

# 2023 SC LSC Open Water Championship & 29<sup>th</sup> Annual Death Valley Open Water Swim Meet



# Introduction of Key Personnel

- MEET DIRECTOR: Curt Kurz-Edsall
  - [curt@scmtb.org](mailto:curt@scmtb.org)
  - [meetdirector@clemsonaquaticteam.org](mailto:meetdirector@clemsonaquaticteam.org)
- MEET REFEREE: John Heeney
  - [heeneyltd@mac.com](mailto:heeneyltd@mac.com)
- ADMIN OFFICIAL: Mary Beth Kurz-Edsall
  - [mbkurz@gmail.com](mailto:mbkurz@gmail.com)
- SAFETY OFFICER: Scott Krein
  - [skrein@oconeesc.com](mailto:skrein@oconeesc.com)
- INDEPENDENT SAFETY MONITOR: Chip Holland

# Distances. Your time will be compared to others in your same *event* (gender, state and age group)

5K Approx 8 am start	3K Approx 10:15 am start	1K Approx 11:45 am start	Half K Approx 12:15 pm start
Events 1-2: Girls & Boys 15-18 Jim Keogh Senior 5K SC LSC Open Water Championship	Events 7-8: Girls & Boys 11-12 Jacque Grossman 11-12 3K SC LSC Open Water Championship	Events 11-12: Girls & Boys 10&U SC LSC Open Water Championship	Events 15-16: All open events, place by gender and age group 10&U, 11-12, 13-14, 15-18, 19&O
Events 3-4: Girls & Boys 13-14 Christine Jennings 13-14 5K SC LSC Open Water Championship	Events 9-10: Everyone else, open events, place by gender and age group 10&U, 11-12, 13-14, 15-18, 19&O	Events 13-14: Everyone else, open events, place by gender and age group 10&U, 11-12, 13-14, 15-18, 19&O	
Events 5-6: Everyone else, open events, place by gender and age group 10&U, 11-12, 13-14, 15-18, 19&O			

- Swim all Four! Earn the Anna Sams Plaque and the ability to brag!
- Starts will be in Waves
  - Based on gender, age and number of swimmers registered
  - Approximately 5 minutes apart
  - Stage at least 3 waves at a time

# Beach Setup

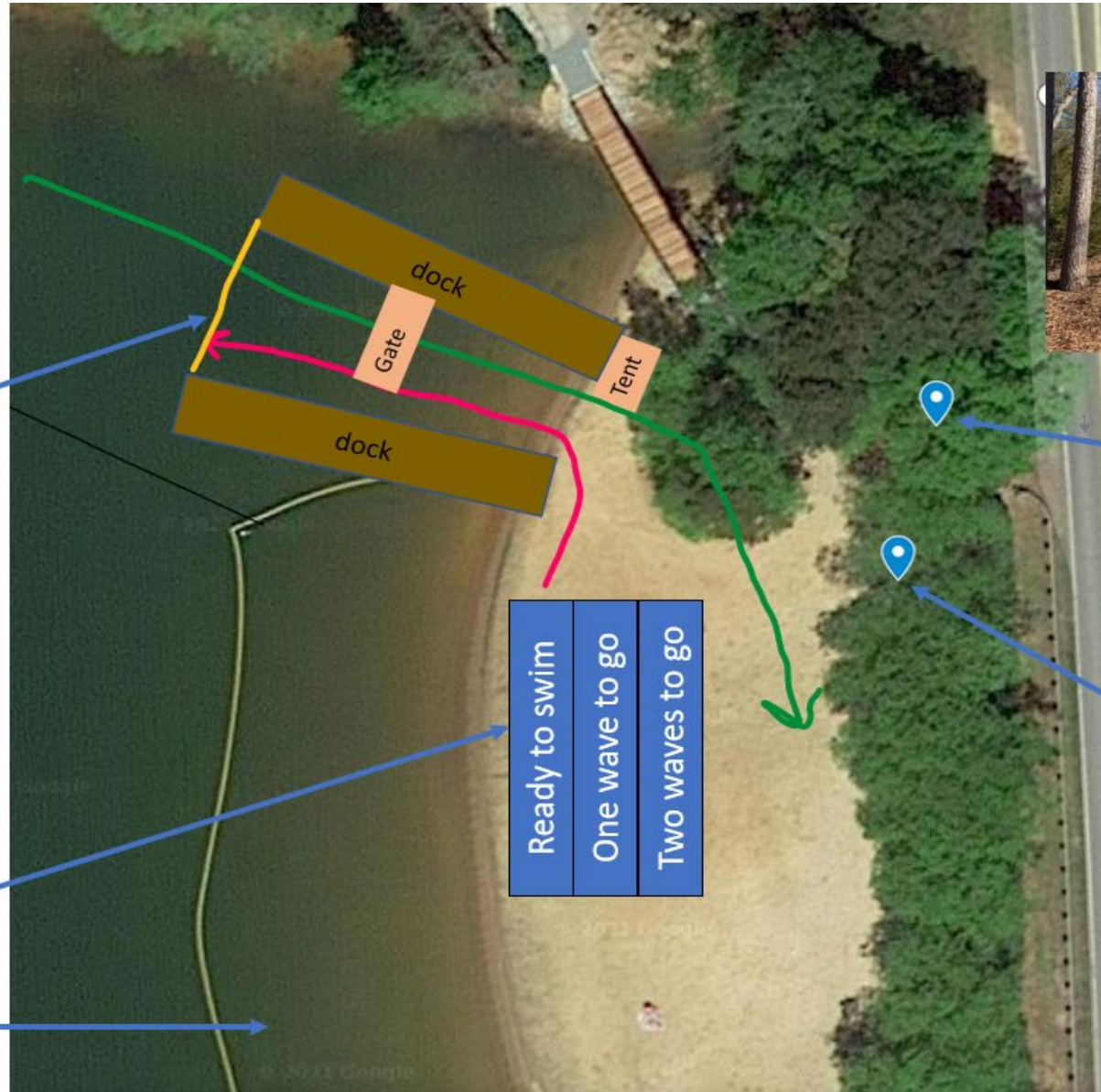
Finish between the docks, order recorded at the gate

