Indoor Pool Schedule: Winter Break

Sunday, December 22 – Saturday, December 28

	SUNDAY 12/22	MONDAY 12/23	TUESDAY 12/24	WEDNESDAY 12/25	THURSDAY 12/26	FRIDAY 12/27	SATURDAY 12/28			
LEISURE	8 a.m. – 7:45 p.m.	8 a.m. – 9 p.m.	8 a.m. – 3:45 p.m.	CLOSED	8 a.m. – 9 p.m.	8 a.m. – 9 p.m.	8 a.m. – 7:45 p.m.			
LAZY RIVER	8 a.m. – 7:45 p.m.	10 a.m. – 9 p.m.	8 a.m. – 3:45 p.m.	CLOSED	8 a.m. – 9 p.m.	8 a.m. – 9 p.m.	8 – 7:45 p.m.			
SPA	8 a.m. – 7:45 p.m.	8 a.m. – 8 p.m. *Closes earlier for cleaning & maintenance	8 a.m. – 3:45 p.m.	CLOSED	8 a.m. – 9 p.m.	8 a.m. – 9 p.m.	8 a.m. – 7:45 p.m.			
SLIDE	12 – 7:45 p.m.	12 – 8 p.m.	12 – 3:45 p.m.	CLOSED	12 – 8 p.m.	12 – 8 p.m.	12 – 7:45 p.m.			
LAP SWIM*	8 a.m. – 7:45 p.m.	5:30 a.m. – 9 p.m.	5:30 a.m. – 3:45 p.m.	CLOSED	5:30 a.m. – 9 p.m.	5:30 a.m. – 9 p.m.	8 a.m. – 7:45 p.m.			
LEISURE POOL SPECIAL ANNOUNCEMENTS										
		Slide Area CLOSED 11 - 11:50 a.m. Water Fitness				Slide Area CLOSED 11 - 11:50 a.m. Water Fitness				

*Please refer to the weekly lap pool schedule for more information

Indoor Pool Schedule: Winter Break

Sunday, December 29 – Saturday, January 4

	SUNDAY 12/29	MONDAY 12/30	TUESDAY 12/31	WEDNESDAY 1/1/2025	THURSDAY 1/2/2025	FRIDAY 1/3/2025	SATURDAY 1/4/2025			
LEISURE	8 a.m. – 9 p.m.	8 a.m. – 9 p.m.	8 a.m. – 3:45 p.m.	CLOSED	8 a.m. – 9 p.m.	8 a.m. – 9 p.m.	8 a.m. – 9 p.m.			
LAZY RIVER	8 a.m. – 9 p.m.	10 a.m. – 9 p.m.	8 a.m. – 3:45 p.m.	CLOSED	8 a.m. – 9 p.m.	8 a.m. – 9 p.m.	8 a.m. – 9 p.m.			
SPA	8 a.m. – 9 p.m.	8 a.m. – 9 p.m.	8 a.m. – 3:45 p.m.	CLOSED	8 a.m. – 9 p.m.	8 a.m. – 9 p.m.	8 a.m. – 9 p.m.			
SLIDE	12 – 7:45 p.m.	12 – 8 p.m.	12 – 3:45 p.m.	CLOSED	12 – 8 p.m.	12 – 8 p.m.	12 – 7:45 p.m.			
LAP SWIM*	8 a.m. – 7:45 p.m.	5:30 a.m. – 9 p.m.	5:30 a.m. – 3:45 p.m.	CLOSED	5:30 a.m. – 9 p.m.	5:30 a.m. – 9 p.m.	8 a.m. – 7:45 p.m.			
LEISURE POOL SPECIAL ANNOUNCEMENTS										
		Slide Area CLOSED 11 - 11:50 a.m. Water Fitness				Slide Area CLOSED 11 - 11:50 a.m. Water Fitness				

*Please refer to the weekly lap pool schedule for more information