

Main Pool Schedule

Penobscot Bay YMCA February 16-21, 2026/VACA WEEK

Therapy Pool Schedule

Penobscot Bay YMCA February 16-21, 2026

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday		Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
5:45 AM							5:45 AM						
6:00 AM							6:00 AM						
6:30 AM		Lap (7) Open (1) 5:45-8am					6:30 AM						
7:00 AM		Masters (4) Lap (3) Open (1) 7-8am		Lap (7) Open (1) 5:45-8am			7:00 AM						
7:30 AM				Masters (4) Lap (3) Open (1) 7-8am			7:30 AM						
8:00 AM	Swim Team (3) Lap (4) Open (1) 8-9am			Swim Team (3) Lap (4) Open (1) 8-9am			8:00 AM						
8:30 AM							8:30 AM						
9:00 AM							9:00 AM						
9:30 AM							9:30 AM						
10:00 AM							10:00 AM						
10:30 AM							10:30 AM						
11:00 AM							11:00 AM						
11:30 AM	Lap (7) Open (1) 9-4pm						11:30 AM						
12:00 PM							12:00 PM						
12:30 PM							12:30 PM						
1:00 PM							1:00 PM						
1:30 PM							1:30 PM						
2:00 PM							2:00 PM						
2:30 PM							2:30 PM						
3:00 PM							3:00 PM						
3:30 PM							3:30 PM						
4:00 PM							4:00 PM						
4:30 PM							4:30 PM						
5:00 PM	Swim Team (8) 4-6:30pm	Swim Team (8) 4-6:30pm	Swim Team (8) 4-6:30pm	Swim Team (8) 4-6:30pm	Swim Team (8) 4-6:30pm		5:00 PM						
5:30 PM							5:30 PM	Closed					
6:00 PM							6:00 PM						
6:30 PM	Swim Team (6) Lap (1) Open (1) 6:30-7:15pm	Swim Team (6) Lap (1) Open (1) 6:30-7:15pm	Swim Team (6) Lap (1) Open (1) 6:30-7:15pm	Swim Team (6) Lap (1) Open (1) 6:30-7:15pm	Swim Team (6) Lap (1) Open (1) 6:30-7:15pm		6:30 PM	Open Swim 6-7:15	Closed				
7:00 PM							7:00 PM						
7:15 PM							7:15 PM						
	Circle Swimming Circle swim is used when three or more swimmers are in one lap lane. To avoid injury please let other swimmers know when entering the lane.				Swim Team	Water Exercise				Water Exercise	Adult Swim	Swim Lessons	
					Lap Swim Open Swim	Swim Lessons				Open Swim	Reserved Programming		
	Pool Schedule is subject to change without notice based on programming needs				Masters	Reserved		Pool Schedule is subject to change without notice based on programming needs					