



Wayne's

**'DANCE-N-TIME' INSTRUCTION SCHEDULE**



For Scarborough *Dance & Fitness* Participants

Clogging, Line Dancing, Line Tap, and **ZUMBA GOLD**

**SPRING - March to June 2015**



Week Day	Community Centre	Class	Time of Day
Monday	Scarborough Village C. C. (416) 396-4051	<b>Clogging – Beginner</b> BAR CODE 2694859 <b>– Intermediate</b> BAR CODE 2694861	10:40 am - 11:40 am <i>START: March 30th</i> 11:45 am -12:45 pm <i>START: March 30th</i>
	Oakridge C. R. C. (416) 338-1966 <i>(1<sup>st</sup> &amp; 3<sup>rd</sup> Monday each month)</i> <i>NOTE: Dates are adjusted for holidays</i>	<b>Drop-In Line Dancing</b> <b>ATTEND FOR FREE</b>	<b>1:30 pm - 3:00 pm</b> <i>START: April 6th</i>
Tuesday	Stephen Leacock C. R. C. (416) 396-4184	<b>Line Dancing - Beginner</b> BAR CODE 2721598	9:00 am - 10:00 am <i>START: March 31st</i>
	Ellesmere C. C. (416) 396-5536	<b>ZUMBA GOLD</b> BAR CODE 2705026	11:00 am-12:00 noon <i>START: March 31st</i>
Wednesday	Scarborough Village C. C. (416) 396-4051	<b>Line Dancing - Easy Fun Level</b> BAR CODE 2694862	10:45 am -12:15 pm <i>START: April 1st</i>
		<b>ZUMBA GOLD</b> BAR CODE 2705024	12:30 pm - 1:30 pm <i>START: April 1st</i>
	Stephen Leacock C. R. C. (416) 396-4184	<b>Clogging – Low Intermediate</b> BAR CODE 2721599	2:15 pm - 3:15 pm <i>START: April 1st</i>
Thursday	Birkdale C. C. (416) 396-4069	<b>Line Dancing – Easy Fun Level</b> BAR CODE 2697446  <b>Clogging - Basic Beginner</b> BAR CODE 2697448	9:00 am - 10:00 am <i>START: April 2nd</i>  10:15 am - 11:15 am <i>START: April 2nd</i>
	Ellesmere C. C. (416) 396-5536	<b>ZUMBA GOLD</b> BAR CODE 2705025	1:15 pm - 2:15 pm <i>START: April 2nd</i>
Friday	Ellesmere C. C. (416) 396-5536	<b>ZUMBA GOLD</b> BAR CODE 2735239	11:00 am-12:00 noon <i>START: April 10th</i>
	Birkdale C. C. (416) 396-4069	<b>ZUMBA GOLD</b> BAR CODE 2705022	1:15 pm - 2:15 pm <i>START: April 10th</i>
	Stephen Leacock C. R. C. (416) 396-4184	<b>ZUMBA GOLD</b> BAR CODE 2712400	3:00 pm - 4:00 pm <i>START: April 10th</i>

Community Centres with FREE Programs

