

INTRODUCTION

Welcome to the Stingrays. We're glad to have you with us!

Every parent has experienced that first day of swim practice or that first swim meet where they wonder "why am I here and what's going on?" We've all been there before and will be glad to enlighten you in your quest to understand the world of Summer Swimming.

Although this pamphlet is explicitly written for use by parents of new Hunt Valley Stingray swimmers, the fundamentals are true for any area swim team. It will (hopefully) provide some information which will help you understand what is happening while your child swims. Please remember that the only stupid question is the one which is unasked. Your Team Reps, Coaches and fellow swim parents all want you to understand and enjoy our summer swim program.

About The Stingrays Team

Our Philosophy

The Philosophy of the Hunt Valley Stingrays swim team is that **having fun is the most important thing we can do**. Most of the kids don't care if we're in a top division or a bottom division. We'd all like to be division champions, which usually means going undefeated, but only one team out of six can claim this honor. Personal development is what is most important and for a swimmer that means improving your times. We believe by establishing a healthy environment that encourages kids to do their best, recognizes their contributions and is fun for the entire family, we will have met our goals.

We've all taken our kids to soccer or other sports and probably stood by as two or three parents ran the team. Swimming isn't like that. You can't run a swim program without parental help. In fact, it takes over 45 parents to time, officiate and score a typical swim meet, and that doesn't include pool set up and tear down or running the snack bar or non-swimming team activities.

Swimming is unique in that there's a place on the team for anyone eighteen or younger who can swim across the pool without assistance. How many other sports have kids five years old to eighteen years old and their parents on the same team participating in the same competition?

Expectations

Although swimming is considered an individual sport, our summer league is structured with an emphasis on the team. Any team is only as good as the people on it. In keeping with our philosophy articulated above, our expectations are simple:

1. *The Hunt Valley Swim Team **is not** a swim lesson program.* A swimmer should be able to swim a length of the pool to join the team. We don't care how fast or how ugly or how legal the stroke is or how long it takes to swim that length. We'll help your swimmer become a better swimmer, but in fairness to the other 100 plus swimmers on the team, we must insist that all swimmers be able to swim. Your child will feel better about his/her being on the team if he/she is competitive with most of the other kids of the same age.
2. *Keep your commitments:* We're counting on you being available for all swim meets unless you tell us you're not available, preferably at least three days in advance.

3. *Pay attention to the coaches:* With over 100 swimmers, disruptions aren't fair to the other swimmers.
4. *Do your best- it's a lot more important than being the best.*
5. **Have fun!**

Important Basic Stuff

Practices

Practice times are posted on the Team Web site and the Pool Bulletin Board. Swimmers should come to practice regularly and be prepared to do their best.

Swimmer Apparel

Swimmers should wear a swimsuit that will be comfortable for racing. The Stingrays, like every other swim team, have a team suit. The wearing of the team suit is optional. There is a culture shock for some boys to the jockey shorts coverage of briefs or jammers. Usually, when they realize that this type of suit is good for racing and everyone else is wearing one, their opposition breaks down.

You should consider buying at least two practice suits for your swimmer. We recommend that you not allow your swimmer to wear the team suit to practice. The chlorine and laundry detergent will make it deteriorate quickly if it's worn everyday. Area retailers sell suits discontinued by manufacturers at a reduced price as practice suits.

Accessories for the well dressed swimmer

Every swimmer needs a towel, the bigger and thicker the better, goggles, and swim cap. Other accessories you should consider are a sweatsuit (for cool days), sunscreen, a hat or other sun protection, and a bag to carry everything. You should also have liquid refreshment (Gatorade, All Sport, or a water bottle) and a light snack for during the meet such as fruit, granola bars or other healthy foods. Save the sweets at the concession stand as a reward for a great swim.

