

**2024 SC LSC Open Water
Championship & 30th Annual
Death Valley Open Water
Swim Meet**

Introduction of Key Personnel

- MEET DIRECTOR: Curt Kurz-Edsall
 - curt@scmtb.org
 - meetdirector@clemsonaquaticteam.org
- MEET REFEREE: John Heeney
 - heeneyltd@mac.com
- ADMIN OFFICIAL: Mary Beth Kurz-Edsall
 - mbkurz@gmail.com
- SAFETY OFFICER: Scott Krein
 - 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, 19-24, 25-29, etc
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, 19-24, 25-29, etc	Events 13-14: Everyone else, open events, place by gender and age group 10&U, 11-12, 13-14, 15-18, 19-24, 25-29, etc	
Events 5-6: Everyone else, open events, place by gender and age group 10&U, 11-12, 13-14, 15-18, 19-24, 25-29, etc			

- 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 3-5 minutes apart
 - Stage at least 3 waves at a time

Beach Setup

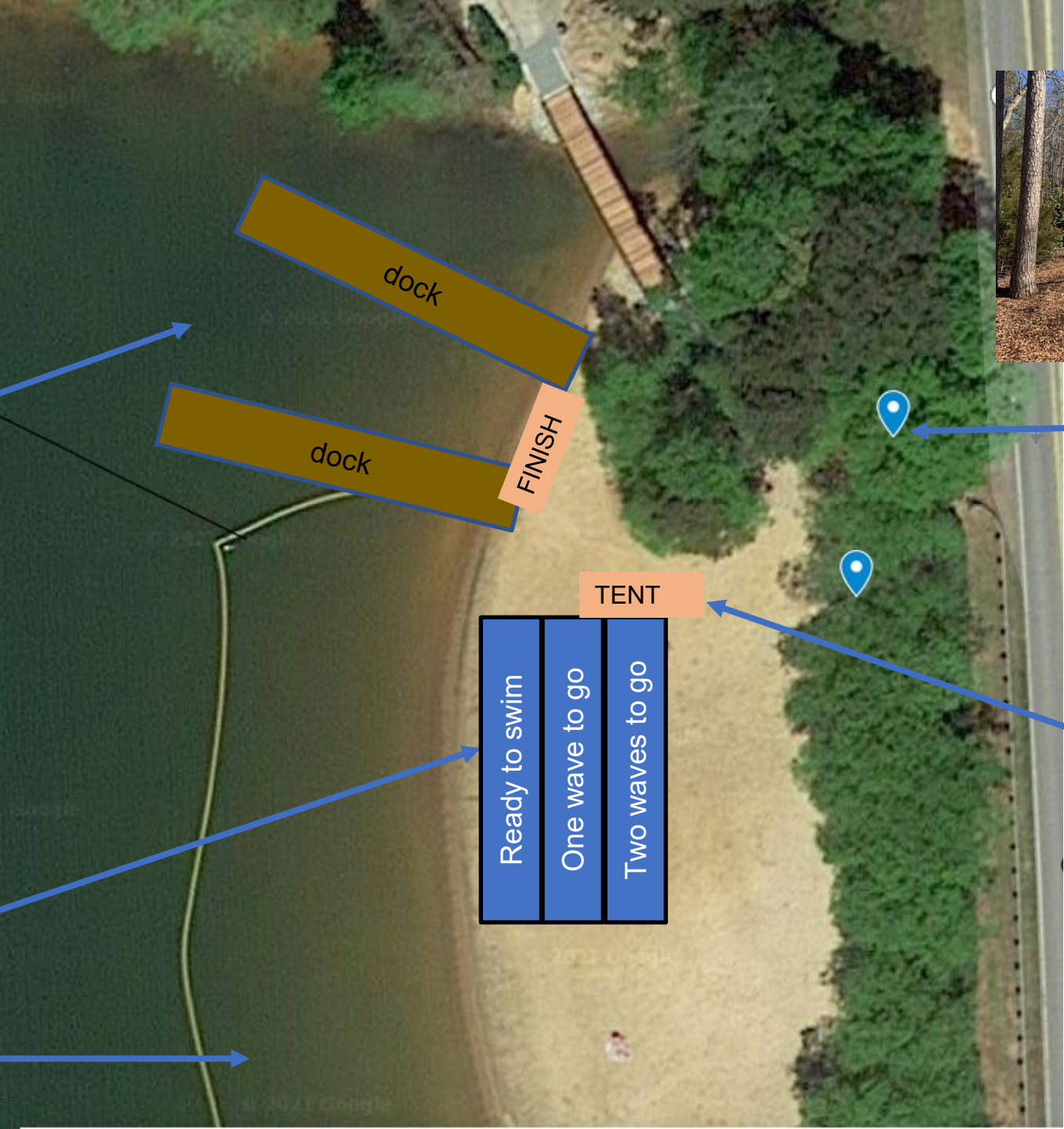
Finish between the docks, order recorded ON THE BEACH

Start along a rope at the end of the docks.



