

RIVER CROSSING YMCA | SLATE BELT GYMNASIUM SCHEDULE 2026

January

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY	KEY
Open Gym (A/B) 6:00 AM- 7:00AM	Open Gym (A/B) 6:00 AM- 8:00AM	Open Gym (A/B) 6:00 AM- 7:00AM	Open Gym (A/B) 6:00 AM- 7:00AM	Open Gym (A/B) 6:00 AM- 8:00AM	Pickleball (A/B) 7:00 AM - 11:00 AM	Open Gym (A/B) 7:00 AM- 12:00 AM	FREE MEMBER CLASS
Pickleball (A/B) 8:00 - 10:00 AM	Pickleball 8:00 - 10:00 AM (A/B) 10:00- 10:30 AM (B)	Pickleball (A/B) 7:00 - 8:00 AM	Basketball (A/B) 7:00 - 8:00 AM	Pickleball (A/B) 8:00 - 10:00 AM	Family Basketball (A/B) 11:00 AM - 3:00 PM	Basketball (A/B) 12:00 - 3:00 PM	PARENT CHILD (MONTHLY FEE)
Basketball (A/B) 10:00 - 12:00 PM	Senior Hub 10:00 AM - 10:30 AM (A) 10:30 - 12:30 (A/B)	Court Rental (A/B) 8:00 AM - 12:00 PM	Court Rental (A) 8:00 AM - 2:00 PM	Basketball (A/B) 10:00 - 12:00 PM			YOUTH SPORTS (MONTHLY FEE)
Open Gym (A/B) 12:00 - 3:30 PM	Basketball (A/B) 12:30 - 3:30 PM	Pickleball (A/B) 12:00 - 2:00PM	Pickleball (B) 8:00 - 11:00 AM	Open Gym (B) 12:00 - 3:30 PM			GYMNASTICS (MONTHLY FEE)
SACC (A/B) After School Program 3:30-4:30 PM	SACC (A/B) After School Program 3:30-4:30 PM	SACC (A/B) After School Program 3:30-4:30 PM	Open Gym (A) 2:00 PM- 3:30 PM (B) 11:00 - 3:30 PM	SACC (A/B) After School Program 3:30-4:30 PM			YOUTH LEAGUES (MONTHLY FEE)
Pickleball (A/B) 4:30-6:30 PM	Programs (A/B) Obstacle Ninja 4:30-6:00 PM	Open Gym (A/B) 4:30 - 6:00 PM	SACC (A/B) After School Program 3:30-4:30 PM	Open Gym (A/B) 4:30 - 6:00 PM			ADULT LEAGUES (MONTHLY FEE)
Open Gym (A/B) 6: 30-9:00 PM	Gymnastics (A/B) 6:00-7:00 PM	Adult Basketball (A/B) 6:00-9:00 PM	Open Gym (A/B) 4:30 - 6:00 PM	Basketball (A/B) 6:00 - 9:00 PM			ADULT PICKUP SPORTS (FREE MEMBER)
	Pickleball (A/B) 7:00 - 9:00 PM		Adult Basketball (A/B) 6:00-9:00 PM				COURT RENTAL (MONTHLY FEE)
							FUN FAMILY FRIDAYS PARENTS NIGHT OUT
							COURT RESERVE PICKLEBALL
							COURT RESERVE BASKETBALL
							SACC-After School Program

The gymnasium will be closed Saturday 1/3/2026 from 11:00 AM to 1:00 PM