

Wednesday, June 12, 2019

Pool Setup: Long Course (50 meter & 25 meter lanes available)

Team / Group Use Schedule:

Excel Swimming: 6 am-7:15 am = Lanes 6-10
7:15 am-9 am = Lanes 7-10
Navy Seal training: 10 am-11 am = Lanes 9-10
Air Force training: 11 am-1 pm = Lanes 9-10
Nassau LG test: 4 pm-7:45 pm = Lanes 1-2
L.I. Aquatic Club: 5 pm-8:30 pm = Lanes 8-10
5:30 pm-6:30 pm = Lanes 6-7
Queens Aquatic Club: 6 pm-7:30 pm = Lanes 3-5
Swim lesson (level 6): 7 pm-8 pm = Public lane #1
Total Masters Swimming: 7:45 pm-8:45 pm = Lanes 1-3

LANE #10	3 B U L K H E A D S	P	P	P	P	MOVEABLE FLOOR SECTION
LANE #9		U	U	U	U	
LANE #8		B	B	B	B	
LANE #7		L	L	L	L	
LANE #6		I	I	I	I	
LANE #5		C	C	C	C	
LANE #4		L	L	L	L	
LANE #3		A	A	A	A	
LANE #2		N	N	N	N	
LANE #1		E	E	E	E	
		#1	#2	#3	#4	

Public/Member swim lane availability:

6 am-7:15 am = **9 lanes available** (Lanes 1-5 & 4 public lanes available)
7:15 am-9 am = **10 lanes available** (Lanes 1-6 & 4 public lanes available)
9 am-10 am = **14 lanes available** (Lanes 1-10 & 4 public lanes available)
10 am-1 pm = **12 lanes available** (Lanes 1-8 & 4 public lanes available)
1 pm-4 pm = **14 lanes available** (Lanes 1-10 & 4 public lanes available)
4 pm-5 pm = **12 lanes available** (Lanes 3-10 & 4 public lanes available)
5 pm-5:30 pm = **9 lanes available** (Lanes 3-7 & 4 public lanes available)
5:30 pm-6 pm = **7 lanes available** (Lanes 3-5 & 4 public lanes available)
6 pm-6:30 pm = **4 lanes available** (Public lanes #1-4 available)
6:30 pm-7 pm = **6 lanes available** (Lanes 6-7 & 4 public lanes available)

LAP SWIM ONLY SESSION 7 P.M.-9 P.M. (SHALLOW SECTION NOT AVAILABLE)

7 pm-7:30 pm = **7 lanes available** (Lanes 6-7 & public lanes #2-6 available)
7:30 pm-8 pm = **9 lanes available** (Lanes 4-7 & public lanes #2-6 available)
8 pm-8:30 pm = **10 lanes available** (Lanes 4-7 & public lanes #1-6 available)
8:30 pm-9 pm = **13 lanes available** (Lane 4-10 & Public lanes #1-6 available)

The public lanes and moveable floor area are available all day unless otherwise noted.