Swimmer Line up Zone

Warm-up

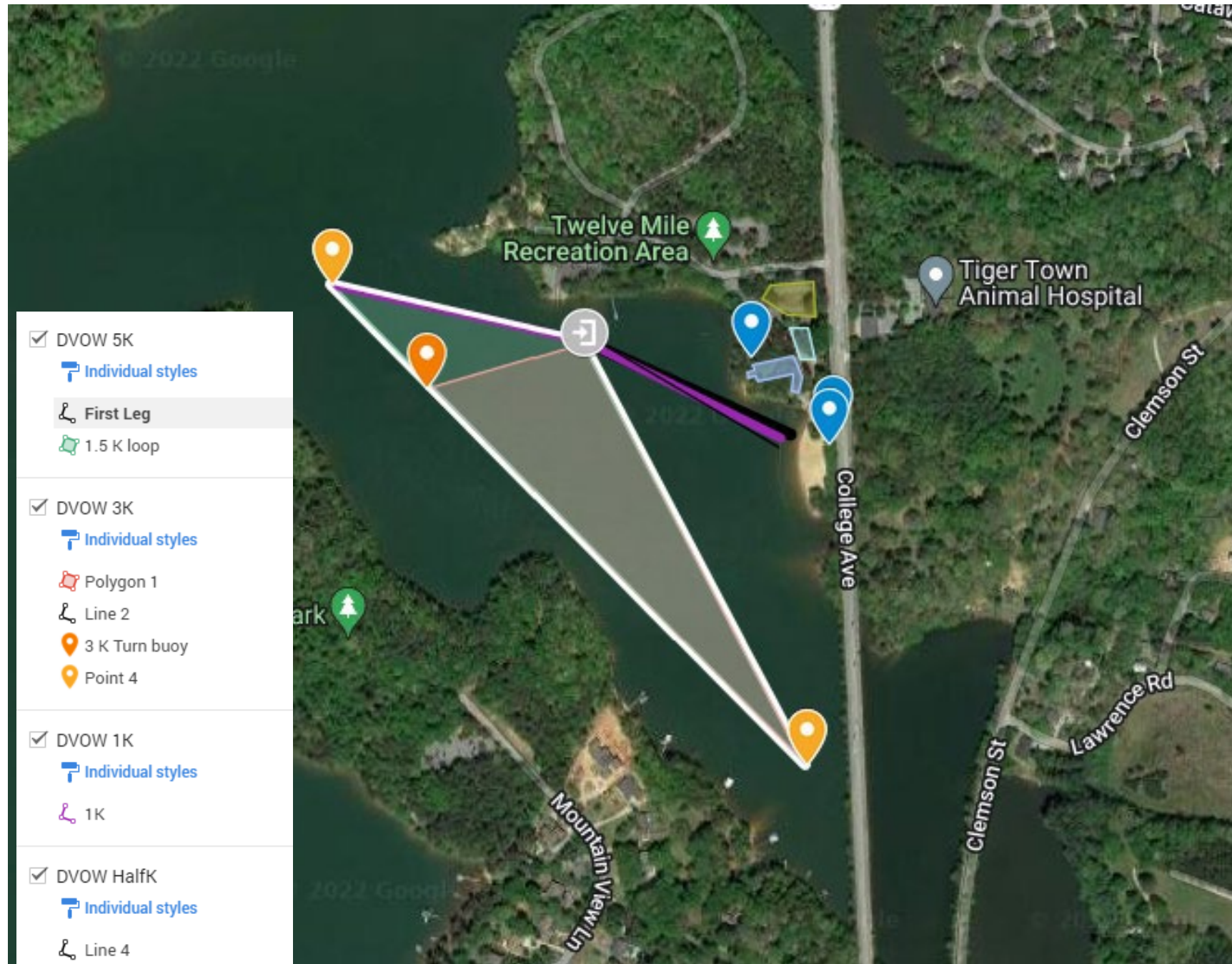


Medical tent near the gate on the beach

Tent to Visit after exiting the Lake
Pick up neck tags, athlete hospitality

Course Overview

- All distances swum in the cove
- Kayakers will be positioned along course
- Map at bit.ly/DVOW2024 (case sensitive)
 - Select the distance you want to explore



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 28, 2024.** 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

