



# CROSSROADS COMMUNITY CENTER

## 2025 DROP-IN SCHEDULE Jan 6-Feb 14

DAY	TIME	GYM	GAMES ROOM
<b>MON</b>	9-11a	**Adult Table Tennis	All Ages: 9 a.m.-7:45 p.m.
	11-12p	RESERVED - Preschool Class	
	12-2p	**Adult Pickleball	
	2-4p	Youth/Family Basketball	
	4-5:45p	RESERVED - Jets Gymnastics	
	5:45-7:45p	**Badminton	
<b>TUE</b>	9-11a	**Adult Table Tennis	All Ages: 9 a.m.-7:45 p.m.
	11-12p	RESERVED - Preschool Class	
	12-2p	**Adult Pickleball	
	2-5:30p	Youth/Family Basketball	
	5:45-7:45p	**Adult Pickleball	
<b>WED</b>	9-11a	**Indoor Play	All Ages: 9 a.m.-7:45 p.m.
	11-12p	RESERVED - Preschool Class	
	12-5:30p	Youth/Family Basketball	
	5:45-7:45p	**Adult Volleyball	
<b>THU</b>	9-11a	**Adult Pickleball	All Ages: 9 a.m.-7:45 p.m.
	11-12p	RESERVED - Preschool Class	
	12-2p	**Adult Basketball	
	2-5:30p	Youth/Family Basketball	
	5:45-7:45p	Youth/Family Basketball & Kite Flying (see dates below)	
<b>FRI</b>	9-11a	**Adult Pickleball	All Ages: 9 a.m.-7:45 p.m.
	11-12p	RESERVED - Preschool Class	
	12-2p	**Adult Basketball	
	2-5:30p	Youth/Family Basketball	
	5:45-7:45p	**Adult Table Tennis	

\* \*\*Fee Based Drop-In Programs: \$4 Bellevue Resident / \$5 Non-Resident

\* COB Play Passes Available (discounted drop-in fee)

\* CLOSED: Sat & Sun (private rentals ONLY)

\* Hours of Operation: Mon-Fri, 9a-8p

\* June 20-30: Center **CLOSED** for annual facility maintenance

\* Schedule subject to change without notice

\*Games Room - FREE Drop-In

\*Unsupervised youth must be age 12 or older

Youth/Family Basketball: Jan 9, 23; Feb 13,27; Mar 13, 27; Apr 10, 24; May 8, 22, 29; June 5, 12

Kite Flying: Jan 16; Feb 6, 20; Mar 6, 20; Apr 3, 17; May 1, 15



For alternate formats, interpreters, or reasonable modification requests please phone at least 48 hours in advance 425-452-4874 (voice) or email [ccc@bellevuewa.gov](mailto:ccc@bellevuewa.gov). For complaints regarding modifications, contact the City of Bellevue ADA, Title VI, and Equal Opportunity Officer at

[ADATitleVI@bellevuewa.gov](mailto:ADATitleVI@bellevuewa.gov).