Organizational Stuff

Hunt Valley Swim Club

The Hunt Valley Swim Club, of which we are all members (or temporary members), owns the facility we use. Although each member of the swim team pays a fee in order to be on the team, the pool membership also funds some of the costs associated with the team. The Club is governed by Board of Directors, of which one Director, the Competitive Activities Chairman, is designated to oversee the swim program. To be a member of the swim team your family must own a membership or rent a membership and meet other generally met NVSL criteria.

Team Rep and Coaches

The people you'll run into the most are the Team Rep and Coaches. The Team Rep is a **Volunteer** parent who was new to swimming at one time just like you are today. The Team Rep is responsible to the Pool Board for running every aspect of the swim team and is the representative of the team to other swim teams and the NVSL. It's a job that is impossible to do successfully without help from a great many parents. The Team Rep hires the Coaches (with the approval of the Pool Board), who are responsible to the Team Rep for the swimming portion of the team program.

Northern Virginia Swimming League (NVSL)

In 1956, 8 Northern Virginia Pools founded the NVSL. Today, the NVSL has over 14,000 swimmers on 103 teams and is the largest summer swim league in the United States. Obviously, with this many teams, there has to be some division of teams. During the offseason, the NVSL ranks each team from 1 to 103 based primarily on swimmers times, and then divides the teams, based on these rankings, into 17 Divisions of six/seven teams. This means that the fastest teams are in the lower numbered Divisions and the less competitive teams are in the higher numbered Divisions. The other teams in our division and meet locations are on our Web site. Directions to pools are provided prior to the meet.

Dual Meets

The six teams in each division swim the other five teams, one at a time, on five consecutive Saturdays, in a series of Dual Meets, so-called because there are two teams competing. Based upon the results of these five meets, a division champion will be named.

Relay Carnivals

Another NVSL event is the Division Relay Carnival, which takes place on the Wednesday between the third and fourth weeks of the season. All six teams in each division converge on one pool for an evening of relay races. These include both Freestyle relays (each swimmer swims the Freestyle) and Medley relays (each swimmer swims a different stroke). The next night, all the Division Coordinators meet, and relay teams are selected to swim at the All-Star Relay Carnival the following week. The sole criteria for selection to the All-Star Relay Carnival is to have one of the eighteen fastest times in events swum in the Division Relay Carnivals.

Divisionals

The sixth week, each Division has an Individual Championship meet, commonly referred to as "Divisionals". Each team is allowed to enter two swimmers in each event and a swimmer can enter no more than two events. If a team does not have two swimmers for an event, the other teams can bid in other swimmers to fill the empty lanes. This is an individual meet and is not scored.

All Stars

After the Divisionals, all the Division coordinators meet to select swimmers for the All-Stars meet the following week. The sole criteria for selection to All-Stars is to have one of the eighteen fastest times swum that day in an event in the Divisional meets. All Stars can be overwhelming for

a first time swimmer as approximately 600 swimmers plus parents, coaches, and officials converge on a pool for a meet that takes about six hours. If your swimmer is fast enough to be named an All Star, it is an thrill they will never forget.

Springfield Developmental League or “B” League

Local Springfield teams have joined together for the conduct of un-scored swim meets on Monday nights. Swimmers who have taken a first, second or third place in any Saturday meet cannot "officially" swim the stroke that they ribboned in. Butterfly (eight and unders only) and the IM, because these are not swum in Saturday meets, are swum on Monday nights. The idea is to get ribbons to as many kids as possible, even if it is only a participation ribbon. Please be advised that for a swimmer to participate in a Monday night meet he/she must be able to swim the length of the pool unassisted. Remember – this is not a swimming lesson organization but a competitive swim league.

Guppies

Our Guppy program, typically ages 4-6, is for our youngest children who are ready to learn to swim. We begin the 4-week program after school ends in June, and it is a wonderful introduction to the swim team. Our Guppies are official swim team members, and if a Guppy progresses to the point of being able to swim the length of the pool unassisted he/she will move up to the regular swim team and is eligible to swim in a Monday night (“B”) meet.

