



Main Pool Spring 2022 April 18th-June 19th

FOR YOUTH DEVELOPMENT
FOR HEALTHY LIVING
FOR SOCIAL RESPONSIBILITY

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
5:30am-10:45am Adult Lap Swim 6+ Lanes available	5:30am-11:00am Adult Lap Swim 3+ Lanes available	5:30am-11:00am Adult Lap Swim 3+ Lanes available	5:30am-11:00am Adult Lap Swim 3+ Lanes available	5:30am-11:00am Adult Lap Swim 3+ Lanes available	7:00am-3:00pm Adult Lap Swim 4+ Lanes available	
	7:00am-7:45am Splash and Dash 3 Lanes		7:00am-7:45am Splash and Dash 3 Lanes			
	Deep Water Aerobics 10:00am-10:45am 3 Lanes	Deep Water Aerobics 10:00am-10:45am 3 Lanes	Deep Water Aerobics 10:00am-10:45am 3 Lanes		9:00am-9:45am Snaildarter Club 3 Lanes	9:00am-1:00pm Adult Lap Swim 4+ Lanes
					10:00am-12:00pm Swim Lessons 3 Lanes	
10:45am-11:45am Brunswick School 2 Lanes		10:45am-12:00pm Mer-People 3 Lanes		10:45am-12:00pm Mer-People 3 Lanes		Open Swim 10:00am-1:00pm 2 Lanes
10:45am-12:00pm Mer-People 3 Lanes						
11:00am-3:00pm Adult Lap swim 3+ Lanes	11:00am-3:00pm Adult Lap swim 4+ Lanes	11:00am-3:00pm Adult Lap swim 4+ Lanes	11:00am-3:00pm Adult Lap swim 4+ Lanes	11:00am-3:00pm Adult Lap swim 4+ Lanes	12:00pm-3:00pm Open Swim 2 Lanes	
	12:00pm-1:00pm Masters Swim Workout		12:00pm-1:00pm Masters Swim Workout			
	1:00pm-3:00pm Open Swim 2 Lanes		1:00pm-3:00pm Open Swim 2 Lanes			
LRSC 3:00pm-5:30pm	LRSC 3:00pm-6:30pm	LRSC 3:00pm-5:15pm	LRSC 3:00pm-6:30pm	LRSC 3:00pm-5:30pm		
5:30pm-8:00pm Lap Swim 4+ lanes		5:15pm-6:00pm Lap Swim 6+ Lanes		5:30pm-7:00pm Lap Swim 6+ lanes		
				5:30pm-7:00pm Open Swim 2 Lanes		
		LRSC 6:00pm-7:00pm		Building Closes at 7:00pm		
	6:30pm-8:00pm Lap Swim 6+ lanes	7:00pm-8:00pm Lap Swim 6+ lanes	6:30pm-8:00pm Lap Swim 6+ lanes			

Please Shower before entering the pool and read through our pool rules, and swim test policies

New Building Hours
Starting May 7th, 2022

Schedule is subject to change, Please go to www.bathymca.org for the most up to date changes and cancellations.
Updated Pool Schedule as of : 5/9/2022