Start along a rope at the end of the docks.



Swimmer Line up Zone

Warm-up



RV / Medical tent near the gate on the beach

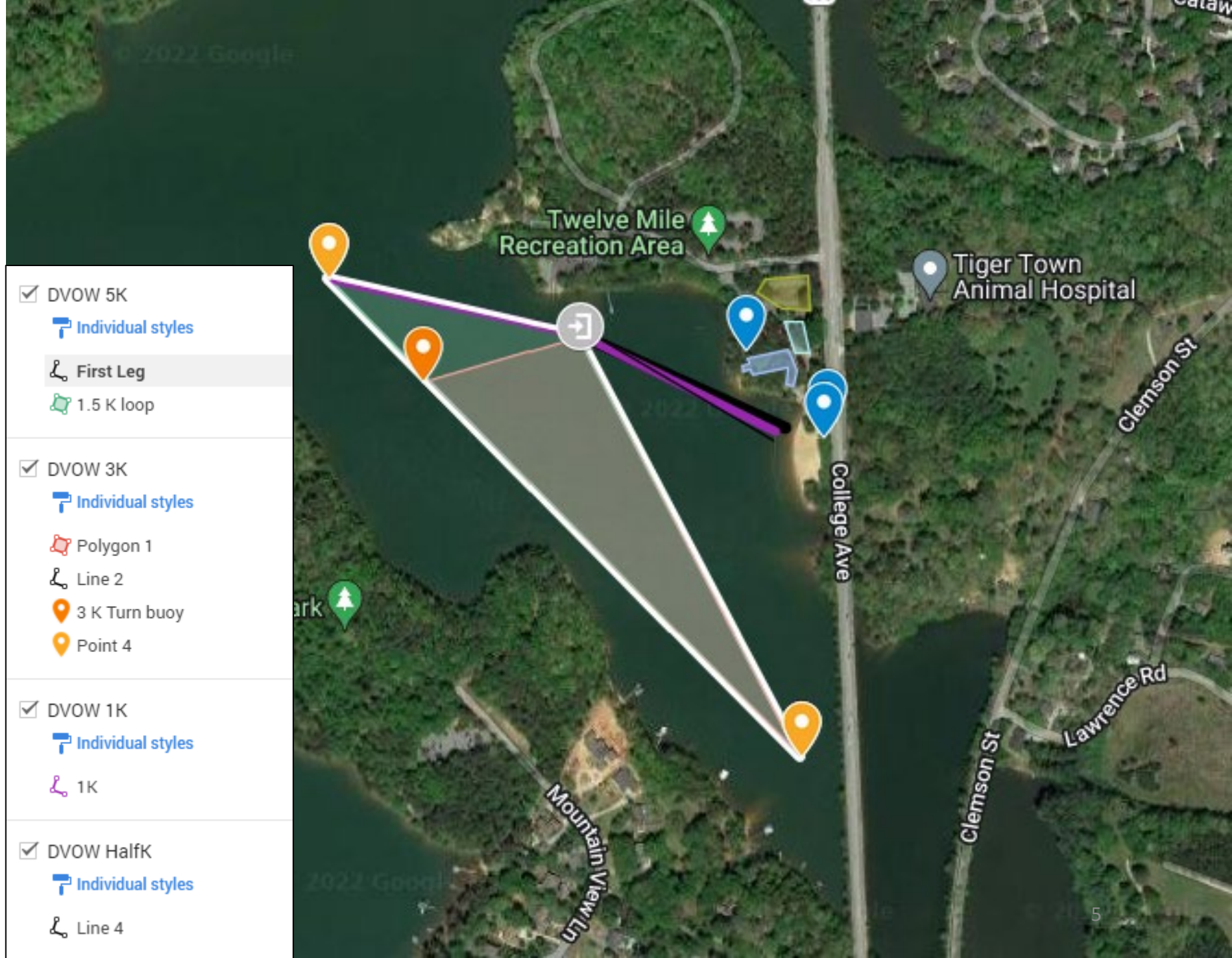
Tables under trees  
Pick up neck tags,  
athlete hospitality

