

DUNDONALD HALL USAGE SCHEDULE



MILITARY PROGRAMS

Facility	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Stags Gym and Fieldhouses 1,2 & 3	Military and PSP Unit PT 0600-1600 hrs	Military and PSP Unit PT 0600-1600 hrs	Military and PSP Unit PT 0600-1600 hrs	Military and PSP Unit PT 0600-1600 hrs	Military and PSP Unit PT 0600-1600 hrs
Stags Gym	Garrison Basketball Practice 1630-1800hrs	Garrison Volleyball Team Practice 1630-2030 hrs DDH North only	Inter Unit Drop-In Volleyball 1700-1900hrs DDH North & South	Garrison Volleyball Team Practice 1630 – 2030 hrs DDH North only	
Field House #1	Women's Soccer 1600-1700hrs Inter Unit Drop-In Soccer 1700-1900 hrs	Inter Unit Drop-In Basketball 1700-1900hrs			
Field House # 2	Women's Soccer 1600-1700hrs Inter Unit Drop-In Soccer 1700-1900 hrs			Inter Unit Drop-In Ball Hockey 1700-1900hrs	
Field House #3					

Schedule subject to change

The above programs are for currently serving CAF members only.

DUNDONALD HALL USAGE SCHEDULE



RECREATION SCHEDULE**

Facility	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
Stags Gym and Fieldhouses #1, 2 & 3	Pickleball* 9:30-11:30am FH 1	Pickleball* 9:30-11:30am FH 1	Pickleball* 9:30-11:30am FH 1	Pickleball* 9:30-11:30am FH 1	Pickleball* 9:30-11:30am FH 1		
Stags Gym	Open Rec 6-10pm	Open Rec 8:30-10pm	Open Rec 7-10pm	Open Rec 8:30-10pm	Open Rec 4-10pm	Open Rec 8am-8pm	Open Rec 8am-8pm
Field House #1	Open Rec 7-10pm	Open Rec 7-10pm	Open Rec 4-10pm	Open Rec 4-10pm	Open Rec 4-7:15pm	Open Rec 10:30am-12pm 12-5 Badminton/ Pickleball Club Open Rec 5-10pm	9-12pm Badminton/ Pickleball Club Open Rec 12-3:30pm
Field House # 2	Open Rec 7-10pm	Open Rec 4-10pm	Open Rec 4-10pm	Open Rec 7-10pm	Open Rec 4-7:15pm	10:30am-12pm Open Rec 12-5 Badminton/ Pickleball Club Open Rec 5-10pm	9-12pm Badminton/ Pickleball Club Open Rec 12-3:30pm
Field House #3	Open Rec 4-6pm & 7-10pm	6:15-7pm Zumba	Open Rec 4-10pm	6:15-7pm Spin	Open Rec 4-10pm	Open Rec 8am-8pm	Open Rec 8am-8pm

*Same day court reservations required. Call 613-687-5511 ext. 7114

**Schedule is subject to change.