

# KINDER FARM PARK

## Calendar of Events

# NOVEMBER 2009

Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2 Blacksmith Guild MTG 7 PM	3 Park Closed	4	5	6	7
8	9 Blacksmith Guild MTG 7 PM	10 Park Closed	11 Friends of KFP MTG 6:30 PM 	12	13	14
15	16 Blacksmith Guild MTG 7 PM	17 Park Closed  KFP Quilters Guild MTG 1-3 PM	18	19	20	21 Intro to Blacksmithing Class 9 AM-4PM 
22	23 Blacksmith Guild MTG 7 PM	24 Park Closed	25	26 Park Closed 	27	28
29	30 Blacksmith Guild MTG 7 PM					

1001 Kinder Farm Park Road  
Millersville, MD 21108

Park Hours: 7AM to Dusk

Office Hours: Weekday - 9AM to 4PM

Weekend - 10AM to 3PM

Park & Office Closed on Tuesdays

410-222-6115 (Phone) 410-222-6117 (Fax) 410-222-6122 (Event Hotline)

[www.kinderfarmpark.org](http://www.kinderfarmpark.org)



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## NOVEMBER 2009

### **Chesapeake Forge Blacksmith Guild**

Every Mon, 7 PM

Members learn and practice new techniques as they work on their projects. No registration required. No gate fees. Visit <http://www.chesapeakeforge.org/> for more info.

### **The Friends of Kinder Farm Park Meeting**

Wed, Nov 11, 6:30 PM

The Friends of Kinder Farm Park is a park advocacy group that supports the park through fund-raising and volunteer activities. Meeting will be held in the Comfort Station Classroom. Call the park office or visit their website, <http://www.kinderfarmpark.org/>, for further information. No registration is required. No gate fees.

### **Kinder Farm Park Quilters' Guild**

Tue, Nov 17, 1-3 PM

Share your interest in quilting and meet some new people! This group meets at the Jaycees Building. Included in this organization will be programs, workshops, fellowship, and the opportunity to work on your own quilting projects. No registration is required. No gate fees.

### **Introduction to Blacksmithing Class**

Sat, Nov 21, 9 AM – 4 PM

Ever thought about learning the long tradition of blacksmithing? Here is your chance! The first project will be a fireplace poker that can be used in the participant's own forge or fireplace, or another simple project. Cost of the class is \$100, which includes a one-year membership in the Chesapeake Forge Blacksmith Guild. Participants should bring a lunch, wear old clothes (cotton or leather clothes are best), and hightop leather shoes or boots. Work gloves are recommended. Training will continue at our regular Monday night meetings, from 7:00 to 10:00 P.M. For more information and to register - visit [www.chesapeakeforge.org](http://www.chesapeakeforge.org). Pre-registration is required.

**Gate fees apply for ALL programs, unless otherwise noted.** Due to the nature of many of our programs, ALL programs requiring pre-registration require a MINIMUM number of participants. If the minimum number is not met, the program will be cancelled or rescheduled. **Pre-registration is required, unless otherwise noted.** For more information or to register, please call the park office at 410-222-6115.