



# Phase 2 Aquatics Schedule

Time	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday		
5:00a	Lap Swim(3) Open Swim(1)	Master swim(4) Lap Swim(2)	Lap Swim(3) Open Swim(1)	Master swim(4) Lap Swim(2)	Lap Swim(3) Open Swim(1)				
6:00a		Master swim(4) Lap Swim(1) Open Swim(1)		Master swim(4) Lap Swim(1) Open Swim(1)					
7:00a		Lap Swim(3) Open Swim(1)		Lap Swim(3) Open Swim(1)					
8:00a		Lap Swim(3) Open Swim(1)		Lap Swim(3) Open Swim(1)					
9:00a	Deep Water Aerobics(4) Lap Swim(1) Open Swim(1)	Deep Water Aerobics(4) Lap Swim(1) Open Swim(1)	Deep Water Aerobics(4) Lap Swim(1) Open Swim(1)	Deep Water Aerobics(4) Lap Swim(1) Open Swim(1)	Deep Water Aerobics(4) Lap Swim(1) Open Swim(1)			Lap Swim(3) Open Swim(1)	
10:00a	Shallow Water Aerobics(4) Lap Swim(1) Open Swim(1)	Shallow Water Aerobics(4) Lap Swim(1) Open Swim(1)	Shallow Water Aerobics(4) Lap Swim(1) Open Swim(1)	Aqua Zumba(4) Lap Swim(1) Open Swim(1)	Shallow Water Aerobics(4) Lap Swim(1) Open Swim(1)				
11:00a	Lap Swim(3) Open Swim(1)	Lap Swim(3) Open Swim(1)	Lap Swim(3) Open Swim(1)	Lap Swim(3) Open Swim(1)	Lap Swim(3) Open Swim(1)				
12:00p									
1:00p	BXST Swim Team(4) Lap Swim(1) Open Swim(1)	BXST Swim Team(4) Lap Swim(1) Open Swim(1)	BXST Swim Team(4) Lap Swim(1) Open Swim(1)	BXST Swim Team(4) Lap Swim(1) Open Swim(1)	BXST Swim Team(4) Lap Swim(1) Open Swim(1)				
2:00p									
3:00p									
4:00p									
5:00p	BXST Swim Team(4) Lap Swim(1) Open Swim(1)	BXST Swim Team(4) Lap Swim(1) Open Swim(1)	BXST Swim Team(4) Lap Swim(1) Open Swim(1)	BXST Swim Team(4) Lap Swim(1) Open Swim(1)	BXST Swim Team(4) Lap Swim(1) Open Swim(1)				
6:00p									
7:00p									
8:00p	Lap Swim(3) Open Swim(1)	Lap Swim(3) Open Swim(1)	Lap Swim(3) Open Swim(1)	Lap Swim(3) Open Swim(1)					
9:00p									

\*Numbers within parentheses indicate number of lanes that are available for the listed program  
 For more information please contact Amanda Ellis, Assistant Aquatics Manager, at [Amanda.ellis@cityofbartlett.org](mailto:Amanda.ellis@cityofbartlett.org)