



MEMORANDUM

DATE: November 6, 2023
TO: Parks and Recreation; Marketing Services; Library Services; Facilities
FROM: Heather Smith, Recreation Manager
SUBJECT: **Parks and Recreation 2024 Holiday Facility Hours Schedule**

A.W. Perry Homestead Museum

Thursday, July 4 – CLOSED, Independence Day *City Holiday*
Thursday, November 28 – CLOSED, Thanksgiving *City Holiday*
Tuesday, December 24 – CLOSED, Christmas Eve *City Holiday*
Wednesday, December 25 – CLOSED, Christmas *City Holiday*
Thursday, December 26 – By Appointment Only

Indian Creek Golf Course

Thursday, November 28 – CLOSED, Thanksgiving
Wednesday, December 25 – CLOSED, Christmas

Oak Creek Tennis Center

Monday, January 1 – CLOSED, New Year's Day
Sunday, March 31 – CLOSED, Easter
Monday, May 27 – CLOSED, Memorial Day
Thursday, July 4 – CLOSED, Independence Day
Monday, September 2 – CLOSED, Labor Day
Thursday, November 28 – CLOSED, Thanksgiving
Tuesday, December 24 – CLOSED, Christmas Eve
Wednesday, December 25 – CLOSED, Christmas
Tuesday, December 31 – CLOSE at 6pm, New Year's Eve

Rosemeade and Crosby Recreation Centers and Senior Center

Monday, January 1 – OPEN, 10am-4pm, New Year's Day *City Holiday*
Monday, January 15 – OPEN, 10am-4pm, Martin Luther King, Jr. Day *City Holiday*
Sunday, March 31 – RRC CLOSED, Easter
Monday, May 27 – OPEN, 10am-4pm, Memorial Day *City Holiday*
Thursday, July 4 – CLOSED, Independence Day, *City Holiday*
Monday, September 2 – OPEN, 10am-4pm, Labor Day *City Holiday*
Thursday, November 28 – CLOSED, Thanksgiving *City Holiday*
Friday, November 29 – OPEN, 10am-4pm, Thanksgiving *City Holiday*
Tuesday, December 24 – CLOSED, Christmas Eve *City Holiday*
Wednesday, December 25 – CLOSED, Christmas *City Holiday*
Tuesday, December 31 – CLOSE at 6pm, New Year's Eve

Rosemeade Rainforest (Open Memorial Day weekend thru Labor Day)

Monday, May 27 – OPEN, 10am-6pm, Memorial Day *City Holiday*
Thursday, July 4 – OPEN 10am-6pm, Independence Day *City Holiday*
Monday, September 2 – OPEN, 10am-6pm, Labor Day *City Holiday*