Lollipop Meet

The Stingrays have an annual Lollipop Meet on the Monday following the last Developmental meet. This meet is run by the older swimmers as a fun way to end the season for the younger children (both regular swim team members and Guppies). The meet features a variety of non-traditional Relay events – such as the dog paddle, kickboard and noodle race.

USA Swimming

USA Swimming is the governing body for swimming in the United States. USA Swimming establishes rules for the strokes and for the conduct of competition. The NVSL swimming rules are USA Swimming rules with minor changes to accommodate the facilities and skill levels found in our league.

Potomac Valley Swimming

Potomac Valley Swimming (PVS) is the local “branch” of USA Swimming. It consists of year round swim clubs in the Washington area. PVS conducts “Short Course” competitions (25 yard pools) from October to March and “Long Course” competitions (Olympic sized 50 meter pools) from May through July.

My Kid Says He's Supposed to Swim Like a Butterfly

If you're not a former swimmer, the strokes and their rules can be a cause of bewilderment. While the stroke rules are simple enough for a six year old to understand, most people do not have a copy of the USA Swimming Rules, so we'll briefly describe the strokes below. The rules below are the USA Swimming rules as modified for use in the NVSL. Teams in other leagues may have slightly different rules.



Freestyle

The freestyle is defined as any means of swimming across the pool. Any stroke and kick are acceptable. There are, however, a few don'ts associated with this stroke, specifically: (1) You cannot walk on the bottom or pull yourself along using the lane lines and (2) In a 50 Meter race (two pool lengths) you must touch the wall at the 25 meter end before touching the wall at the 50 meter end (This may seem obvious, but sometimes swimmers miss the wall at the turning end of the pool).

Backstroke

Like the freestyle, almost anything goes on the backstroke as long as you stay on your back. Watching swimmers learn the backstroke is a perverse sense of fun as they bounce off lane lines and wonder where they are. Eventually, they will learn to guide off the lane lines, use the overhead backstroke flags and the lane line markings to know where they're at in the pool, and count strokes from the flags to the wall.

Backstroke starts are different from all others because the swimmer is in the water feet planted against the wall, and hanging on to either another swimmer's legs or the lip of the pool awaiting the starter's signal. "Legs" must be grabbed below the knee. Persons serving in an official capacity (such as timers or coaches) may not serve as "legs".

If your swimmer is a backstroker, he or she will eventually learn the backstroke flip turn. This is the one exception to staying on your back and can be used only as part of a turn (not a finish) at the pool wall.

Breaststroke

The Breaststroke has two components, the kick and the arm pull. The pull and its recovery must both be under the breast and cannot extend further back than the waist area. The kick is a "frog" kick and the toes must be pointed outward during the propulsive part of the kick. The arm pull and kick must be in an alternating sequence and the elbows must stay below the water except for tagging the wall at the finish. Breaststroke turns and finishes require a simultaneous two hand touch.

Butterfly

A well executed butterfly (or Fly) is the most beautiful exhibition of power you'll ever see in a swimming pool. Quite frankly, the fly is the hardest stroke for most swimmers to perfect and while they are learning it many look like they are drowning. There are two components of the fly; the arm pull and the kick. The arm pull must be an over the water recovery (elbows breaking the surface of the water) with the arms moving simultaneously. The kick is a dolphin style kick with both legs moving simultaneously. Unlike the Breaststroke, there is no requirement to alternate the kick and pull. Turns and finishes require a simultaneous two hand touch at the wall.

Individual Medley

The individual medley (or IM) is when an individual swims each of the four strokes in the sequence Butterfly, Backstroke, Breaststroke, Freestyle. In the NVSL, we swim a 100 Meter IM, which means that 25 Meters, or one pool length, of each stroke is swum. In a 100 Meter IM, every turn is a stroke change and stroke finish rules apply. This means no Backstroke Flip Turn.

