Seniors' Meeting Place Drop-In Programs





Effective January 2 to March 27, 2026. Subject to change at any time.

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Wood Carving 9 a.m. to 12 p.m.	Badminton 8 to 11:30 a.m.	Wood Carving 9 a.m. to 12 p.m.	Badminton 8 to 12 p.m.	Table Tennis 9 to 11:30 a.m.	Badminton 8:30 to 12 p.m.
Art Drop-In 9 a.m. to 12 p.m.	Woodshop 9 a.m. to 12 p.m.	Kurling 9:30 to 11:30 a.m.	Woodshop 9 a.m. to 12 p.m.	Historical Wargaming (First Fri of the month) 9 a.m. to 12 p.m.	
Shuffleboard 9:30 to 11:30 a.m.	Craft Room Fiber & Fabric 9:30 a.m. to 4 p.m.	Craft Room Fiber & Fabric 9:30 a.m. to 4 p.m.	Craft Room Scrapbooking 9:30 a.m. to 12 p.m.	Art Drop-In 9:30 a.m. to 4 p.m.	
Indoor Archery 10 to 11 a.m.	Euchre (Bid) 12:30 to 3:30 p.m.	Book Club (Last Wed of the month) 10 a.m. to 12 p.m.	Nmkt. Public Library 9:30 a.m. to 12 p.m.	Keynotes Choir 10 a.m. to 12 p.m.	
Chess 9 to 12 p.m.	Darts 2 to 4 p.m.	Walking (Self Guided) 11:30 a.m. Start	Craft Room Fiber & Fabric 12:30 p.m. to 4:30 p.m.	Mahjong (Hong Kong Style) 1 p.m. to 3:30 p.m.	
Walking (Self Guided) 10 a.m. Start		Table Tennis 12:30 to 4:30 p.m.	Shuffleboard 1 to 3 p.m.	Cribbage 1 to 3:30 p.m.	
Seniors Lunch 12 to 1 p.m.		Hearts 1 to 4 p.m.	Music Drop In 1:30 to 3 p.m.	Bridge (Progressive) 1 to 3:30 p.m.	
Mahjong (Hong Kong Style) 1 p.m. to 3:30 p.m.		Texas Hold'em 12:30 to 4:30 p.m.	Qi Gong 3:30 to 4:30 p.m.	Euchre (Progressive) 7 to 10 p.m.	
Craft Room Fiber & Fabric 12:30 p.m. to 4 p.m.		Darts 4 to 5:30 p.m.	Table Tennis 6:30 to 9:30 p.m.		
Bingo 1:30 to 3:30 p.m.			Cribbage 7 to 9:30 p.m.		
Table Tennis 6:30 to 9:30 p.m.					

[•] There are no fees charged for drop in programs; however, if it is an activity that awards a prize, the Convener may charge a nominal fee for the prize pool.

[•] The Games Room (Billiards, Pool, & Darts) is open during regular operating hours.

[•] New players are encouraged in drop in programs, and help will be provided for those who would like it.

[•] Drop-In programs are for NSMP Members only. Non-members may try a program up to 3 times before deciding to become a member in order to continue to participate.

[•] To access the Wood Shop, members must complete a Wood Shop Safety Orientation.