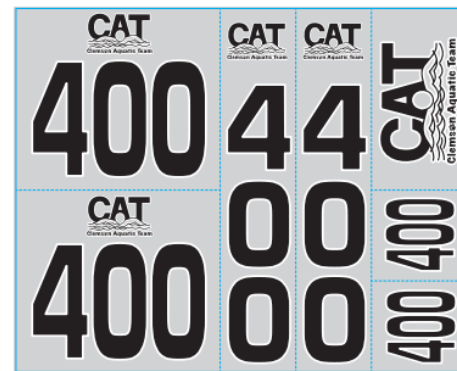
- Specific times will be announced by 5 pm Monday before the event
- Packets will be labeled with team names or individual names.
- All TEAMS must pick-up their packets at pre-assigned or pre-arranged times at the venue on the Friday before the meet (approx. 5-7 pm)
- Unaffiliated swimmers in the 5K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

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
 - A timing chip
- 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 on your back
 - The additional smaller numbers can be placed on your hands or anywhere else
- Timing chips must be worn on your ankle

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 www.deathvalleyopenwater.org or ask your coach!				



Individual Check-in on Event Day

- ALL SWIMMERS MUST COMPLETE INDIVIDUAL CHECK-IN AT CLERK OF COURSE 30 MINUTES BEFORE THEIR FIRST RACE!!!!
 - 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

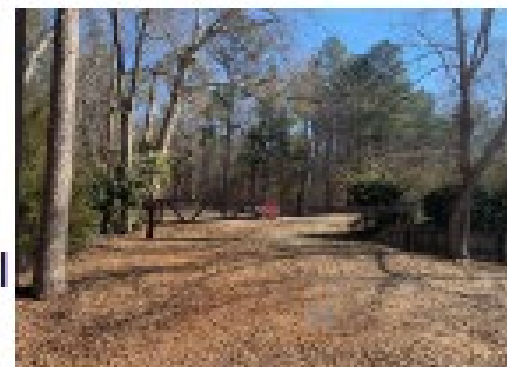
Team seating

No spectators past this point =
"Competition Area"

Gate

RV / Medical
tent

Warm-up



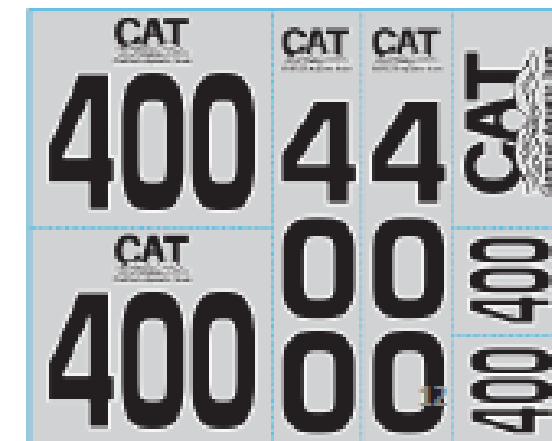
Check-In Procedures

- 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, Timing Chip
 - You must have your Neck Tag and Timing Chip 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

Clerk of Course (existing pavilion)



2019 Death Valley Open Water Meet				
Kurz, Shelbi L				379
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5 K	3 K	1 K	1/2 K	Anna Same
1	9	13	15	Yes!
Wave 4	Wave 3	Wave 4	Wave 2	
<small>SAVE the DATE! 2020 Death Valley Open Water Meet June 6, 2020 Register by May 23, 2020 at www.deathvalleyopenwater.org or ask your coach!</small>				



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 3-5 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.