# Course Overview

- All distances swum in the cove
- Kayakers will be positioned along course
- Map at [bit.ly/DVOW2023](https://bit.ly/DVOW2023) (case sensitive)
  - Select the distance you want to explore



Scan for link to Course Map



# Registration

- ATHLETES and COACHES with a USA Swimming Team
  - Each year-round swimmer registering with a USA swimming team can enter up to 4 events. SC LSC year-round members are eligible to enter the age-appropriate championship event and up to 3 open events. A swimmer can only score and place in the appropriate championship event.
  - Out of LSC year-round members are only eligible to enter the open events.
  - Enter with your coach, as you would for a “regular” USA swim meet
- Others
  - If you are not a current USA Swimming *Athlete* or *Coach* member, you MUST register using an electronic entry form (single meet) and pay the fee electronically.  
<http://www.deathvalleyopenwater.org>
- **The entry deadline is 11:59pm on May 31, 2023.** SC Swimming does not accept deck registrations. Swimmers must be registered by the entry deadline. ***No day of event registrations*** will be accepted.

# Packet Pick-up

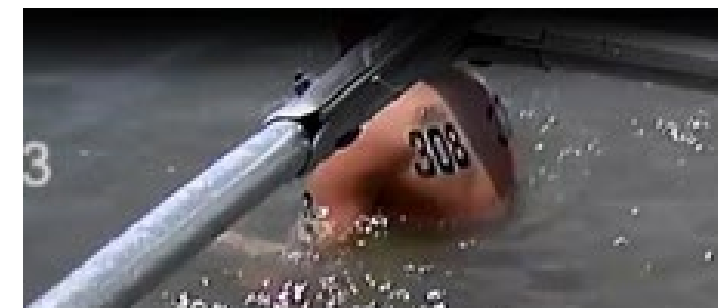
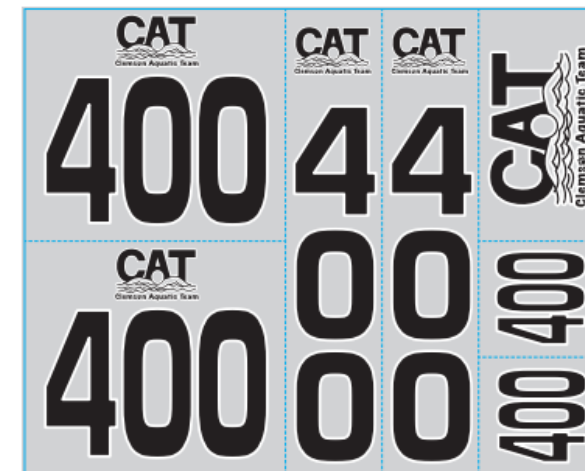
- Specific times will be announced by June 3 5 pm
- Packets will be labeled with team names or individual names.
- All TEAMS must pick-up their packets at pre-assigned or pre-arranged times at the venue on June 9 (approx. 5-7 pm), 2023
- Unaffiliated swimmers in the 5K must pick-up their packets at pre-assigned times at the venue on June 9 (approx. 5-7 pm) or June 10 (7-7:30 am), 2023
- Unaffiliated swimmers not participating in the 5K may pickup their packets at pre-assigned times at the venue on June 9, 2023 or at check-in (not before 8 am) on June 10, 2023

# Swimmer Identification

- Each swimmer will be given
  - A tag with their Body Number, Events and Waves
  - A set of temporary tattoos with their body number
- Tattoos are to be applied by the athlete with assistance from coach or chaperone.
- Athletes should bring personal Sharpies for tattoo and numbering touch ups.
- You must have your number on each arm and on both shoulders of your back
- The additional smaller numbers can be placed on your hands or anywhere else

Distance - IMPORTANT  
 Event (for Admin)  
 Wave – IMPORTANT!

