

## KERNERSVILLE FAMILY YMCA COMMUNITY POOL SCHEDULE OCTOBER 1-28, 2025

	TIME	LANE 1	LANE 2	LANE 3	LANE 4	LANE 5	LANE 6	LANE 7	LANE 8
MONDAY - THURSDAY	5AM-5PM	OPEN	LAP						
	4:30-5:30PM	OPEN	LAP	LAP	LAP	LAP	LAP	TYDE	TYDE
	5:30-7:45PM	OPEN	LAP	LAP	LAP	TYDE	TYDE	TYDE	TYDE
	7:45-8:45PM	OPEN	LAP						
FRIDAY - SUNDAY	ALL DAY	OPEN	LAP						

<sup>\*</sup>Please note that High School Swim Team Practices will begin on October 29 and will occupy lanes 2-8 Monday through Friday from 3:45pm to close.



- Lane allocation will adjust depending on participation numbers.
- Lifeguard has final say so regarding pool policies and lanes usage.
- Multiple activities are often scheduled in this pool at the same time.
- Lane changes are made by the lifeguard 5 minutes before the time indicates.
- Please get equipment (kickboards, pull buoys, etc.) before entering the pool and please put them away after use.
- To avoid accidents please get the swimmer's attention that you are there before entering an occupied lane.
- If 2 swimmers are in a lane they may elect to split the lane in half; use circle swim when 3+ swimmers are in a lane.
- Children 8th grade and younger must be swim tested to determine swim level. See Swim Test Policy for details regarding the swim tests.
- Swim tests are valid for 365 days. Children with valid swim tests may receive a swim band at the Membership Desk.
- Color bands must be worn:
  - GREEN: Can swim anywhere
  - YELLOW: Can swim in the shallow end
  - RED: Can swim in the shallow end with an adult in the water within reach
- All elementary age children (5th grade & under) must have a parent or guardian (18+) on pool deck at all times regardless of swim level. Middle School-aged swimmers who have not completed all sessions of their Middle School Orientation must also have a parent or guardian on deck regardless of swim level.
- Pool rules must be followed and lifeguards have the final say including on all swim tests.

Any questions/concerns contact:
Aquatics Director, Katie Searles k.searles@ymcanwnc.org