<u>SWIM Meet Agenda</u>

Never been to a swim meet? Here's what to expect.

- 1. Arrive at the pool by 5:00 PM for all home meets and 5:30 away meets.
- 2. After arriving at the pool, go directly to the bullpen (the area where Waves swimmers are to stay during the meet) and stay there for warm-up (stretching) and checking line-up to see what events you swim.
- 3. Team warm-ups in the pool begin at approximately 5:35 PM.
- 4. After warm-ups return to the bullpen where you will have your event, heat and lane written on your back. Swimmers: Please remain in the bullpen throughout the meet.
- 5. At start of meet (6:00 PM), each event will be announced; when your event is announced go to the clerk-of-course and remain there to be checked by the adult in charge.
- 6. At the clerk-of-course you will be put in your assigned lane and instructed when to go behind the diving block of your lane.
- 7. You will be instructed to go up and stand behind your diving block.
- 8. After several short whistles, the starter will announce the event and distance.
- 9. When you hear one long whistle you need to step up onto your block.
- 10. You will then hear the starter say "Take your mark" (as shown by your coaches at practice). The starter will depress a button and you will hear a horn or buzzer sound, which is your signal to dive into the pool and start the race.
- 11. After you have finished, one or more of three things will happen;
 - a. First, you will be congratulated by your coaches, teammates and other adults for trying your best.
 - b. You may be informed by an official that you were disqualified (DQ) and shown what you need to do correctly the next time.
 - c. Your coaches will also show you and, if needed, ask them at your next practice to help you improve.
- 12. Return to the bullpen after each event you swim and wait for your next event.
- 13. Shortly after the meet is finished, the final score will be announced.
- 14. Ribbons which are won by the swimmers for a meet will be awarded the day after the meet. All ribbons will be placed in family folders.