

Oak Hill Drum Studio

Openings: These are 30 minute private class times in our studio as of February 9, 2019. You can combine two adjacent openings to form a one hour class. Please confirm your opening with us before paying for classes.

Note: You cannot book a time slot online. Call 512-964-6778 or email david@oakhilldrumstudio.com to reserve your class time.

Legend:

- 1) If a time slot is blank the studio is available for your drum class. Openings are available class times to be scheduled, not necessarily our teaching schedule for this week or next.
- 2) If a time slot is marked "open month/day", it will become available on that date.
- 3) If you are interested in a time slot marked "Hold", someone has asked us to hold time slot. Contact us for an updated status.
- 4) If a time slot is gray the studio is closed. But we can open as necessary to accommodate your schedule.
- 5) Contact us to schedule your drum classes or camp.

Don't see a convenient opening?
Contact us at 512-964-6778 or email david@oakhilldrumstudio.com for assistance

Class Time	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday					
10:30	Closed	Closed	Closed	Closed	Closed	Closed					
11:00	DRUMSET AND SCHOOL PERCUSSION CAMPS ARE AVAILABLE YEAR ROUND CONTACT US TO BOOK YOUR CAMP (2 hours per day, 10 hours per week)					occupied					
11:30						occupied					
12:00						Hold					
12:30						occupied					
1:00											
1:30						occupied					
2:00						occupied					
2:30						occupied					
3:00						Closed	Closed	Closed	Closed	Closed	Closed
3:30						occupied	occupied		occupied		
4:00	occupied	occupied	occupied	occupied							
4:30	occupied	occupied	occupied	occupied							
5:00	occupied	occupied	Hold	occupied							
5:30	occupied	occupied		occupied							
6:00	occupied		occupied	occupied							
6:30	occupied	occupied	occupied								
7:00	occupied		occupied								
7:30	occupied		occupied	occupied							

Lesson Times: Monday - Thursday 3:30 – 8:00 pm, Saturdays 11:00 am - 3:00 pm.
Drumset & Percussion Camp Hours: Monday – Friday (times to be determined)