

# Library Life



The Official Newsletter of Bridgeport Public Library

May 2026

## Michigan Activity Pass

Your library card unlocks more than books – it opens the door to adventures all across Michigan. Through the Michigan Activity Pass program, you can use your card to get free or discounted admission to hundreds of museums, parks, cultural sites, and family-friendly destinations statewide. Visit [www.miactivitypass.org](http://www.miactivitypass.org) for more information.



## HOURS

**Monday: 9 am – 7 pm**

**Tuesday: 9 am – 7 pm**

**Wednesday: 9 am – 7 pm**

**Thursday: 9 am – 7 pm**

**Friday: 9 am – 5 pm**

**Saturday: 9 am – 2 pm**

**Sunday: Closed**

**CLOSED**

**MAY 21, 23 & 25**

## Spring Book CLEARANCE

**May 4-9**

**Bag Sale!**  
**Paper Bag: \$5**  
**Plastic Bag: \$3**



## Summer Reading Program Begins June 1st

The library will be throwing a Summer Reading Program Kick-Off Party on **Monday, June 1 from 2-6pm**, it will be tons of fun for everyone! It also happens to be National Dinosaur Day, so be there or be a Square-o-saurus. We will have dino activities and prizes for all ages. It will also be the launch of several ongoing programs such as Adopt-A-Dino, "Create Your Own Dino", and "Dig Into a Good Book". More info can be found on pg 10.

## **Online Catalog: Apollo- To- Go**

Want to see if we have a specific book or author? Our entire catalog can be accessed several ways online.

From our website, towards the bottom of the page is a link to our catalog.

You can also go directly to the catalog website at:

<https://bridgeportlibrary.biblionix.com/catalog/>

Want to view our catalog from your phone as if it were an app? Create a shortcut on your home screen. We have bookmarks with instructions available at the front desk, or staff can assist you.

## **Escaping Pharaoh's Tomb**

Unearth a story! Can you find the key to unlocking Pharaoh's tomb? Try your luck in our escape room.

Open during normal business hours up to one hour before the library closes.

Registration required. Open to all ages.

Register in person,  
over the phone at  
777-6030

or online at [www.bridgeportlibrary.org/  
program-registration-form](http://www.bridgeportlibrary.org/program-registration-form)

**Available for a limited time only:  
June 1 - June 30**



## **Smartphone and Computer Help**

If you have a question or tech task that requires more than a few minutes to sort out, the library offers One-On-One Appointments to better utilize our staff and increase the efficiency and efficacy with which we serve our patrons. Appointments are usually offered in 30 minute to 1 hour blocks, depending upon your needs. Set up a time at the Circulation Desk or over the phone. 989-777-6030



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

## Kits and The Library of Things

Located in the Media section, on the Teen & Young Adult side of our library:

- **Kits:** Bird-watching, Back-to-School, Christmas, and Sensory Kits available for in library use or to check out.
- **Cookie Cutters and Cake Pans:** They stay on our shelves instead of cluttering your cupboards when not in use. Comes in a variety of shapes and sizes.
- **Board Games and Card Games:** Many new and classic games to entertain all ages and interests.
- **Local History and Genealogy:** Dive into the archives to uncover your personal history or your communities' (not all of these types of materials are available to be checked out). We have historical documents, record books, class year books, maps, and more.

## Notary Services

We offer notary services upon staff availability:

Not every staff member is a notary.

If you need something notarized, please call ahead of time to make sure that one is available for you when needed.

We charge \$1 per notary signature. Valid ID is required for all parties signing. Documents must not be signed until in presence of the notary.

## Meeting Rooms

The library values a quiet space to meet, study, and work. We have two meeting rooms available. One is ideal for groups of 5-8, the other is perfect for 1-4 people.

To reserve a room it is ideal to call ahead of time, but you can also stop at the front desk and see if one is available upon arrival.

Rooms are free to use except for political candidates, depositions and for-profit purposes. For those uses they are \$25 per hour.

For larger groups and events, we have our Community Room available to use for free for non-profit purposes or for \$50 per hour for profit.




# May Events

Register online, over the phone, or in person.

[www.bridgeportlibrary.org/programs-events](http://www.bridgeportlibrary.org/programs-events)

