



Term 3, 2025

21st July – 26th September

Continual learning is extremely beneficial for your child and will keep your swimmers progress on track.

Benefits of swimming all year round include:

- *Develop a skill that will last a lifetime – Almost all ages and ability levels can use the water for recreation, exercise and sport.*
- *Improve Safety – Keep up important experience and skills, the risks don't go away during cooler times of the year.*
- *Maintain Skills – Skills need re-enforcement, or they can regress, especially with children under 5 years.*
- *Physical Fitness - Establish a routine of fitness, swimming offers healthy benefits with minimal risk of sport related injury.*
- *Swimming keeps the immune system in shape and exercise invigorates the entire body.*
- *Ongoing stimulation and developmental benefit*
- *It's Fun! - Continue the enjoyment.*

Term 3, 2025 Timetable – Daily Class Times – Mon (9 Weeks)/Wed, Thurs & Fri (10weeks)

Level					Pricelist MONDAY	Pricelist WED/ THURS & FRI
Starfish	3.45pm	4.10pm	4.35pm	5.00pm	\$225.00	\$250.00
Seahorse	3.45pm	4.20pm	4.55pm		\$216.00	\$240.00
Jellyfish	3.45pm	4.20pm	4.55pm		\$211.50	\$235.00
Octopus	3.45pm	4.20pm	4.55pm		\$211.50	\$235.00
Otters	3.45pm	4.20pm	4.55pm		\$211.50	\$235.00
Seals	3.45pm	4.20pm	4.55pm		\$207.00	\$230.00
Dolphins	3.45pm	4.20pm	4.55pm		\$207.00	\$230.00
Sharks	3.45pm	4.35pm			\$198.00	\$220.00
Swordfish	3.45pm	4.35pm			\$198.00	\$220.00
Marlins	3.45pm				\$198.00	\$220.00

Daily Class Times – Saturday (9 weeks)

Level								Pricelist
Starfish	1.00pm	1.25pm	1.50pm	2.15pm	2.40pm	3.05pm	3.30pm	\$225.00
Seahorse	1.00pm	1.35pm	2.10pm	2.45pm	3.20pm			\$216.00
Jellyfish	1.00pm	1.35pm	2.10pm	2.45pm	3.20pm			\$211.50
Octopus	1.00pm	1.35pm	2.10pm	2.45pm	3.20pm			\$211.50
Otters	1.00pm	1.35pm	2.10pm	2.45pm	3.20pm			\$211.50
Seals	1.00pm	1.35pm	2.10pm	2.45pm	3.20pm			\$207.00
Dolphins	1.00pm	1.35pm	2.10pm	2.45pm	3.20pm			\$207.00
Sharks	1.00pm	1.50pm	2.40pm					\$198.00
Swordfish	1.00pm	1.50pm	2.40pm					\$198.00
Marlins		1.50pm						\$198.00