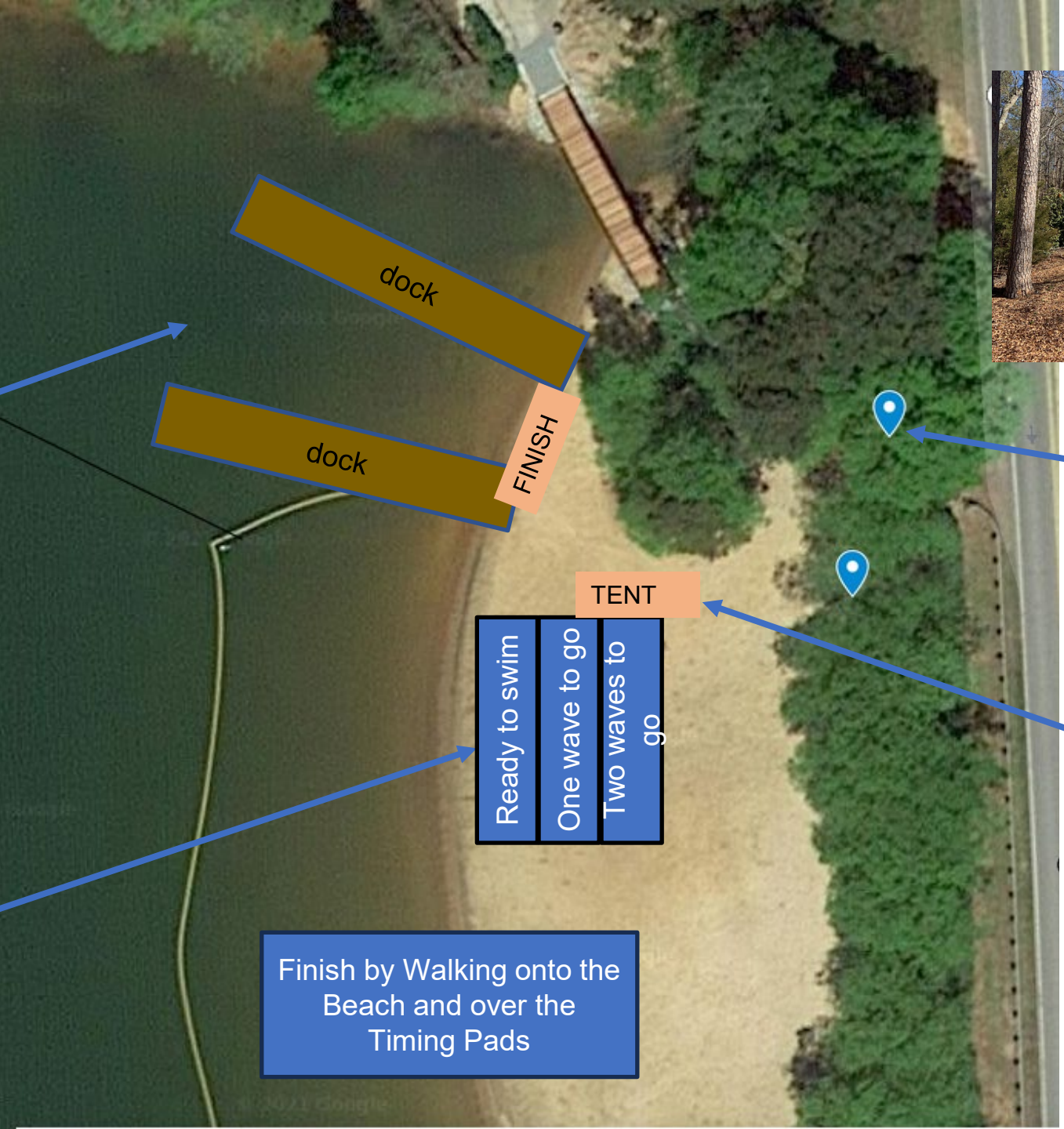
Beach Setup

Finish between the docks, order recorded ON THE BEACH

Start along a rope at the end of the docks.



