YMCA Gymnasium Schedule - December 2025

Time	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
5:00 - 6:00AM						Closed	Closed
6:00 - 7:00AM						Closed	Closed
7:00 - 8:00AM	Adv. Pickle Ball	Advanced Pickle		Advanced Pickle		Closed	Closed
8:00 - 9:00AM	Open Gym (3 Courts)	Ball Open Gym (3 Courts)		Ball Open Gym (3 Courts)		Adv. Pickle Ball	Closed
9:00 - 10:00AM	Golden Eagle PE Program 9:30- 11:35am	Pickle Ball Open Gym (3 Courts)	Golden Eagle PE Program 9:30- 11:35am	Pickle Ball Open Gym (3 Courts)		Open Gym 8-9AM (3 Cts.) PB Open Gym 9-11AM (3 Cts.)	Closed
10:00 - 11:00AM							Pickle Ball Open Gym
11:00 - 12:00PM		Beginner Senior Pickleball Open Gym 11:00-12:00pm					(3 Courts)
12:00 - 1:00PM							Pickle Ball open gym 1/2
1:00 - 2:00PM	Active Striders Fitness Class 1:00-1:45pm		Active Striders Fitness Class 1:00-1:45pm				court
2:00 -2:30PM							
2:30 - 3:00PM	Golden Eagle PE	Golden Eagle PE	Golden Eagle PE	Golden Eagle PE			
3:00 - 4:00PM	Program 2:45- 3:45pm	Program 2:45-3:45pm	<u> </u>	Program 2:45-3:45pm			
4:00 - 5:00PM	Golden Eagle BB Practice 3:30-6:30pm	Golden Eagle BB Practice 3:30-6:30pm		Golden Eagle BB Practice 3:30-6:30pm Half Court			Closed
5:00 - 6:00PM	YMCA Jiu-Jistu Class Half Court 5:00-	YMCA Jiu-Jistu Class Half Court 5:00-7:00PM		YMCA Jiu-Jistu Class Half Court 5:00-7:00PM	Pickle Ball Open	Closed	Closed
6:00 - 6:30PM	7:00PM	Tiali Coult 3.00-7.00PM		Court 5.00-7.00Pivi	Gym 5:00-7:00PM		
6:30 - 7:00PM	Basketball Open Gym				(3 Courts)		
7:00 - 7:30PM 7:30 - 8:00PM	Half Court 6:30- 9:00PM Court (A)		Volleyball Open Gym 6:30-9:00 PM			Closed Closed	Closed Closed
8:00 - 9:00PM						Closed	Closed
					Full Gym Open	1/2 Gym Open	Gym Closed

Special Events:

Yreka High School's basektball program will be using the gym from time to time during November. Read Across Siskiyou is 11/12 from 4:30-8:00pm. During these times, the gym will be closed.

Note: Gymnasium Schedule is subject to change, especially during bad weather days

We will do our best to accommodate our membership first!