

A-Gym Schedule NOVEMBER 25 - DECEMBER 1

Times	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday	
5-6:00am				OPEN Pickleball 6-10		Closed	Closed	
6-7:00am	Pickleball must be cleared by 11am	Pickleball must be cleared by 11am	Pickleball must be cleared by 11am		Track/B-Ball	Pickleball 5-10am ONLY today	Pickleball 6 -10am ONLY today	Track/Pickleball
7-8:00am								
8-9:00am								
9-10:00am								
10-11:00am								
11-12:00pm	Track/B-Ball	Track/B-Ball	Track/B-Ball	Track/B-Ball	Track/B-Ball	Track/B-Ball	Track/B-Ball	
12-1:00pm	1/2 GYM NOON TIME BASKETBALL 18+			Y CLOSSES @ 10am	Track/B-Ball	Track/B-Ball	Track/B-Ball	
1-2:00pm	Track/B-Ball	Track/B-Ball	Track/B-Ball		Track/B-Ball	Track/B-Ball	Track/B-Ball	
2-3:00pm	Track/B-Ball	Track/B-Ball	Track/B-Ball		Track/B-Ball	Track/B-Ball	CLOSE @ 3	
3-4:00pm	Track/B-Ball	Track/B-Ball	Track/B-Ball		Track/B-Ball	Track/B-Ball		
4-5:00pm	Track/B-Ball	Track/B-Ball	Track/B-Ball		Track/B-Ball	CLOSE @ 4		
5-6:00pm	Track/B-Ball	Track/B-Ball	Track/B-Ball		Track/B-Ball			
6-7:00pm	Track/B-Ball	Pickleball	Track/B-Ball		Track/B-Ball			
7-8:00pm	Track/B-Ball		Track/B-Ball		Track/B-Ball	CLOSE @ 7		
8-9:00pm	Track/B-Ball		Track/B-Ball		Track/B-Ball			
	CLOSE at 9pm							

ON SCHOOL'S OUT DAYS the A-GYM will follow the TUESDAY evening guidelines for nets/play

Pickleball

Nets are located in closet. There are a few paddles for use.

Members must set up/tear down nets

Play is subject to change pending basketball/pickleball player ratio. SCHOOLS OUT DAYS may effect usage.

PICKLEBALL: TUESDAY: 6 - 8PM

PLEASE RESPECT THE FOLLOWING GUIDELINES

1 Net set up for 8 or less pickleball players

2 Nets set up for 9-12 pickleball players

12+ Pickleball Players = Full gym with 3 nets

The Building Supervisor has the right to remove nets in the event guidelines are not being respected or followed.

He/She also has the right to make a judgment call to set up more nets when basketball usage isn't needed.

PLEASE CONTACT LAURA CLARY, WELLNESS DIRECTOR via email (Laura@Auburnymca.net)