



**Wellmark YMCA**  
**Mid-American Energy Company Aquatic Center**  
**ATHLETE & SPECTATOR SEATING PLANS**

Updated September 24, 2020



**Spectator Seating**  
*Prairie Meadows Pool*  
**South End Section 1: 9 pairs = 18 total**





Spectator Seating  
*Prairie Meadows Pool*  
South End Section 2: 9 pairs = 18 total





## Spectator Seating *Prairie Meadows Pool*

South End Section 3: 6 pairs & 3 quads = 24 total





Spectator Seating  
*Prairie Meadows Pool*  
West End Section 4: 3 pairs = 6 total





Spectator Seating  
*Prairie Meadows Pool*  
West End Section 5: 6 pairs = 12 total





Spectator Seating  
*Prairie Meadows Pool*  
West End Section 6: 6 pairs & 3 singles = 15 total





Spectator Seating  
*Prairie Meadows Pool*  
West End Section 7: 9 pairs = 18 total







Spectator Seating  
*Prairie Meadows Pool*  
West End Section 8: 6 pairs = 12 total





Spectator Seating  
*Prairie Meadows Pool*  
West End Section 9: 9 pairs = 18 total





Spectator Seating  
*Prairie Meadows Pool*  
West End Section 10: 9 pairs = 18 total





Spectator Seating & Athlete Overflow  
*Prairie Meadows Pool*  
West End Section 11: 6 singles = 6 total





Spectator Seating & Athlete Overflow  
*Prairie Meadows Pool*  
West End Section 12: 3 singles = 3 total





Athlete Seating  
*Prairie Meadows Pool*  
North End Gold Wall: singles = 55 total





Athlete Seating  
*Prairie Meadows Pool*  
South End SW singles = 4 total





Athlete Seating  
*Prairie Meadows Pool*  
South End Middle: singles = 7 total







Athlete Seating  
*Prairie Meadows Pool*  
South End SE Section: singles = 7 total





Athlete Seating  
*Prairie Meadows Pool*  
South End Exit Area: singles = 3 total





Athlete Seating  
*Prairie Meadows Pool*  
South End Café Bleachers: singles = 5 total





Athlete Seating  
*Prairie Meadows Pool*  
West End Behind Lanes 4-13: singles = 10 total





Athlete Seating  
*Prairie Meadows Pool*  
Conference Room off the pool deck; floor seating  
(no tables or chairs)  
singles = 40 total