Relays

There are two kinds of Relays, the freestyle relay and the medley relay. Both involve a team of four swimmers, each swimming one quarter of the total distance. In the freestyle relay, each swimmer swims the freestyle. In the medley relay, the sequence is Backstroke, Breaststroke, Butterfly and Freestyle. At the NVSL Relay Carnival, swimmers eight and under swim a modified medley relay where the fly leg of the relay is replaced with a freestyle leg.

In all relays, each swimmer must wait until the previous swimmer touches the wall prior to leaving the deck. Running starts or pushes from teammates are not allowed.



Swim Meets

There are two basic meets you will encounter as a parent: Saturday meets, which are scored dual meets and Monday Meets, which are un-scored dual meets.

Saturday Meets

Saturday Meets consist of 38 Individual events and 12 Relays. The events swum for each stroke and age group are shown below. Remember, each pool length is 25 meters.

Saturday Meet Events and Distances

Age group	Freestyle	Backstroke	Breaststroke	Butterfly	Freestyle Relay	Medley Relay
8 & Under Boys	25 M	25 M	25 M		100M	
8 & Under Girls	25 M	25 M	25 M		100M	
9-10 Boys	50 M	50 M	50 M	25 M		100 M
9-10 Girls	50 M	50 M	50 M	25 M		100 M
11-12 Boys	50 M	50 M	50 M	50 M		100 M
11-12 Girls	50 M	50 M	50 M	50 M		100 M
13-14 Boys	50 M	50 M	50 M	50 M		200 M
13-14 Girls	50 M	50 M	50 M	50 M		200 M
15-18 Boys	50 M	50 M	50 M	50 M		200 M
15-18 Girls	50 M	50 M	50 M	50 M		200 M
Mixed Age Boys					200 M	
Mixed Age Girls					200 M	

NOTES:

1. In Saturday dual meets, the youngest age category for the Butterfly is 10 and Under. There is a 25 Meter Butterfly for 8 & Unders at Divisionals and All Stars.
2. The order of events is to go down each column starting on the left side except that the mixed age relays are the last two events. To make it easier, buy a meet sheet.
3. The Mixed Age Relays are swum by, in order, an 11-12 year old, a 9-10 year old, a 13-14 year old, and a 15-18 year old.

Who Swims?

These meets are to see who can score the most points, so the fastest swimmers get to swim. Three swimmers can be entered in each individual event and no swimmer can swim more than two individual events. Since swimmers take vacations and go places such as scout camp, and a swimmer can swim in only two events (plus relays) in any meet, you don't have to be one of the three fastest swimmers to swim in a Saturday meet. Who swims an event may seem to be a mystery. However, after the first meet both teams know the other's swimmers times and we try to position our swimmers to optimize our points and win.

Disqualifications (DQs) and False Starts

A swimmer will be disqualified (or DQd) if he/she does not follow the rules of the stroke or false starts. These are covered in more detail in chapter 7.

Seeding

In Saturday meets, the home team has lanes 1, 3, and 5 while the visiting team has lanes 2, 4, and 6. The fastest swimmers swim in lanes 3 and 4, the next fastest in lanes 2 and 5, and the next fastest in lanes 1 and 6. Swimmers are seeded based upon their fastest times attained in prior competition. Lane 1 is always on the right side as you stand facing the pool at the starting end.

Meet Sheets

While all NVSL meets have an announcer, the best way to follow the meet is with a meet sheet, which lists all the events, swimmers, and seed times. Meet Sheets are usually found in the concession area and typically sell for \$1.00.

Scoring

In the individual events, a first place finish earns 5 points for the team, a second place 3 points and a third place finish 1 point. Relays are scored as 5 points for the winner and 0 points for the loser. There are 402 points up for grabs in a Saturday meet. Unless there is one or more places not awarded in an event due to DQs or lack of swimmers, you need 202 points to win.

In the event of a tie, the points for the places involved are equally split among the swimmers. For example, in a two way tie for second place, each swimmer earns 2 points (3 points for second plus 1 point for third equals 4 points, half for each swimmer). No third place would be awarded because the next swimmer is fourth. For a third place tie, each swimmer is awarded 1/2 point.

