

Tuesday, June 2, 2026

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

Team / Group Use Schedule:

- Total Masters: 6:30 am-7:30 am = Lanes 7-10
- Aquajog class: 11 am-12 pm = Lanes 1-2
- L.I. Aquatic Club: 4 pm-9 pm = Lanes 5-10
- Queens Aquatic Club: 4:30 pm-6:30 pm = Lanes 1-2
- Long Island Diving: 5 pm-7 pm = Trampoline practice (outside)
- Excel Swimming: 6:30 pm-7:45 pm = Lanes 1-4
- Level 4 class: 7 pm-8 pm = Public lane #1

D I V E B O A R D E N D	1	LANE #10 (50 meter lane)	2	P	P	P	P	P	P		
	B U L K H E A D	LANE #9 (50 meter lane)		B	U	U	U	U	U	U	
		LANE #8 (50 meter lane)		U	B	B	B	B	B	B	
		LANE #7 (50 meter lane)		L	I	I	I	I	I	I	
		LANE #6 (50 meter lane)		I	C	C	C	C	C	C	Moveable Floor Section
		LANE #5 (50 meter lane)		L	L	L	L	L	L	L	
		LANE #4 (50 meter lane)		A	A	A	A	A	A	A	
		LANE #3 (50 meter lane)		N	N	N	N	N	N	N	
		LANE #2 (50 meter lane)		E	E	E	E	E	E	E	
		LANE #1 (50 meter lane)		S	#1	#2	#3	#4	#5	#6	R A M P

Public/Member swim lane availability:

- 6 am-6:30 am = **14 lanes available** (Lanes 1-10 & 4 public lanes available)
- 6:30 am-7:30 am = **10 lanes available** (Lanes 1-6 & 4 public lanes available)
- 7:30 am-11 am = **14 lanes available** (Lanes 1-10 & public lanes 1-4 available)
- 11 am-12 pm = **11 lanes available** (Lanes 4-10 & public lanes 1-4 available)
- 12 pm-4 pm = **14 lanes available** (Lanes 1-10 & public lanes 1-4 available)
- 4 pm-4:30 pm = **8 lanes available** (Lanes 1-4 & public lanes 1-4 available)
- 4:30 pm-6:30 pm = **6 lanes available** (Lanes 3-4 & public lanes 1-4 available)
- 6:30 pm-7 pm = **4 lanes available** (Public lanes 1-4 available)

At 7pm, there will be lane lines added to the "shallow" area and there will be "lap swimming" only. This time period is open to ages 13 & over only. There will be no shallow water free swim area.

- 7 pm-7:45 pm = **6 lanes available** (Public lanes 1-6 available)
- 7:45 pm-9 pm = **10 lanes available** (Lanes 1-4 & Public lanes 1-6 available)

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