

2018 Summer Swim Schedule

Registration for swim lessons will be taken at the swimming pool on the following dates and times:

Registration Schedule

Saturday, May 12, 2018 from 1:00 p.m. until 4:00 p.m.

Tuesday, May 15, 2018 from 6:00 p.m. until 8:00 p.m.

Payment is due during registration.

Registration by email will be accepted **after May 15, 2018** at brian.barnes@oologah.k12.ok.us.

Recreational Schedule

Afternoons Monday – Friday 1:00 p.m. until 4:00 p.m.

Evenings Tuesday & Thursday 6:00 p.m. until 8:00 p.m.

(The pool will be closed Wednesday July 4, 2018 for the holiday)

Prices

Swim Lessons (2 Weeks) \$50.00

Daily Recreational Swim \$2.00

Individual Pass (June – July) \$30.00

Family Pass (June – July) \$60.00

Swim Lesson Schedule

CLASSES	SESSION ONE	SESSION TWO	SESSION THREE	SESSION FOUR
	06-11-18 to 6-22-18	06-25-18 to 07-06-18	07-09-18 to 07-20-18	07-23-18 to 08-03-18
Mom & Me 6 months – 3 years		10:00 - 10:45	10:00 - 10:45	
LEVEL 1 Water Exploration	8:00 - 8:45 9:00 - 9:45 10:00 - 10:45 11:00 - 11:45	8:00 - 8:45 9:00 - 9:45 10:00 - 10:45 11:00 - 11:45	8:00 - 8:45 9:00 - 9:45 10:00 - 10:45 11:00 - 11:45	8:00 - 8:45 9:00 - 9:45 10:00 - 10:45 11:00 - 11:45
LEVEL 2 Primary Skills	8:00 - 8:45 9:00 - 9:45 10:00 - 10:45 11:00 - 11:45	8:00 - 8:45 9:00 - 9:45 10:00 - 10:45 11:00 - 11:45	8:00 - 8:45 9:00 - 9:45 10:00 - 10:45 11:00 - 11:45	8:00 - 8:45 9:00 - 9:45 10:00 - 10:45 11:00 - 11:45
LEVEL 3 Stroke Readiness	8:00 - 8:45 9:00 - 9:45 10:00 - 10:45 11:00 - 11:45	8:00 - 8:45 9:00 - 9:45 10:00 - 10:45 11:00 - 11:45	8:00 - 8:45 9:00 - 9:45 10:00 - 10:45 11:00 - 11:45	8:00 - 8:45 9:00 - 9:45 10:00 - 10:45 11:00 - 11:45
LEVEL 4 Stroke Development	8:00 - 8:45 10:00 - 10:45 11:00 - 11:45	8:00 - 8:45 9:00 - 9:45 10:00 - 10:45	8:00 - 8:45 10:00 - 10:45 11:00 - 11:45	8:00 - 8:45 11:00 - 11:45
LEVEL 5 Stroke Refinement	9:00 - 9:45	9:00 - 9:45	9:00 - 9:45	10:00 - 10:45
LEVEL 6 & 7 Skill Proficiency Advanced Skills		11:00 - 11:45		9:00 - 9:45

Summer Stampede Swim Team will start June 11 at 5:00 p.m.