



SBRC Lap Pool

December 28- January 31

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday	
6:00am	Lap Swim	2 lanes open	Lap Swim	2 lanes open	Lap Swim			
6:30am	3 lanes open	6:00-7:00 BAM	3 lanes open	6:00-7:00 BAM	3 lanes open			
7:00am	6:30-7:30 FHS	3 lanes open 7:00-7:45	6:30-7:30 FHS	3 lanes open 7:00-7:45	6:30-7:30 FHS			
7:30am	Lap Swim 7:30-3:45	Lap Swim 7:45-12:30	Lap Swim 7:30-3:45	Lap Swim 7:45-12:30	Lap Swim 7:30-3:45	Lap Swim 8:00-9:00	Lap Swim 8:00-11:00	
8:00am								
8:30am						3 lanes open 9:00-10:00 FHS Boys		
9:00am								
9:30am								
10:00am								
10:30am								
11:00am								
11:30am								
12:00pm								
12:30pm		3 lanes open 12:30-1:30 H ₂ O Fitness		3 lanes open 12:30-1:30 H ₂ O Fitness		2 lanes open 11:00-2:00 Scuba or Synchro Alternating Weekly	2 lanes open 11:00-2:00 Scuba 1/10 & 1/24	
1:00pm								
1:30pm						Lap Swim	2 lanes open Open Swim w/ Diving Board! 2:00-4:00	
2:00pm		Lap Swim 1:30-3:45		Lap Swim 1:30-3:45		4 lanes open 2:30-4:30 Fire Dept. Training		
2:30pm							Lap Swim	
3:00pm								
3:30pm								
4:00pm	0 lanes open	0 lanes open	0 lanes open	0 lanes open	0 lanes open			
4:30pm	3:45-5:45 FHS	3:45-5:45 FHS	3:45-5:45 FHS	3:45-5:45 FHS	3:45-5:45 FHS	Lane Availability Changes:		
5:00pm						Thursday, 12/31, pool closes at 3:30pm; Friday 1/1, Pool and Center Closed		
5:30pm								
6:00pm	2 lanes open 5:45-8:30 Synchro	2 lanes open 6:00-7:00 BAM	2 lanes open 5:45-8:30 Synchro	2 lanes open 6:00-7:00 BAM	3 lanes open 6:00-7:00 RevRun	Saturday, 1/9, FHS Boys start 9:00-10:00, 3 lanes		
6:30pm							Tuesday, 1/26, No Lanes Available 3:00-7:00PM due to Swim Meet	
7:00pm		2 lanes open 7:00-8:30 Water Polo			2 lanes open 7:00-8:30 Water Polo	Lap Swim		
7:30pm								
8:00pm						Thursday, 1/14, COB Fire will be in 2 lap lanes 10-12:15PM.		
8:30pm	Lap Swim	Lap Swim	Lap Swim	Lap Swim				

"Lanes open" indicates lanes open to the public.

****POOL SCHEDULE IS SUBJECT TO CHANGE AT ANY TIME****

For more information call 303-441-3448 or go to www.boulderaquatics.org