2019 Death Valley Open Water Meet				
Kurz, Shelbi L				379
CAT				
5 K	3 K	1 K	1/2 K	Anna Sams
1	9	13	15	Yes!
Wave 4	Wave 3	Wave 4	Wave 2	
SAVE the DATE: 2020 Death Valley Open Water Meet June 6, 2020 Register by May 25 2020 at <a href="http://www.deathvalleyopenwater.org">www.deathvalleyopenwater.org</a> or ask your coach!				








# Individual Check-in on June 10, 2023

- ALL SWIMMERS MUST COMPLETE INDIVIDUAL CHECK-IN AT CLERK OF COURSE 30 MINUTES BEFORE THEIR FIRST RACE ON JUNE 10, 2023!!!!
  - Finger and Toe Nails will be inspected by meet personnel prior to each swimmer's first race.
  - Nails cannot extend past the fleshy part of the toes or fingers

# Facility Overview

-  Kayakers
-  City of Clemson Police Boat
-  Turn Boats



Spectators or parking

Team seating

No spectators past this point = Competition Area  
Competition Area = Enforce Meet Rules



**Kayaker access**



**Clerk of Course  
(existing pavilion)**



Spectators or parking

Team seating

Team seating

No spectators past this point =  
"Competition Area"

Warm-up

RV / Medical tent

Gate

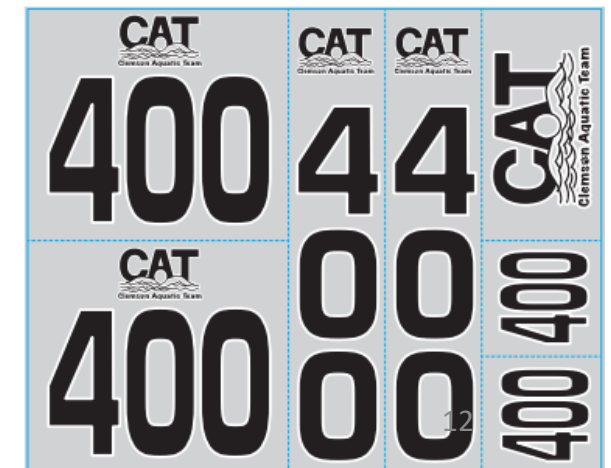


# Check-In Procedures

- NO DAY OF REGISTRATION. If you did not pre-register for at least one event, you cannot add your first event on the day of the meet!
- If you have pre-registered, you can add or switch events.
  - Events added for \$12
  - No charge for switching events or waves
  - No refunds for scratched events
- Please inform the Clerk of Course if you are scratching
- **Do not forget** your Body Numbers, Neck tag
  - You must have your Neck Tag to participate!
  - Athletes should bring personal Sharpies for tattoo and numbering touch ups.
- Finger and Toe Nails must be short
  - Athlete nails should be clipped prior to race.
  - Nails will be inspected by meet personnel prior to each swimmer's first race at the Clerk of Course Pavilion.
- Jewelry (including watches) is not allowed



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# Timelines

	5K	3K	1K	Half K
Packet Pickup	Teams: Friday TBA Unaffiliated: Friday TBA	Teams: Friday TBA Unaffiliated: Friday TBA OR Sat 8 am	Teams: Friday TBA Unaffiliated: Friday TBA OR Sat 10:30 am	Teams: Friday TBA Unaffiliated: Friday TBA OR Sat 10:30 am
Check-in (nail check)	Saturday 6:30-7:30 am	Saturday 8-9:45 am	Saturday 10:30-11:15 am	Saturday 10:30-11:15 am
Pre-race meeting	Saturday 7:30 am	Saturday 9:45 am	Saturday 11:15 am	Saturday 11:15 am
Event start not before	8 am	10:15 am	11:45 am	12:15 pm

- Swimmers must arrive in their suits. Locker rooms are not available; restrooms are for restroom use only.
- STARTS IN WAVES, approximately 5 minutes apart. Stage at least 3 waves at a time
- Swimmers will enter the COMPETITION AREA and proceed to their assigned spot, following route markers and volunteer directions.
- Swimmers will be staged before their waves in the COMPETITION AREA
- Swimmers will be directed when to line up, moving from the staging area to the starting area.
- Swimmers will exit the lake and be directed to exit the COMPETITION AREA to collect their Body number tags and athlete hospitality.
- Swimmers can then exit towards the COMPETITION AREA or the part of the lake designated for warm-up / cool-down.