989-777-6030

Monday	Tuesday	Wednesday	Thursday	Friday
			<i>Come in anytime for a 'Hand Print Cactus' Take &amp; Make Craft</i>	1 <b>Self Led Health:</b> 10-11a - Adults <b>Video Games:</b> 2-5pm - Teens
4 <b>Hot Yoga:</b> 5:30-6:30p - Adults	5 <b>Story Hour:</b> 10:30-11:30a - Kids <b>Video Games:</b> 2-5pm - Teens	6 <b>Slow Flow Yoga:</b> 10-11a - Adults <b>Creative Writing:</b> 5:30- 6:30p - Adults <b>Homeschool Meetup:</b> 5:30-6:30p - All	7	8 <b>H.I.I.T:</b> 10:30-11a - Adults  <b>Video Games:</b> 2-5pm - Teens
11 <b>Hot Yoga:</b> 5:30-6:30p - Adults	12 <b>Story Hour:</b> 10:30-11:30a - Kids <b>Video Games:</b> 2-5pm - Teens	13 <b>Slow Flow Yoga:</b> 10-11a - Adults	14 <b>Garden Series:</b> <b>Pollinators</b> 5:30-6:30p - All	15 <b>Self Led Health:</b> 10-11a - Adults <b>Video Games:</b> 2-5pm - Teens
18 <b>Hot Yoga:</b> 5:30-6:30p - Adults	19 <b>Story Hour:</b> 10:30-11:30a - Kids <b>Video Games:</b> 2-5pm - Teens <b>GypsyMadeKitchen:</b> <b>Natural Pain Relief</b> 5:30-6:30p - Adults	20 <b>Slow Flow Yoga:</b> 10-11a - Adults	21 <b>Digressing Divas Book Club:</b> 12:30-2:30p - Adults	22 <b>No H.I.I.T</b>  <b>Video Games:</b> 2-5pm - Teens
25 <b>No Hot Yoga</b>	26 <b>Story Hour:</b> 10:30-11:30a - Kids <b>Video Games:</b> 2-5pm - Teens	27 <b>Slow Flow Yoga:</b> 10-11a - Adults	28	29 <b>Self Led Health:</b> 10-11a - Adults <b>Video Games:</b> 2-5pm - Teens

 **Bridgeport Public Library**  
3399 Williamson Rd, Saginaw, MI 48601

Far more than you expect!



# Children's Craft & Story Hour



**Bridgeport Public Library, Saginaw, MI**

*We promote early literacy by teaching Ready to Read Michigan skills!*

# Community Connection

## Local Business Sponsors

Are you a local business owner or manager who would like to contribute to the community and get your name out? The library is looking for sponsors/donations for our summer reading program. Donate your product or services in the form of gift cards or prizes, and your business will be featured in our ongoing summer reading program and advertising.

## Program Donations

For the summer reading program, the library is in need of a large plastic or stuffed dinosaur toy, as well as small bean bags (able to be tossed). This fall we will be in need of clean stuffed animals.

## Zoo Supply Donations

In participation with Saginaw Children's Zoo, the library is accepting donations of plain newspaper, toilet paper tubes, cardboard egg cartons, and clean Styrofoam. Zoo staff use these items for bedding and animal enrichment projects.

## Craft Supplies

We will always take donated craft supplies, but now specifically need fabric, ribbon, and decorative paper.



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3399 Williamson Rd, Saginaw, MI 48601

**Far more than you expect!**



# P a t r o n B o o k R e v i e w

## ***Loss, a new definition of humanity and humor define the apocalypse in Dungeon Crawler Carl***

*by Lee Brown*

Matt Dinniman's *Dungeon Crawler Carl* (Ace/Berkley/Penguin Random House, 2020) is subversive. There, I said it. A common definition of subversion, in fact, would be to subvert expectations, institutions, or establishments. Dinniman was able to easily and completely subvert my expectations when I read his breakthrough novel.

For starters, it's a LitRPG novel. Despite being an avid science fiction, fantasy, and horror reader, I had never heard of this speculative subgenre prior to picking up this book. The LitRPG format is intended to replicate the most common tropes found in role-playing games and adjust them to a written narrative.

Let's see how Dinniman scores?

- Underground dungeon? Check.
- A party of adventurers that grows in size as the narrative continues? Check.
- A levelling-up system that allows characters to learn new skills and gain more power as the adventure progresses? Check.

Magical and/or technological items with lengthy unusual names that greatly increase a character's abilities? Check, check, and check.

*Dungeon Crawler Carl* is the story of Carl, a former Coast Guard who narrowly escapes the end-of-the-world by chasing his [1] cat, Princess Donut, outside into the winter Seattle night moments before all structures on Earth are brought crashing into the ground. Billions are immediately killed [2] while the remainder are given the choice via planetary loudspeaker to either enter the underground World Dungeon and participate in an intergalactic televised game show (*Dungeon Crawler World*) or attempt survival on the surface, knowing all human habitation has already been eliminated.

As a first-person narrative, the action initially focuses exclusively on Carl, his actions, his thoughts, and his predicament. One of the focuses of the book is on the concept of unimaginable loss and how to cope. Dinniman balances the unimaginable horror of planetary apocalypse against the all-too-relatable loss of relationship due to infidelity. While one couldn't logically compare the two situations, the loss Carl was already going through prepared him, at least initially, for the greater loss.

But he's not alone in his adventure – which leads to the second major theme/question: what makes a person human? At the moment of transitioning into the World Dungeon, Carl receives a number of loot boxes, one including an enchanted pet biscuit that Donut snaps up as soon as she sees it. That prompts her transformation into a fully sentient being within the dungeon, with the ability to speak, reason, and ultimately lead the party of two. And there is the question. Donut is a cat, she's proud to be a cat, and even when she gets the chance to change forms into something more formidable, she still chooses cat.

