



# Pacific Pool Schedule

## January 2 - 8, 2023

509 S. Pacific Ave.  
Glendale, CA

(818) 937-7433

[www.glendaleaquatics.com](http://www.glendaleaquatics.com)

### Lap Swim Guidelines

**25 yd Lane Lap Swim**– Max 4 people per lane (can be adjusted based on Lifeguard discretion), circle swimming required. No reservation needed. Once max lane limit is reached, as patrons leave, patrons will be allowed entry. For safety, swimmers will be asked to select a slower, intermediate or faster swim lane and be observant and courteous while sharing lap lanes. Lifeguards reserve the right to move patrons to a different lane based on safety needs.

**15 yd Lane Swim**- Designated for water walking but can be used for lap in the absence of water walkers.

**Shallow End**- available for wading

### Facility Entry Fees

Ages	Daily	15 Punch Pass
0-4 yrs	Free	Free
5-11 yrs	\$ .50	\$6
12-17 yrs	\$1	\$12
18-54 yrs	\$3	\$36
55 yrs+	\$1	\$12

### Pool Use Updates

Regardless of vaccination status, face masks are strongly recommended but no longer required.



<u>Mondays</u>	<u>Tuesdays</u>	<u>Wednesdays</u>	<u>Thursdays</u>	<u>Fridays</u>	<u>Saturdays</u>	<u>Sundays</u>
<b>LAP SWIM HOURS</b> Times listed below will offer 25 yard lap lanes indicated as follows (subject to change):						
9am-4pm 6L 4pm-6pm 3L 6pm-7pm 6L	6am-8am 3L 8am-12pm 6L 12pm-1pm 3L 1pm-3pm 6L 3pm-5pm 5L 5pm-6pm 3L 6pm-7pm No Lap	6am-4pm 6L 4pm-5pm 4L 5pm-6pm 1L 6pm-7pm 3L	6am-8am 3L 8am-12pm 6L 12pm-1pm 3L 1pm-3pm 6L 3pm-5pm 5L 5pm-6pm 3L 6pm-7pm No Lap	6am-8am 3L 8am-12pm 6L 12pm-1pm 3L 1pm-4pm 6L 4pm-6pm 1L	9am-11am 6L 11am-1pm 4L 1pm-3pm 6L	9am-3pm 6L
<b>REC SWIM HOURS</b> -Lowered max capacity based on staffing						
9am-7pm (shallow end only)	6am-7pm (shallow end only)	6am-7pm (shallow end only)	6am-7pm (shallow end only)	6am-6pm (shallow end only)	9am-3pm (shallow end only)	9am-3pm (shallow end only)

### Registration for February Group & Private Swim Lessons

**Tuesday, January 24**

Registration begins **ONLINE** at 9 a.m. sharp. For glitches, make sure to refresh.