Swimmer Line up Zone



RV / Medical tent near the gate on the beach

Tent to Visit after exiting the Lake
Pick up neck tags, athlete hospitality

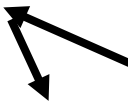

Finish by Walking onto the Beach and over the Timing Pads

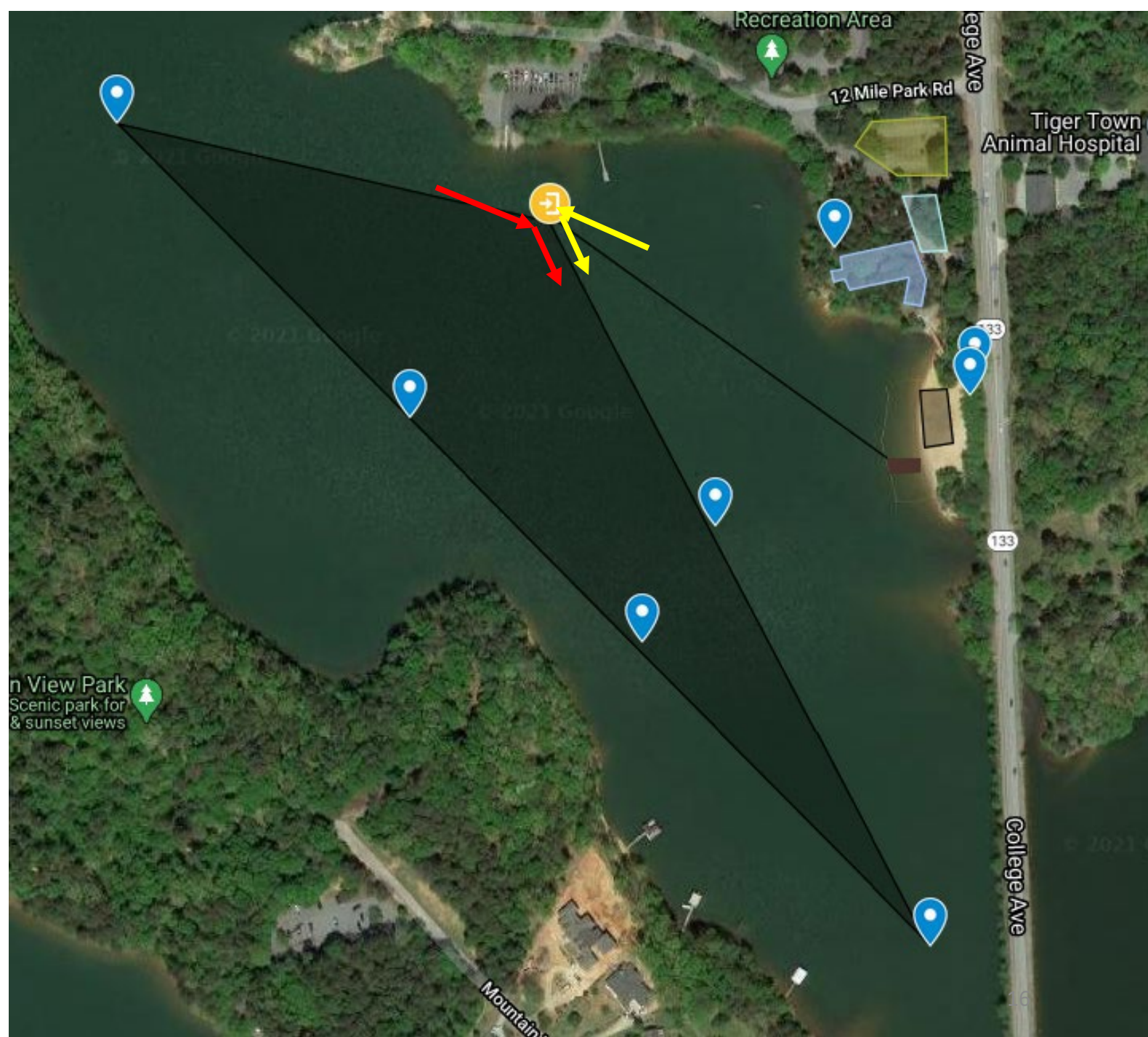


Waves

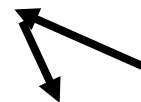


- Each event **STARTS IN WAVES**, approximately 5 minutes apart. We will stage at least 3 waves at a time
- Swimmers will enter the **COMPETITION AREA** and proceed to their assigned spot, following route markers and volunteer directions.
- Swimmers will be staged before their waves in the **COMPETITION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