# Beach Setup

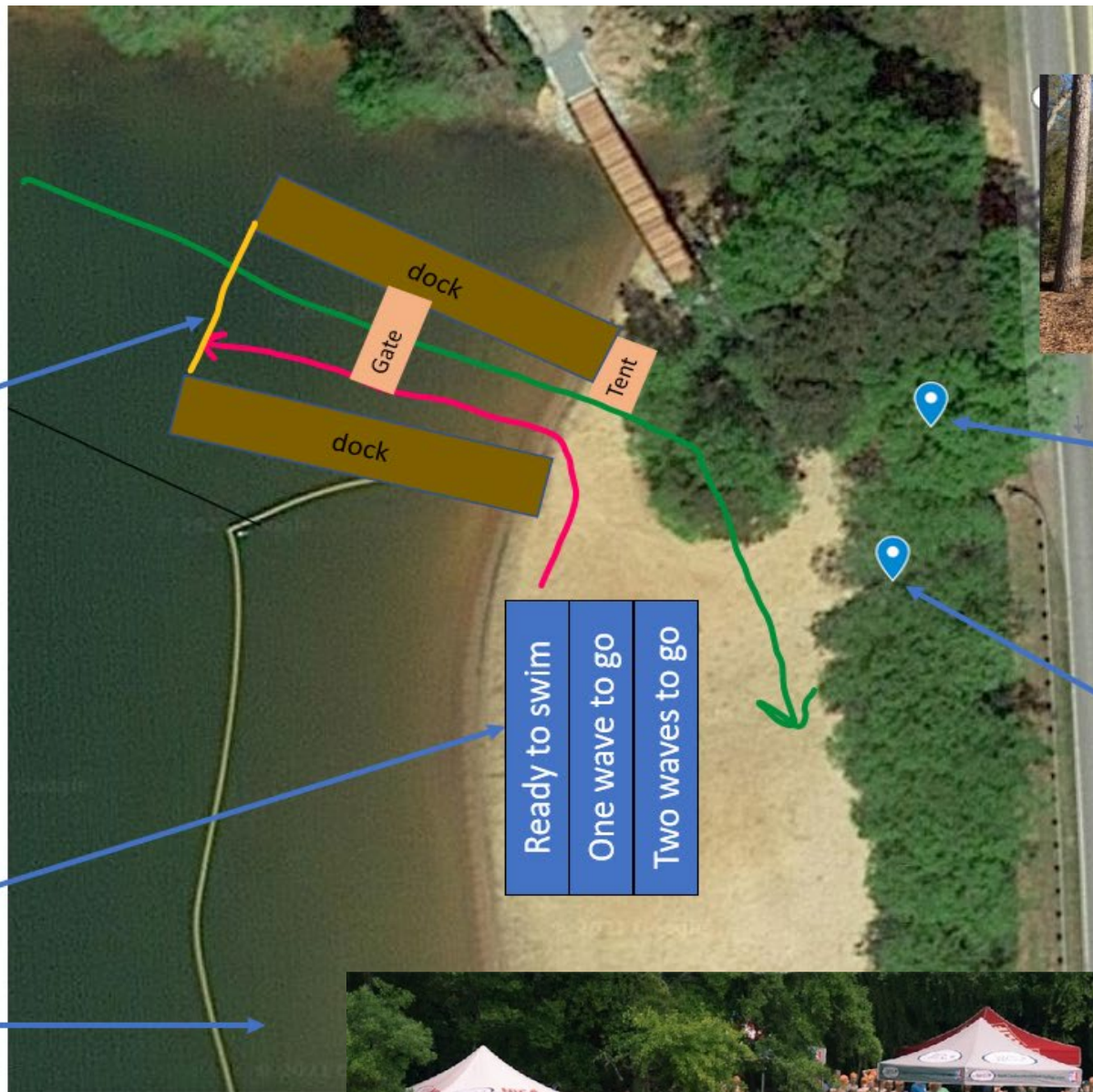
Finish between the docks, order recorded at the gate

Start along a rope at the end of the docks.



