

Sunday, May 9, 2021

Pool Setup: Short Course-yard (25 yard & 25 meter lanes available)

Team / Group Use Schedule:

- Excel Swimming: 9 am-10:30 am = Lanes 3-10
- “Learn to Dive”: 9 am-10 am = Platform only
10 am-12 pm = 1 meter boards only (subject to change)
- Island Swim Academy: 10:30 am-12:30 pm = Lanes 5-10
- Long Island Diving: 12 pm-4 pm = All boards
- High Dive Champions: 4 pm-5 pm = 1 meter boards only
5 pm-6 pm = 1 & 3 meter boards only
- Pool setup: 5 pm-6 pm = Dive lanes 1-3

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

Swim session times:

- 9am-10:45a:** **10 lanes available** (Lanes 1-2, DL 1-3 & 5 public lanes avail.)
20 max lap swimmers, 10 “adult walkers”
use of the “team” locker room only
- 11a-12:45p:** **12 lanes available** (Lanes 1-4, DL 1-3 & 5 public lanes avail.)
24 max lap swimmers, 10 “all ages walkers”
use of the “public” locker rooms only
- 1p-2:45p:** **18 lanes available** (Lanes 1-10, DL 1-3 & 5 public lanes avail.)
36 max lap swimmers, 10 “all ages walkers”
use the “team” locker rooms only
- 3p-4:45p:** **18 lanes available** (Lanes 1-10, DL 1-3 & 5 public lanes avail.)
36 max lap swimmers, 10 “all ages walkers”
use the “public” locker rooms only
- 5 pm-6 pm:** **15 lanes available** (Lanes 1-10 & 5 public lanes avail.)
30 max lap swimmers, 10 “all ages walkers”
use the “team” locker rooms only

Locker room closing times:

- 11:15a-12:45p:** The team locker rooms will be closed for cleaning
 - 1:15p-2:45p:** : The public locker rooms will be closed for cleaning
 - 3:15p-4:45p:** The team locker rooms will be closed for cleaning
 - 5:15p-6p:** The public locker rooms will be closed for cleaning
- All locker rooms close at 6:20p

All times, availability and lane assignments are subject to change.