

MARQUETTE SUMMER HOURS

EFFECTIVE : May 28th-September 3rd

FACILITY HOURS							
	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
OPEN	5:00am	5:00am	5:00am	5:00am	5:00am	7:00am	10:00am
CLOSE	8:00pm	8:00pm	8:00pm	8:00pm	7:00pm	3:00pm	3 :00pm

TOT WATCH

• Ages 6 weeks to 8 years (Reservations for non-walkers)

- Tot Watch will close if no children are present 30 minutes prior to scheduled closing time.

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
OPEN	8:30am	8:30am	8:30am	8:30am	8:30am	9:00am	10:00am
CLOSE	1:00pm	1:00pm	1:00pm	1:00pm	1:00pm	1:30pm	1:30pm
OPEN	4:00pm	4:00pm	4:00pm	4:00pm			
CLOSE	7:00pm	7:00pm	7:00pm	7:00pm			

KID'S GYM

- Ages 6 weeks-11 years
- Ages 6 weeks-4 Must be with parent
- Ages 5-7 with parent if not staffed
- Ages 8-11 parent optional when not staffed
- Kid's Gym will close if no users are present 30 minutes prior to scheduled closing time.
- Socks must be worn at all times. Socks are available for purchase for \$2 at the front desk.

CLOSED (on inclement weather days only) 10:15-11:15 for our childhood development center.

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
OPEN	4:00pm	4:00pm	4:00pm	4:00pm	4:00pm	9:00am	10:00am
CLOSE	7:00pm	7:00pm	7:00pm	7:00pm	7:00pm	2:00pm	2:00pm

YOUTH CENTER

- Ages 5-7 Must be with parent
- Ages 8-11 Parent optional when not staffed

-The youth center will close if no children are present 30 minutes prior to scheduled closing time.

**Youth Center Not open during Day Camp hours (7:30am-5:00pm)

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
OPEN	5:00pm	5:00pm	5:00pm	5:00pm		10:00am	11:00am
CLOSE	6:30pm	6:30pm	6:30pm	6:30pm		1:00pm	1:00pm



TOT WATCH FEES

MEMBERS

NUMBER OF CHILDREN	1 HOUR	1 ½ HOURS	2 HOURS
1	\$3.75	\$5.25	\$6.75
2	\$6.25	\$7.75	\$9.25
3	\$7.25	\$8.75	\$10.25

NON-MEMBERS

NUMBER OF CHILDREN			2 HOURS	
1	\$6.00	\$8.00	\$10.00	
2	\$9.50	\$11.50	\$13.50	
3	\$10.50	\$12.50	\$14.50	

10 MINUTE GRACE PERIOD IS GIVEN INTO THE NEXT 30 MINUTE TIME BLOCK

NON-WALKERS REQUIRE A RESERVATION