

**Fall/Spring Matrix
Parkview Campus
Effective Fall 2007**

2 Cr Hrs (100)				3 Cr Hrs (150)						4 Cr Hrs (200)				
1 mtgs/wk M T W R F		2 mtgs/wk TR MW MF WF		1 mtg/wk M T W R F		2 mtgs/wk TR		3 mtgs/wk MWF		2 mtgs/wk		4 mtgs/wk MTWR or MTRF		
8:30	10:10	8:30	9:20	16:00	18:30	8:30	9:45	8:30	9:20	8:30	10:10	8:30	9:20	
10:30	12:10	9:30	10:20	18:30	21:00	10:00	11:15	9:30	10:20	10:30	12:10	9:30	10:20	
12:30	14:10	10:30	11:20	19:00	21:30	11:30	12:45	10:30	11:20	12:30	14:10	10:30	11:20	
14:30	16:10	11:30	12:20			13:00	14:15	11:30	12:20	14:30	16:10	11:30	12:20	
16:30	18:10	12:30	13:20			14:30	15:45	12:30	13:20	16:30	18:10	12:30	13:20	
18:30	20:10	13:30	14:20			16:00	17:15	13:30	14:20	18:30	20:10	13:30	14:20	
		14:30	15:20			18:30	19:45	14:30	15:20	Recommended evening hour for a 4-credit course meeting once per week: 18:30 - 21:50		14:30	15:20	
		15:30	16:20			MW	MF	WF	15:30		16:20		15:30	16:20
		16:30	17:20			13:00	14:15	16:30	17:20				16:30	17:20
						14:30	15:45							
						16:00	17:15							
						18:30	19:45							

Note: Courses must begin on the hour or half-hour. Evening classes begin at either 18:30 or 19:00.

Courses which may be scheduled on Saturdays are outside this matrix and are not restricted to these times.

Requests for exceptions to the scheduling parameters must be submitted in writing with sufficient rationale for consideration, first to the College Dean. After College approval, requests will go to the Registrar for final approval.

Questions regarding the matrix? Call Laura Thomas at 7-4308 or Kathy Rix at 7-4969.

Classes where the lecture and laboratory sections meet separately should follow the begin times based on the contact time for each portion. For example, a four-credit hour course with the lecture meeting 3 hours per week and the laboratory meeting 1 hour per week, the lecture begin time should be based on the approved class meeting times for a 3-credit hour course, and the laboratory should begin on an approved begin time for the day on which the laboratory is being offered.