Swimmer Line up Zone

Warm-up



RV / Medical tent near the gate on the beach

Tables under trees  
Pick up neck tags,  
athlete hospitality





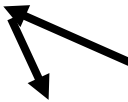

## Waves

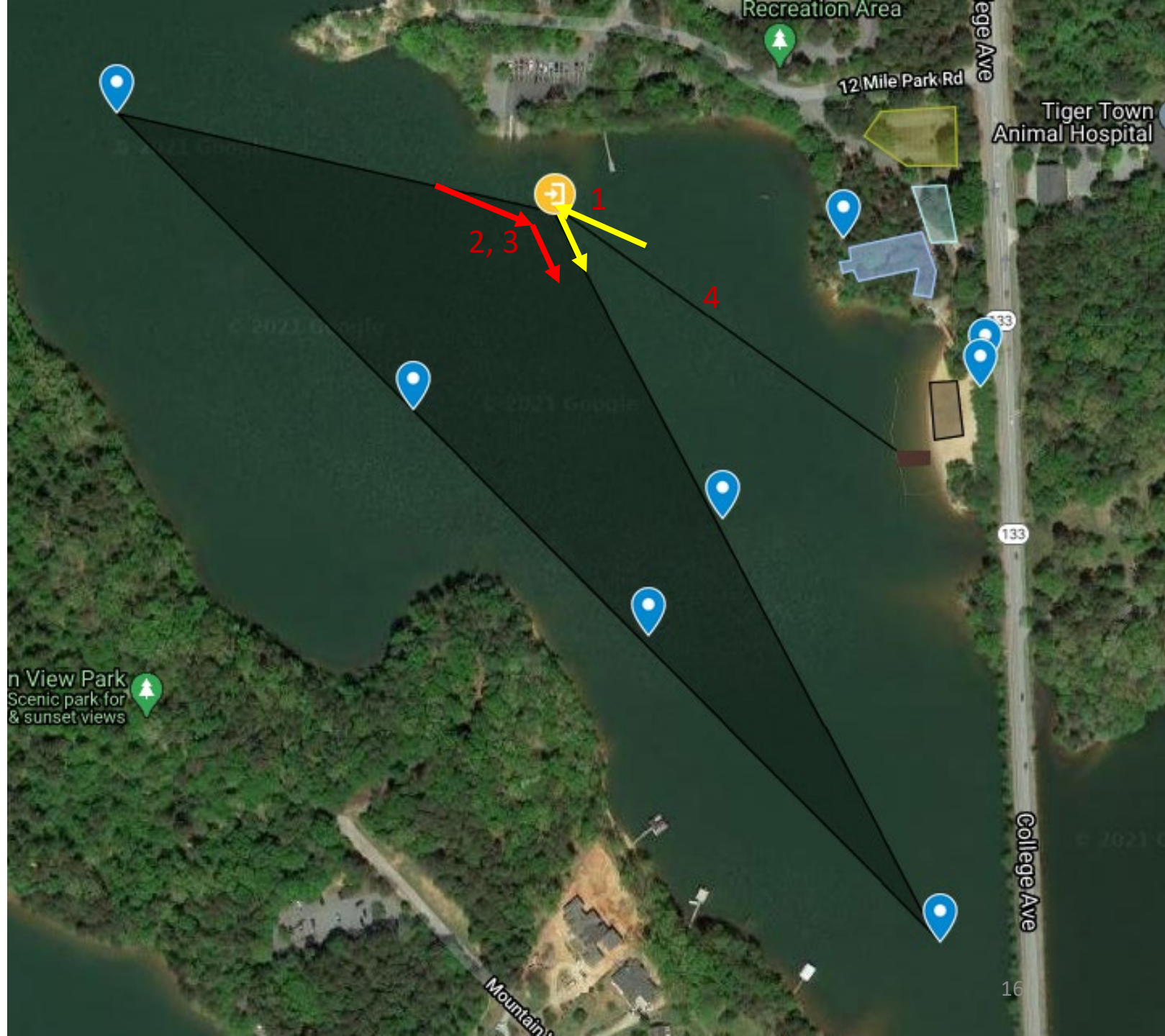
- Each event **STARTS IN WAVES**, approximately 5 minutes apart. We will stage at least 3 waves at a time
- Swimmers will enter the **COMPETITION AREA** and proceed to their assigned spot, following route markers and volunteer directions.
- Swimmers will be staged before their waves in the **COMPETITION AREA**
- Swimmers will be directed when to line up, moving from the staging area to the starting area.

# 5K



Scan for link to Course Map

- ¼ K from start
- sharp left through gate
- 3 times (clock-wise)
  - towards College Ave / 133
  - Approx 1/2 K to turn
  - Approx ¾ K to second turn
  - Through gate
  - After 3 loops, proceed to finish
- 1st time through Gate 
  - Hard left
- 2<sup>nd</sup>, 3<sup>rd</sup> time through gate 
  - Continue loop
- 4<sup>th</sup> time through gate
  - Proceed to finish shoot
- Map at [bit.ly/DVOW2023](https://bit.ly/DVOW2023)
  - case sensitive
  - Select the DVOW 5K layer

