game	26 Fitness Center MP2 12-1 pm Paper Marbling Create beautiful patterned papers using a simple marbling technique. Great for cards, scrap booking & other crafts.	27 Fitness Center MP2 12 – 4 pm Game Day Hand & Foot Card Game 12:45-1:45pm Line Dancing AC Dance Rm	28	29

Card Making Class: \$4R/\$5NR

Painting Class: \$5R/\$6NR

Paper Marbling: \$4R/\$5NR

Must pre-register

Limited to 13 students per class

Supplies included

New Class

Line Dancing Class: \$4R/\$5NR



Game Day: Free

Participants are welcome to
bring lite refreshments.

Regulars love playing the
card game Hand & Foot!

New Day!

**Monday 12-4 pm
Pinochle Card Game**

