

GYMNASIUM CALENDAR

SUBJECT TO CHANGE/EFFECTIVE JUNE 1, 2024

"Open Rec" can be used for shooting basketball, 3V3, 5V5, other appropriate gym games/ sports, workout, etc. Please be considerate with how long you use the gym and allow other members to use the space. Programs take precedence and may not be reflected here. Pickleball is now outside for the season.

SCHEDULE SUBJECT TO CHANGE. SPECIAL **EVENTS WILL BE ANNOUNCED 72** HOURS IN ADVANCE, UNLESS IT'S CAMP.

SUMMER CAMP BEGINS JUNE 17. CAMPERS MAY NEED TO COME INSIDE DURING INCLEMENT WEATHER.ALL EVENTS IN THE GYM MAY BE CANCELLED MONDAY THROUGH FRIDAY.

GYM A: FAR SIDE OF THE GYM Rules posted in the gym and on our website. www.theworkshealthclub.com

SUN	MON	TUES	WED	THURS	FRI	SAT
All Day OPEN RECREATION	All Day OPEN RECREATION	All Day OPEN RECREATION	5:00am-6:30pm OPEN RECREATION	All Day OPEN RECREATION	All Day OPEN RECREATION (Through June 20 this will be available all day until speedball programming begins on June 21.)	All Day OPEN RECREATION
			6:30pm-8:00pm 5v5 full court		6:00pm-8:00pm HS Volleyball Starts June 21	
			8:00pm-10:00pm OPEN RECREATION		8:00pm-10:00pm OPEN RECREATION	

GYM BY CLOSEST TO THE LOCKER ROOMS

GIM B: CLOSEST TO THE LOCKER ROOMS										
SUN	MON	TUES	WED	THURS	FRI	SAT				
6:00am-8:00am OPEN RECREATION 8:00am-12:15pm SUPERVISED GYM	All Day OPEN RECREATION	5:00am-3:30pm OPEN RECREATION	5:00am-6:30pm OPEN RECREATION	5:00am-3:30pm <i>OPEN RECREATION</i>	All Day OPEN RECREATION (Through June 20 this will be available all day until speedball programming begins on June 21.)	6:00am-10:15am OPEN RECREATION				
12:15pm-8:00pm OPEN RECREATION						10:15am-11:15am FAMILY BASKETBALL (OPEN RECREATION for families with younger children)				
		3:30pm-8:00pm SUPERVISED GYM	6:30pm-8:00pm 5v5 full court	3:30pm-8:00pm SUPERVISED GYM	6:00pm-8:00pm HS Volleyball Starts June 21	11:15am-8:00pm OPEN RECREATION				
		8:00pm-10:00pm OPEN RECREATION	8:00pm-10:00pm OPEN RECREATION	8:00pm-10:00pm OPEN RECREATION	8:00pm-10:00pm OPEN RECREATION					