Springfield Developmental League (Monday) Meets

Monday meets are basically the same as Saturday meets except as follows:

In the Freestyle and Backstroke, a 6 & Under age group is added.

There is an 8 and under competition in the Butterfly.

IM events are added for 10 & Unders, 11-12s, 13-14s and 15-18s.

There are usually multiple heats of each event for younger swimmers.

Relay Carnivals

In Relay Carnivals, teams are not seeded. Each team's lane assignment for the first event is based upon luck of the draw and the teams then rotate one lane to the left after each event. The meet sheet lists only the team swimming in each lane in each event (except for All Star Relay Carnival).

Who Are All These People Dressed in White Over Navy?

Your first swim meet can be a bewildering experience as you encounter a vast horde of adults dressed in white over navy. NVSL rules require white shirts and navy (not denim) shorts or pants as the colors to be worn by all officials.

Clerk of the Course

The Clerk of the Course is the "gatekeeper" for all swimmers. The people who perform this function get the swimmers to the right lanes for the correct race. You can't run a race without the clerk of the course who makes sure the right swimmer gets to the right place at the right time.

Referee

The Referee is the chief official for each swim meet. He is responsible for the conduct of the meets and is the final authority on the interpretation and enforcement of all swimming rules. Prior to the start of each race, the referee sounds two or three short blasts to advise the participants to get ready. After the event is announced by the announcer or starter, the Referee sounds one long blast as a signal for swimmers to get into position for the start or to jump feet first into the water for a backstroke event. For Backstroke events, a second long blast is given to bring the swimmers to the wall for the start. When the referee sees that all the swimmers are ready, he extends his arm pointing towards the starter. At this point, the starter takes control .

Starter

The Starter is responsible for insuring that all swimmers are given a fair and equitable start. The starter will instruct the swimmers to "Take your mark". After all swimmers are ready and still, the starter will start the race, using a "Colorado System" (so called because it is built by Colorado Timing Systems). This system consists of a public address system, a horn, and a strobe light.

A race can be recalled only if it was a bad start by the starter (i.e. not all the swimmers were ready) or for a safety reason. This is done using a recall signal on the Colorado system (you'll know it when you hear it). For more information, see False Starts in Chapter 7.

Stroke and Turn Judges

Once the race has started, the Stroke & Turn Judges are responsible for insuring that all swimmers obey all the rules for the stroke that they are swimming. These people are always at the ends of the pool for starts and finishes and walk the sides of the pool as best they can within the physical constraints of the pool. If a Stroke and Turn Judge sees a violation of the rules, he raises his hand to signify that an infraction has occurred. A Disqualification is recorded on a DQ slip, which the referee reviews, approves and forwards copies to the Table workers and the Team Rep.

Marshals

Marshals are responsible for ensuring that Warmups are conducted safely and that order is maintained during the warmups and the meet. Duties include ensuring that diving starts are used in warmups only when a lane is "one way" away from the starting end, stopping any horse play and making sure swimmers aren't hanging or sitting on the lane lines. During the meet, the marshal is responsible for maintaining order and a safe environment.

Relay Take-off Judges

During relays, you'll see four Relay Take-off Judges at each end of the pool (two per lane). Their job is to ensure that each swimmer touches the wall prior to the next swimmer in the relay leaving the deck. Each Judge notes on a slip of paper whether each swimmer in his lane left before or after the swimmer in the water touched the wall. Relay Take-off Judges do not raise their hands when they observe an early take-off because a disqualification occurs only if both Relay Take-off Judges observed an early takeoff.

Timers

The timers are the most important people to every swimmer. They are the people who determine each swimmer's official time for each race. Being a timer is a good entry level position for new parents to help out in. Some parents have been timers for years and wouldn't want to see a swim meet from any other viewpoint. If you can start and stop a stopwatch, you can be a timer. We'll even provide the stopwatch. Timers start their watches on the strobe light from the Colorado system and stop their watches when the swimmer touches the wall. There are three timers per lane and all three times are recorded. The middle time is the official time. The Chief Timer collects the time cards from the timers, reviews them for accuracy and completeness, and forwards them on to the table workers.