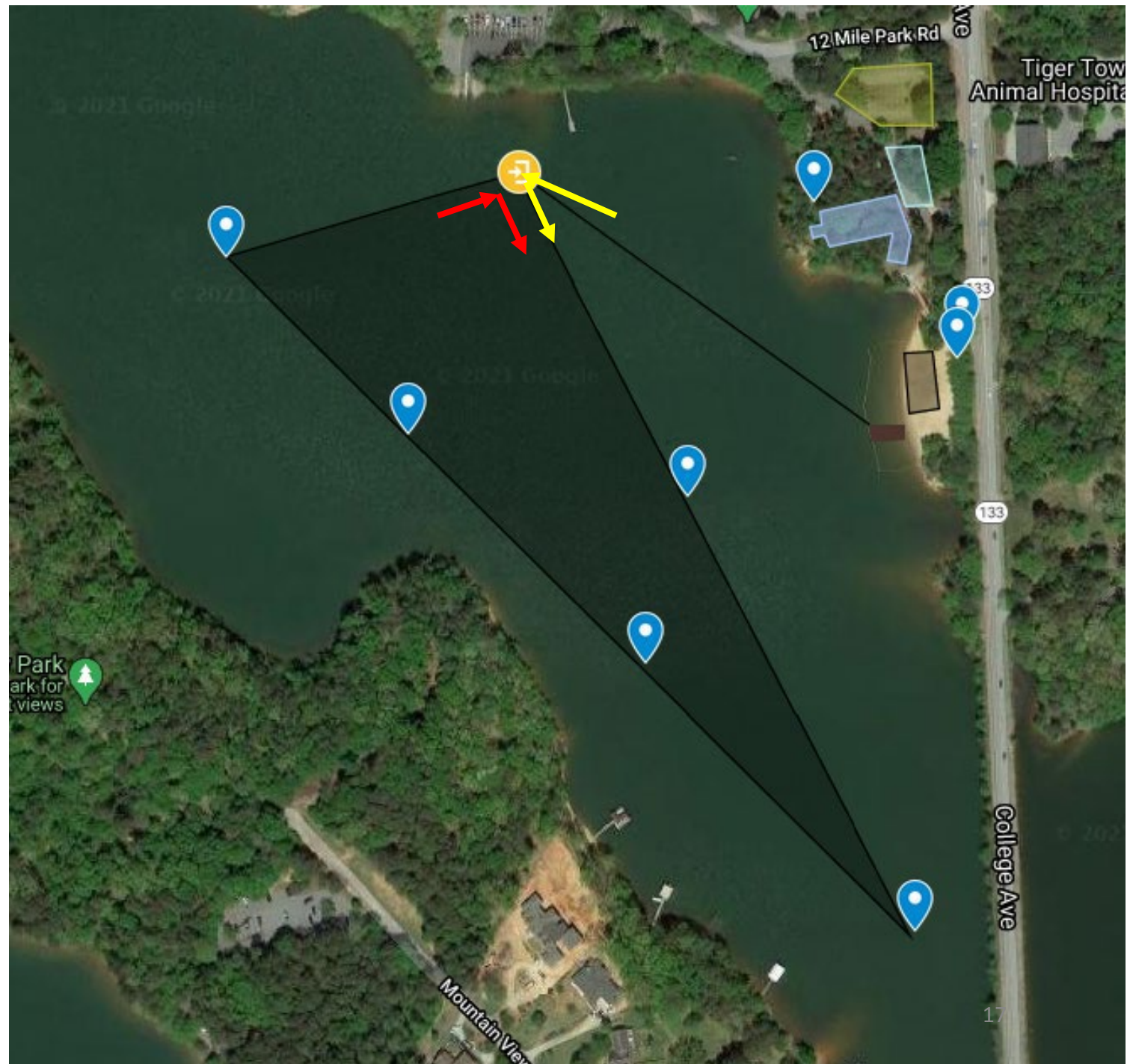
5K

- 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
- 2nd, 3rd time through gate 
 - Continue loop
- 4th time through gate
 - Proceed to finish shoot
- Map at bit.ly/DVOW2024
 - case sensitive
 - Select the DVOW 5K layer