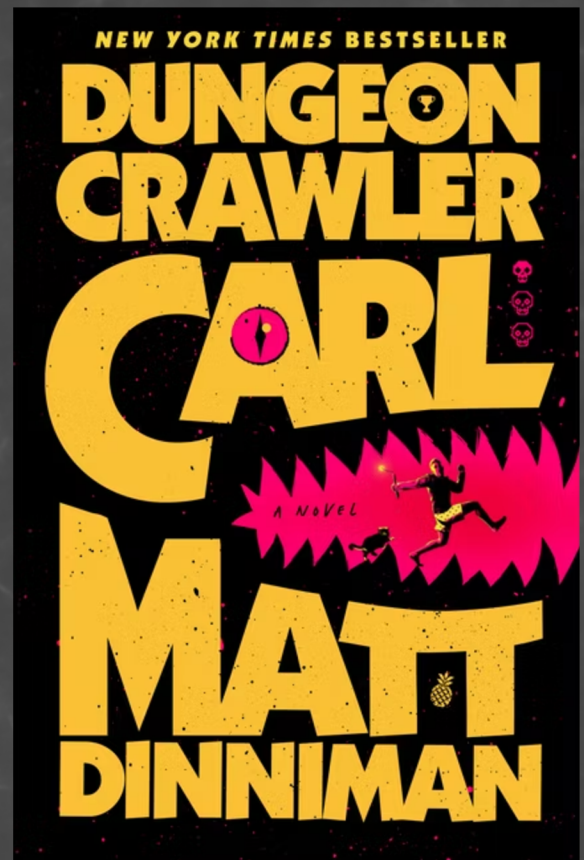
Carl is a human but is willing to make modifications to be less human-seeming. Then there are the alien friends the two pick up along the way.

They aren't human but they are likely to be more human than many of the people who entered the dungeon. Dinniman handles these lofty topics with a liberal dose of humor at every turn. From pop-up boxes featuring the most sarcastic A.I. ever to exist describing Carl and Donut's achievements to enhanced objects that are simultaneously the opposite of what Carl wants yet exactly what he needs, the humor keeps any of those harder themes from overwhelming the reader, making for a pleasant read all the way through.

LitRPG and Dungeon Crawler Carl in particular are perfect as escapist literature. You won't find the answers to life's big questions but you will find a lot of fun and maybe just a bit of deep thinking to keep it real. It doesn't hurt that this is the first of a currently seven-book series with several more additions planned.

[1] Technically, it's his ex-girlfriend's cat but you'll approve of the catnapping.  
[2] Several will eventually get better.

*Lee Brown is an author, educator, and editor. You can read more of his reviews, thoughts, and original fiction at [leefbrown.substack.com](http://leefbrown.substack.com). Want to write with Lee? Join him and several others monthly on the first Tuesday at 5:30pm for Creative Writing Club here at Bridgeport Public Library.*



*Dungeon Crawler Carl by Matt Dinniman can be found in the Fiction section of our library. If unavailable, it can also be borrowed from another state library through Michigan eLibrary using your library card.*

*Dungeon Crawler Carl is book 1 in a series of 7. The series is highly successful and being adapted for television by Universal International Studios and Seth MacFarlane's Fuzzy Door. Read it before TV ruins it (kidding).*



Fan art by [Ondřej Hrdina](#)

# A look ahead...

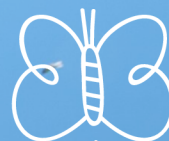


## Fossil Dig



**6/29:** Dino fossil dig  
Hosted by the Castle  
Museum. **1-2 pm**

## MSU Food Preservation



## Tea-Rex Party

**6/23:** Gardening series: MSU extension office will be here to teach us about preserving food from our gardens.  
**5-7 pm**

**6/17:** "Tea" Rex Party: Learn tea etiquette with a T-Rex. Ages 5-12.  
**4:30-5:30 pm**

2026 Summer Reading Program:

# UNEARTH a story



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

Celebrate discovery!

Join Digby and dig into a good book, uncover hidden histories, or explore the past and go on a great adventure!

## SRP KICK OFF PARTY

June 1st ♦ Monday ♦ 2-6 pm

Fun activities and snacks!



**Bean bag toss**  
**Dino hopscotch**  
**Air dry clay dinos**  
**DIY dino mask**  
**Dino name print out**



**Sensory bins**  
**DIY dino tail**  
**Dino Sort- Are you Team Carnivore or Herbivore?**

Summer Reading Program begins! Kids and adults can pick up their reading log at the front desk to begin recording their books to qualify for prizes throughout the summer.

Prizes are earned incrementally for reading, with a raffle drawing for large prize packages at the end of the season.

Reading logs and program calendars may also be accessed with QR codes found at the front desk for download to your device. These can always also be found on our website at [bridgeportlibrary.org](http://bridgeportlibrary.org)