



San Diego Mineral & Gem Society
A Non-Profit Educational and Scientific Organization

SUMMER 2025 WORKSHOP SCHEDULE
July 7 – August 30, 2025 (updated 5/28/2025)

Signing up for classes: Prospective students must contact the instructor prior to attending a workshop; click on the instructor's name in the schedule below to send an email message. (If you have trouble with the links, please email school@sdmg.org, we'd be happy to help facilitate contact with an instructor.)

Class fees: **Adults:** \$6 per 3-hour class. \$8 per class if longer than 3 hours. **Juniors:** \$1 per class. Cash or checks only, please. Instructors may require prepayment of class fees per class, month, or semester.

✓ Classes are open to SDMG members only: Sign up or renew membership at:
<https://sdmg.org/sdmg-membership/> – Or – in person during Society hours.

✓ Students must read and follow the School Rules, available in the classroom and online at:
<https://sdmg.org/class-schedule/school-rules.pdf>

<u>CABOCHONS</u>	Mon	6:00 pm – 9:00 pm	<u>Mark Herman</u>
	Tue	6:00 pm – 9:00 pm	<u>Steve Wright</u>
	Wed	9:00 am - 11:30 am	<u>Itziar Parramon</u>
	Wed	6:00 pm - 9:00 pm	<u>Nita Sani</u>
	Fri	6:00 pm – 9:00 pm	<u>Jon Evans</u>
<u>FACETING</u>	Thu	6:00 pm – 9:00 pm	<u>Bill Brisebois</u>
<u>BEG. METALS FABRICATION</u>	Mon	6:00 pm – 9:00 pm	<u>Tim Swann</u>
	Wed	6:00 pm – 9:00 pm	<u>Tim Swann</u>
	Thu	9:00 am – 12:00 pm	<u>Bud Green</u>
	Thu	12:00pm – 3:00pm*	<u>Miriam Larson</u>
<u>INT. METALS FABRICATION</u>	Tue	3:00 pm – 6:00 pm	<u>Yvonne Juarez</u>
	Tue	6:00 pm – 9:00 pm	<u>Yvonne Juarez</u>
<u>ADV. METALS FABRICATION</u>	Wed	9:00 am – 3:00 pm	<u>Kim Vonk</u>
	Wed	9:00 am - 3:00 pm	<u>Jackie Leverone</u>
	Thu	1:00 pm – 4:00 pm	<u>Denny Turner & Tim Swann</u>
	Thu	7:00 pm - 9:00 pm	<u>Ellen Riceman</u>
	Fri	9:00 am - 3:00 pm	<u>Miriam Larson</u>
<u>CASTING</u>	Thu	7:00 pm – 9:00 pm	<u>Rich Yarborough</u>
<u>SPHERE MAKING</u>	Sat	1:00 pm - 4:00 pm	<u>Paul Williams</u>
<u>JUNIORS</u>	Sat	9:30am - 12:30pm	<u>Dave Smith</u>

* This class meets in the library **Open Studio