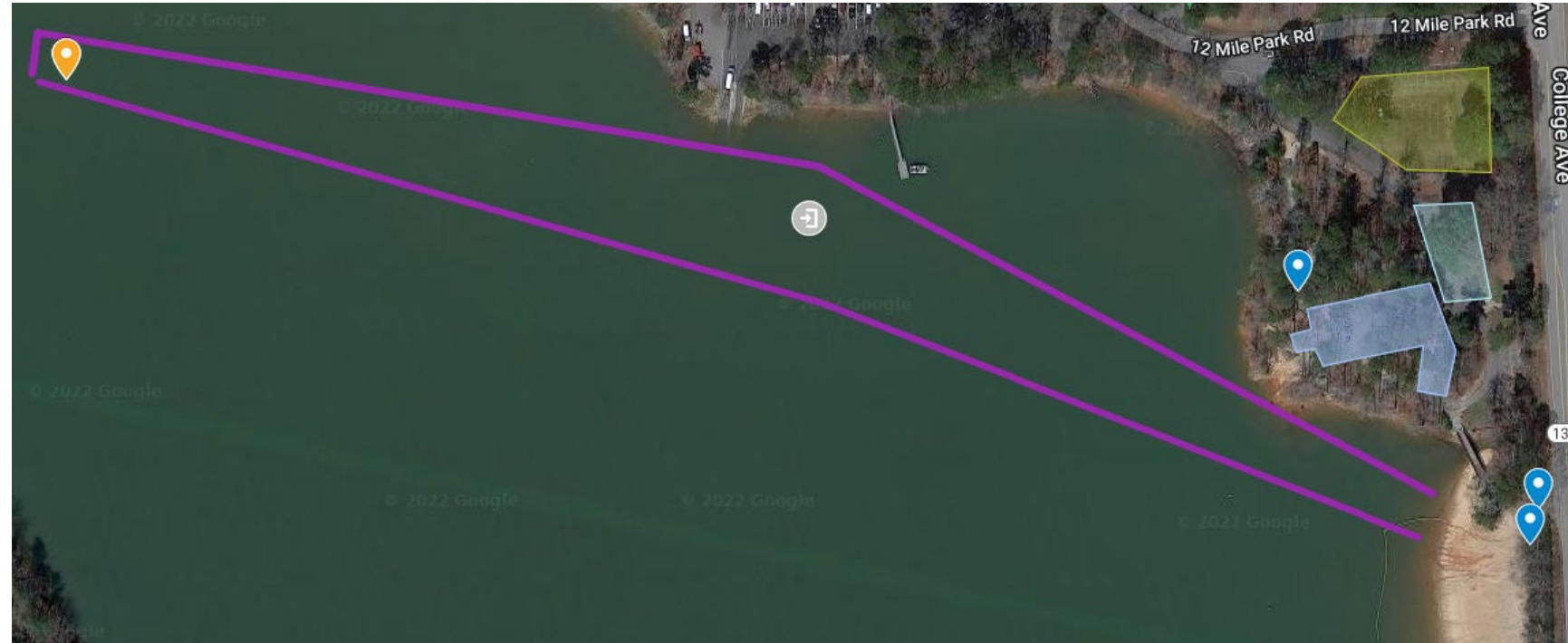
3K

- ¼ K from start
- sharp left through gate
- 2 times (clock-wise)
 - towards College Ave / 133
 - Approx 1/2 K to turn
 - Approx 5/8 K to second turn
 - Through gate
 - After 2 loops, proceed to finish
- 1st time through Gate 
 - Hard left
- 2nd time through gate 
 - Continue loop
- 3rd time through gate 
 - Proceed to finish shoot
- Map at bit.ly/DVOW2024
 - 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/DVOW2024
 - case sensitive
 - Select the DVOW 1K layer



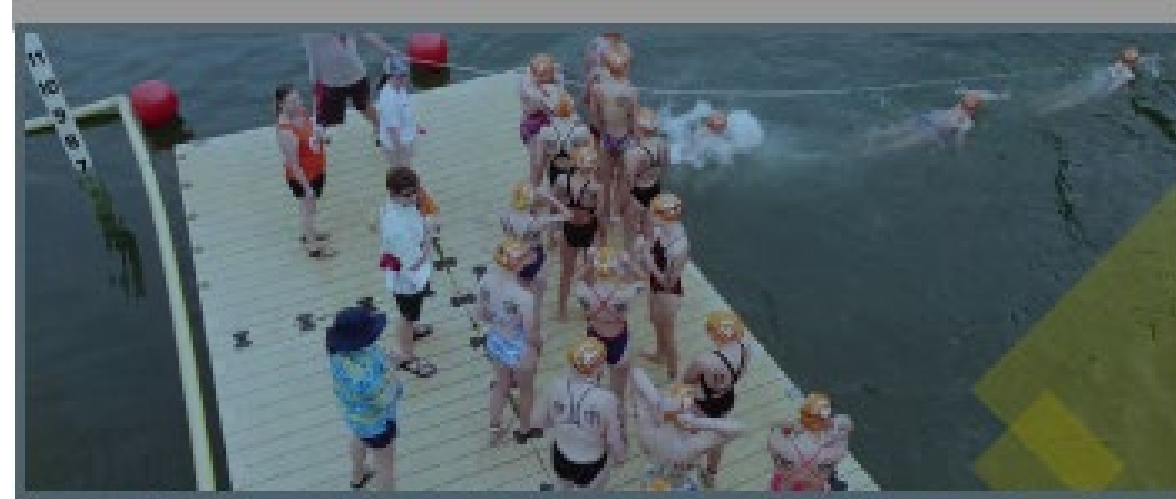
Half K

- 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/DVOW2024
 - case sensitive
 - Select the DVOW HalfK layer



In Water Start Procedure

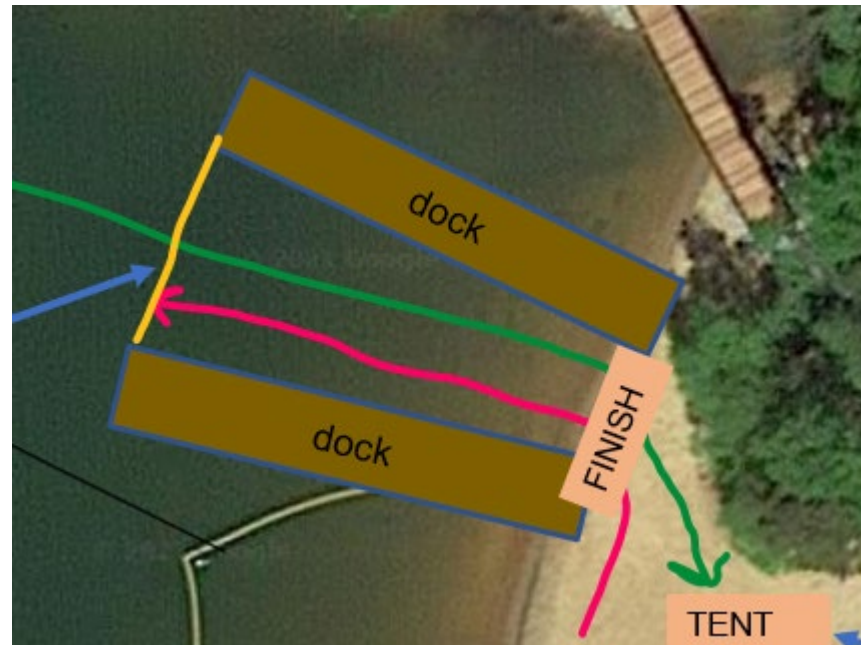
- Each WAVE will be admitted to the COMPETITION AREA a few minutes prior to the scheduled start (turn in your card to get access to the start beach).
- Swimmers will position themselves holding onto the rope extending from the edge of the dock to the start buoy.
- Starter will raise flag (get ready) 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 – On Land *** Change from 2023

