

November Aquatics Schedule

	Lap lane 1	Lap lane 2	Lap lane 3	Lap lane 4	Lap lane 5	Kid Area
7:00 AM	Open for Lap lane reservations M-F	Open for Lap lane reservations M-F	Open for Lap lane reservations M-F	First come first serve/Open swim	First come first serve/Open swim	Open Swim
8:00 AM						
9:00 AM				Reserved for Water fit Monday, Wednesday, Friday 9a-10a	Reserved for Water fit Monday, Wednesday, Friday 9a-10a	
10:00 AM						
11:00 AM						
12:00 PM						
1:00 PM						
2:00 PM	Reserved for Water fit Monday-Friday 2pm-3pm	Reserved for Water fit Monday-Friday 2pm-3pm	Reserved for Water fit Monday-Friday 5:30-6:30pm	First come first serve/Open swim	First come first serve/Open swim	
3:00 PM						
4:00 PM						
5:00 PM	Reserved for Aquatics Programs	Reserved for Aquatics Programs	Reserved for Aquatics Programs			
6:00 PM						
7:00 PM						
8:00 PM	Closed					

Aquatics Class Offerings and Program Details:

Monday - Friday - 7:00am - 2:00pm

There are 3 LAP LANES open during these times for lap swimming, water fit and kids are welcome at this time as well, make a reselection to assure a lane

Monday, Wednesday, Friday - WATER FIT- 8:00-9:00am (Member Led)

Open to all ages/skill level, lap swim is permitted but may be limited to ONE lap lane depending on size of class

Monday -Friday 2pm-3pm

Open to all ages/skill level, lap swimming is permitted but may be limited to ONE lane depending on size of class

Tuesday Swim Club - 4:00 - 5:00pm

Taught by Faith and Lucy, For all ages that can pass the swim test and/or can swim alone without help, Open swim/lap swim is permitted during these classes, however this class utilizes at least one lap lane during class (Fee of \$25 for members & \$55 for non members per month)

Birthday Parties:

These can be reserved on Fridays from 5:30-7:30pm, Saturdays from 11:00am-1:00pm or 1:30pm-3:30pm

Swim Lessons:

All Swim Lessons are reserved through our Membership Desk. Private Lessons will be held during the week and Group Swim Lessons will be held on Saturday mornings.