

November 2016

November 2016							December 2016						
Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa
		1	2	3	4	5			1	2	3		
6	7	8	9	10	11	12	4	5	6	7	8	9	10
13	14	15	16	17	18	19	11	12	13	14	15	16	17
20	21	22	23	24	25	26	18	19	20	21	22	23	24
27	28	29	30				25	26	27	28	29	30	31

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Oct 30 - Nov 5	Oct 30	31	Nov 1	2	3	4	5
			5:00pm 7:00pm LEARN TO SWIM	8:00am 7:00pm Community/Open Swim 9:30am 10:30am TWIN GES (Space avail)	1:00pm 5:00pm Community/Open swim 5:00pm 7:00pm LEARN TO SWIM	8:00am 3:00pm Community/Open Pool 9:30am 10:30am TWIN GES (Space avail)	9:00am 12:00pm LEARN TO SWIM
Nov 6 - 12	6	7	8	9	10	11	12
		8:00am 5:15pm Community/Open Swim 9:30am 10:30am TWIN GES (Space avail) 5:15pm 7:00pm AQUA CIRCUIT	5:00pm 7:00pm LEARN TO SWIM	8:00am 5:15pm Community/Open Swim 9:30am 10:30am TWIN GES (Space avail) 5:15pm 7:00pm AQUA CIRCUIT	1:00pm 5:00pm Community/Open swim 5:00pm 7:00pm LEARN TO SWIM	8:00am 3:00pm Community/Open Pool 9:30am 10:30am TWIN GES (Space avail)	9:00am 12:00pm LEARN TO SWIM
Nov 13 - 19	13	14	15	16	17	18	19
		8:00am 5:15pm Community/Open Swim 9:30am 10:30am TWIN GES (Space avail) 5:15pm 7:00pm AQUA CIRCUIT	5:00pm 7:00pm LEARN TO SWIM	8:00am 5:15pm Community/Open Swim 9:30am 10:30am TWIN GES (Space avail) 5:15pm 7:00pm AQUA CIRCUIT	1:00pm 5:00pm Community/Open swim 5:00pm 7:00pm LEARN TO SWIM	8:00am 3:00pm Community/Open Pool 9:30am 10:30am TWIN GES (Space avail)	9:00am 12:00pm LEARN TO SWIM
Nov 20 - 26	20	21	22	23	24	25	26
		8:00am 5:15pm Community/Open Swim 9:30am 10:30am TWIN GES (Space avail) 5:15pm 7:00pm AQUA CIRCUIT		8:00am 5:15pm Community/Open Swim 9:30am 10:30am TWIN GES (Space avail) 5:15pm 7:00pm AQUA CIRCUIT	CLOSED FOR THANKSGIVING	8:00am 3:00pm Community/Open Pool 9:30am 10:30am TWIN GES (Space avail)	CLOSED
Nov 27 - Dec 3	27	28	29	30	Dec 1	2	3
		8:00am 5:15pm Community/Open Swim 9:30am 10:30am TWIN GES (Space avail) 5:15pm 7:00pm AQUA CIRCUIT		8:00am 5:15pm Community/Open Swim 9:30am 10:30am TWIN GES (Space avail) 5:15pm 7:00pm AQUA CIRCUIT			