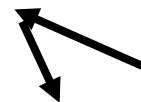




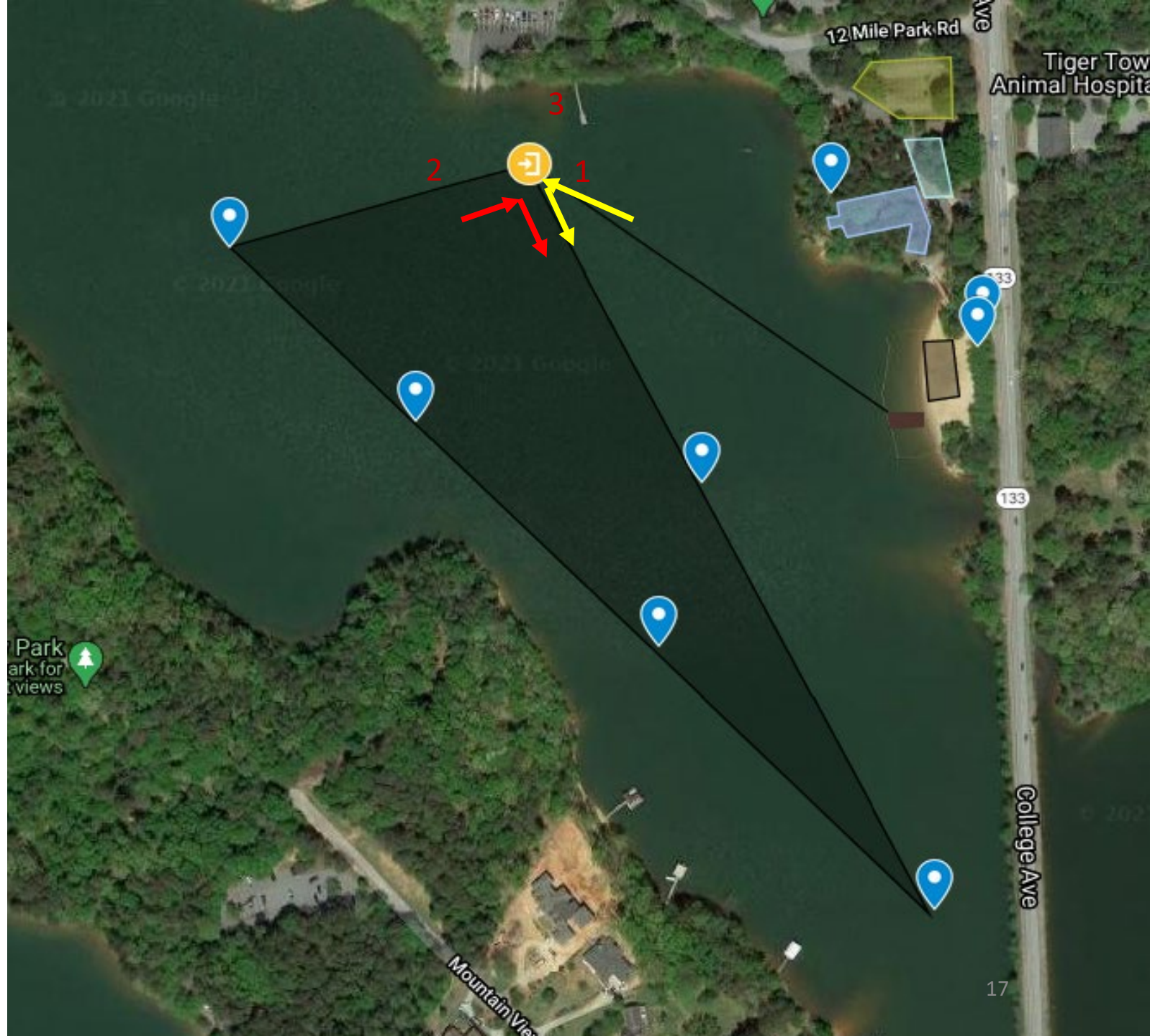


# 3K



Scan for link to Course Map

- $\frac{1}{4}$  K from start
- sharp left through gate
- 2 times (clock-wise)
  - towards College Ave / 133
  - Approx  $\frac{1}{2}$  K to turn
  - Approx  $\frac{5}{8}$  K to second turn
  - Through gate
  - After 2 loops, proceed to finish
- 1st time through Gate 
  - Hard left
- 2<sup>nd</sup> time through gate 
  - Continue loop
- 3rd time through gate 
  - Proceed to finish shoot
- Map at [bit.ly/DVOW2023](https://bit.ly/DVOW2023)
  - case sensitive
  - Select the DVOW 3K layer



# 1K

- ¼ K from start
  - AROUND outside of gate (lake side) – all buoys on RIGHT
  - Around turn buoy with buoy on RIGHT
  - AROUND outside of gate (shore side) – all buoys on RIGHT
  - ¼ K back to finish
- 
- Map at [bit.ly/DVOW2023](https://bit.ly/DVOW2023)
    - case sensitive
    - Select the DVOW 1K layer