- You have finished the race when you walk over the finish timing mat on the beach.
- Please proceed to the beach and through the Finish Gate, walking over the timing pad
- Your finishing time is the time you cross the timing pad
- Proceed to athlete hospitality

Finish by Walking onto
the Beach and over the
Timing Pads



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



Kayakers

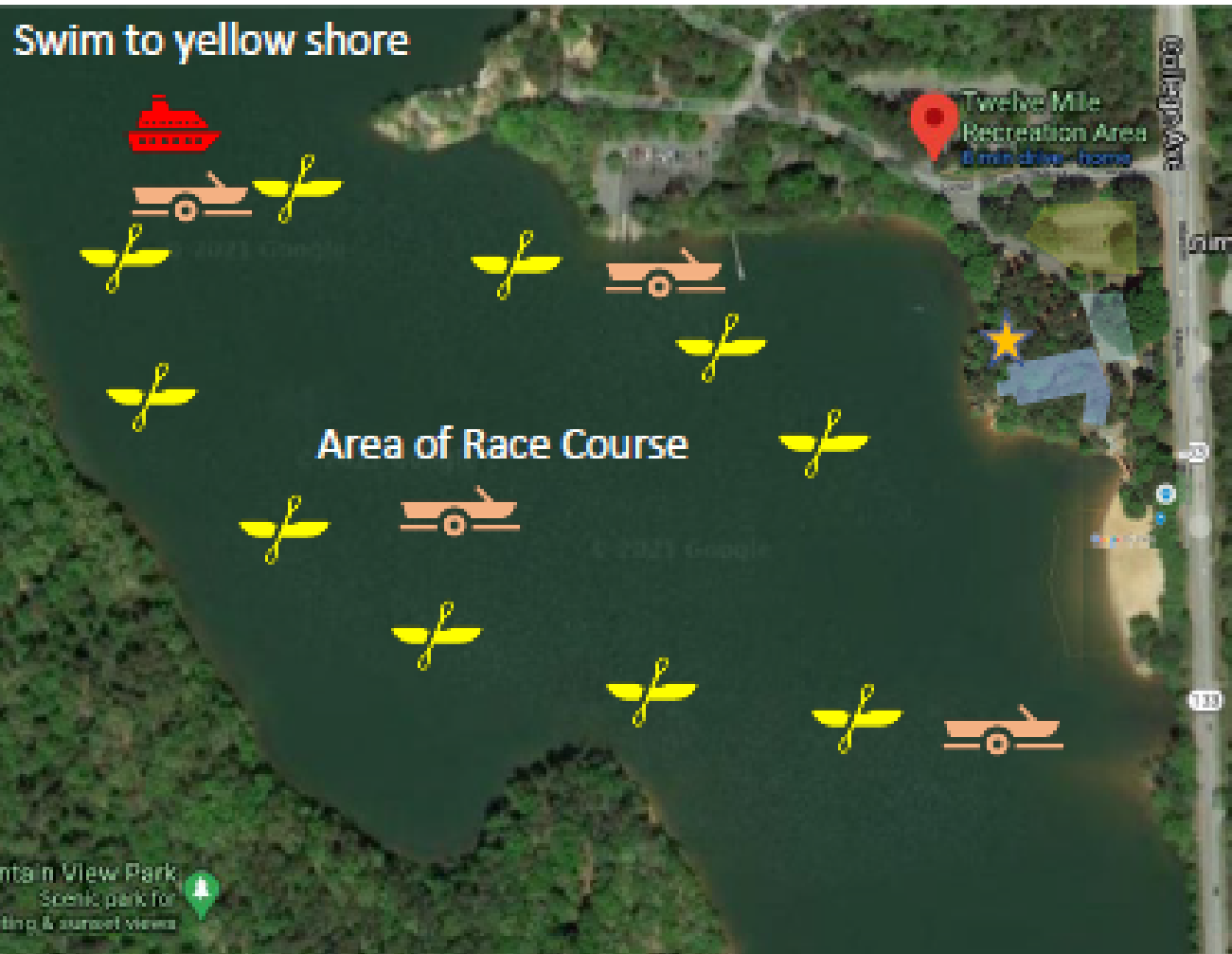


City of Clemson Police Boat



Turn Boats

Swim to yellow shore



- 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.



Collect neck-tags and Check out from Clerk of Course

Questions

- Email our MEET REFEREE: John Heeney
 - heeneyltd@mac.com
- Email our MEET DIRECTOR: Curt Kurz-Edsall
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 - meetdirector@clemsonaquaticteam.org