Table Workers

The time cards from the timers and any DQ slips go to the Table Workers who determine the order of finish for each event, score the meet, and prepare ribbons for the participants. Several people from each team perform these functions to ensure that errors are caught before the results are announced.

Team Rep

The Team Rep is the designated recipient of all DQ slips for his/her team and is the only person with any official standing to challenge any decisions made by the referee. It sounds like an easy job, but remember, most of the Team Rep's job is done before the meet starts.

Coaches

During the meet, the Coaches primary responsibility is to encourage and praise the swimmers and to make sure that they get to the Clerk of the Course in time to swim.

Other Very Important People

It would be impossible to host a swim meet without a number of people in Other Very Important Positions. These people run telephone trees, edit newsletters, set up the pool and sell concessions. They also announce the results, run social activities, act as Marshals in the team area and do other jobs that need to be done. We need the help of every family in order to have a successful swim season.

What Do You Mean, My Kid DQ'd?

In swimming, the rules must be followed in total or a disqualification (DQ) is committed. This can be traumatic the first time a swimmer is DQ'd for just one mistake, but it isn't fair to other swimmers who swim the entire race per the rules to do otherwise.

What is a DQ?

A DQ (short for disqualification) is any violation of the rules observed by any appropriate official. Some of the more common reasons for DQing are as follows.

Freestyle: Failure to touch the wall at the turning end of the pool
Walking on the bottom or pulling on the lane lines
Exiting the pool before swimming the specified distance

Backstroke: Past vertical towards the breast at any time except during a flip turn
Leaving the wall after a turn past vertical towards the breast
Improper flip turn (older swimmers)

Breaststroke: Incorrect kick, such as a Scissors kick or Flutter kick
Non-Simultaneous two hand touch or one hand touch at turn or finish
Toes not pointed outward during the propulsive part of the kick
More than one stroke underwater with arms fully extended at start or turn
Arm recovery past waist except on first stroke after start or turn
Head didn't break surface by conclusion of second arm pull underwater after a start or turn

Butterfly: Non-Simultaneous or one handed wall touch at the turn or finish
Non Simultaneous leg movement during kicks
Arms don't break water surface during recovery (judged at the elbows)
Non Simultaneous arm movement during recovery

Relay Races: A swimmer leaves the deck before the previous swimmer touches the wall or deck

False Start: A swimmer starts the race early (more details below)

How will I know a DQ occurred?

Unlike football, we don't blow a whistle and announce to the world that a rules violation occurred. When a Stroke and Turn Judge observes a violation, he raises his hand to signify that he has observed a violation then writes it up on a DQ slip. The judge then takes the slip to the referee, who verifies that rule has been broken and can question the stroke and turn judge to insure that he was able to see the violation that was cited. The referee then gives one copy of the DQ slip to the Team Rep and another copy to the Table Workers. Another clue that a DQ has occurred is a Stroke and Turn Judge writing and a longer than normal pause between events.

Disqualifications for early relay takeoffs are done slightly differently. The referee receives all the take-off slips from all the judges. If both judges on a lane agree that an early takeoff occurred, the Referee will stand over the lane that the team being DQ'd swam in and raise his hand.

False Starts

A false start occurs whenever a swimmer moves towards the pool after having assumed a still position (taking his/her mark) and before the Starter has started the race. When this occurs, a swimmer is usually trying to anticipate the starting signal and beat the other swimmers into the water.

If the false start is detected before the starting signal is sounded, the offending swimmer can be removed from the race prior to it starting. If a false start occurs but the starting signal has sounded, the race will not be stopped. Instead the false starting swimmer(s) will be notified of their false start at the conclusion of the race. The use of a recall signal is now limited to a bad start (i.e. not all swimmers were ready) or for a safety reason. If the starter sounds the recall signal, no swimmer can be removed for a false start.