Scan for link to Course Map

# Half K

- ¼ K from start
  - AROUND outside of gate (LAKE side) – all buoys on RIGHT
    - Serves as turn!
  - ¼ K back to finish on SHORE side
- 
- Map at [bit.ly/DVOW2023](https://bit.ly/DVOW2023)
    - case sensitive
    - Select the DVOW HalfK layer



Scan for link to Course Map

# In Water Start Procedure

- Each WAVE will be admitted to the COMPETITION AREA a few minutes prior to the scheduled start (turn in your card to get access to the start beach).
- Swimmers will position themselves holding onto the rope extending from the edge of the dock to the start buoy.
- Starter will raise flag (get ready) and drop flag and blow air horn for the start of each wave.
- The rope will be dropped and swimmers will start swimming



# Finish Procedure

- You have finished the race when you swim through the marked FINISH gate.
- Please proceed through the gate and toward the beach
- Your finishing time is the time you cross the gate
- Follow Finish Judge commands to stay in the order of finish until your place is recorded by the Finish Judge
- Wait to have your entry card returned to you.
- Proceed to athlete hospitality



# Yellow Flag Infractions for Unescorted swims

- 701.5.2 Yellow Flag — A swimmer shall receive a Yellow Flag for:
  - Gaining an unfair advantage at the start. If in the opinion of the Referee, an unfair advantage has been gained at the start, the offending swimmer will be given a Yellow Flag or a Red Flag as determined by the Referee;
  - Receiving aid from a non-competing person in the form of pacing;
  - Intentional contact with another swimmer or contact which causes interference



# Disqualifications and Red Flags (705.5.1)

A swimmer shall receive a Red Flag and be disqualified from further competition for:

A	Accumulating two Yellow Flag infractions for any combination of rules violations. The Red Flag will be issued at the time of the second infraction
B	Failing to swim or complete the prescribed course. Swimmers who do not finish the course within the time limit shall be removed from the water except that the Referee may allow a swimmer outside the time limit to complete the course but not participate in any points or prizes awarded
C	Receiving assistance by pulling on the cables, line markers, buoys, or buoy lines (Note: Incidental contact shall not be a basis for disqualification.)
D	Receiving propulsive aid from anyone in boats or other escort craft of any kind
E	Walking or pushing off the bottom or objects thereon (Note: Pushing off at the start or walking at the finish where an on-shore finish is employed is permitted.)
F	Receiving support from any fixed or floating object or touching or being touched by his/ her escort safety craft or the crew. (Standing on the bottom during the race shall not disqualify the swimmer. Incidental physical contact while giving food or liquid to a swimmer shall not result in disqualification.) Being touched by water safety personnel will not necessarily result in disqualification

G	Unsporting conduct. Swimmers will be disqualified if they, their support craft, or support personnel, commit an act that is deemed unsporting by the Referee. Examples of unsporting conduct include intentionally striking another swimmer, refusing to re-round a turn mark and intentional interference with another swimmer while approaching the finish; or
H	Violating the swimwear rules. No swimmer shall be permitted to use or wear any device which may be an aid to his/her speed, endurance, or buoyancy. Goggles, a maximum of two (2) caps, nose clip and earplugs may be used.



# Withdrawal Procedures

- At any time, a swimmer may signal a safety craft (kayak or motorboat) and indicate that they would like to retire from the race.
- Swimmer will be picked by a safety boat or wave runner and transported to the Medical Station for check-in

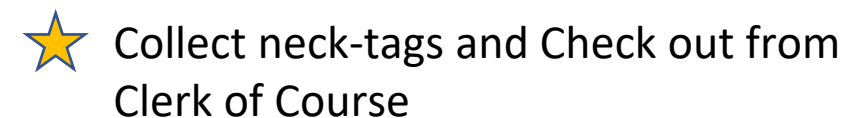




# Emergency Abandonment



- Race abandonment will be indicated by 5 short blasts on the air horn or whistle followed by 1 long blast/whistle
- Swimmers should immediately swim for shore, exit the water, and follow the route indicated on the course map.
- Kayakers and boaters will provide further instruction
- With caution, proceed to the shore or return to the rowing dock (course start)
- All swimmers must report to the Clerk of Course for check-in procedure to make sure all swimmers are accounted for.



# Questions

- Email our MEET REFEREE: John Heeney
  - [heeneyltd@mac.com](mailto:heeneyltd@mac.com)
- Email our MEET DIRECTOR: Curt Kurz-Edsall
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