How do I know if My Kid DQ'd

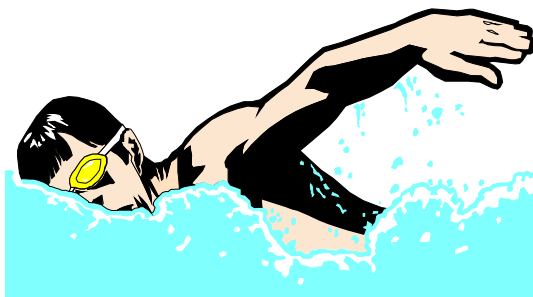
Your kid will probably know before you do since the Team Rep tells the coach, who tells the swimmer. You'll probably find out if you saw your swimmer finish with one of the top three times but he isn't announced later in the top three places. Similarly, someone else DQ'd if your swimmer finished in 4th, 5th or 6th, yet is announced as one of the top three finishers. Another way to find out is by reading the official Meet Results, which are posted at the pool by 4 PM the day of the meet. You also can get results by visiting the NVSL web site.

A Word About Officials and DQs

Every Official on the deck is required to give the benefit of the doubt to the swimmer. Although the difference between legal but ugly vs illegal is sometimes close to call, any violation called by an official is an "I saw" not an "I think I saw".

Protesting Disqualifications

The Team Rep is the only person who can officially question a disqualification or any other call by an official. If something happens involving your swimmer which you do not think is right, talk to the coach or the Team Rep. The Team Rep will initiate action in accordance with NVSL rules if thought to be appropriate.



We'd Rather Have Fun Than Be in Division 1

If you get to know the parents of swimmers in Division I teams, some of them will tell you that swimming isn't always fun. At the pinnacle of NVSL are the six best teams and they all want to be #1. At Hunt Valley, we like to win, but it isn't our reason for being. Some of the things we do to have fun are:

Family Pasta Night /Pep Rally

A Pep Rally is held on Friday nights at the pool in conjunction with our Family Pasta dinner, on the night before a home meet. Each family is asked to bring a pasta dish (enough to feed their family) and either a salad or dessert. After dinner, we have a short pep rally to learn the cheers we will be doing at the meet on the following morning followed by a short water game for the kids. The time of the Pasta Night/Pep Rally is listed on the calendar on the Web site.

Monday Movies

The worst thing for your swimmer to do before a Monday meet is to spend an afternoon at the pool in the sun, swimming or sunning. That's why we go to the movies on Monday afternoons. The movie, location, time and price are posted on the swim team bulletin board in advance.

Team Pictures

We take a team picture every year and we'd like your swimmer to be in it. You are not obligated to purchase a picture.

Other social events

Over the course of the season we'll have an Ice Cream social, Pancake Breakfasts, Doughnut Days, a trip to a nearby amusement or water park and other fun events as outlined on the calendar.

Swim Banquet

We cap off the season with a Swim Banquet - a Pot Luck Dinner held the evening of Divisionals. The banquet is followed by an awards ceremony where every swimmer receives a trophy. Parents/volunteers who have gone beyond what is required of every parent also receive recognition for their contributions during the season. Sometimes, a few gag gifts are given by the coaches to a few of the good natured swimmers. After the ceremony, we have a slide show which is set to music. This has been a favorite of the swimmers for many years now. You will be able to purchase the slide show on DVD at the Banquet. Once the slide show is over, the pool is typically open for swimming for about an hour. The night ends with a "lock-in" at the pool. All swimmers may stay but those under 12 must be accompanied by a parent. No swimming will be permitted after the swim portion ends.

What's Mandatory?

While we hope you will participate in **all** social activities, they are all optional. Similarly, the purchase of team suits and other team clothing items is also entirely optional. What is mandatory is that you honor your commitments and **have fun!**