

VISALIA WAVES

Meet requirements - 2017

www.visaliawaves.com

Pool Location: ***El Diamante High School ***

5100 W Whitendale Ave, Visalia (corner of Whitendale/Akers)

Times: Meets will begin promptly @ 6:30 p.m. and will run until complete.

Warm Ups: Waves 5:30 pm
Visiting Team 6:00 pm

Lanes: We will run eight lanes with blocks on both ends of the pool.
Home team has even lanes (2,4,6,8)
Visiting team has odd lanes (1,3,5,7)

Events: Freestyle and Backstroke – unlimited heats
Butterfly, Breaststroke, and I.M. – limited to 3 heats
Relays – 1 heat

Visiting Team to Provide: Teams will need to provide an updated copy of their team roster to Julie Houtsma at visaliawavescomputers@gmail.com one week prior to meet or have an updated roster available on the CVRSL web site.

REQUIRED PERSONNEL FROM VISITING TEAM

1 Stroke and Turn Judge
4 Recorders
8 Timers

All swimmers must be marked prior to the start of the meet. Please mark swimmers on Left Hand only.

Concessions: For your convenience and enjoyment, a snack bar will be available with dinner, snacks and drinks.

Awards: Ribbons will be awarded for 1st -8th place in individual events and 1st-6th in relays. Ribbons will be available to the visiting team's coach after the meet.

Hospitality: Hospitality provided for all Timers and Meet Officials.

Parking: All home and Visiting Swim Families will park in the parking lot located on the corner of Akers and Whitendale. **There will be No parking or drop offs on the access road.**

Camping: Visiting teams will camp on the grass area north of the pool.

All CVRSL rules and regulations will be followed. Stroke and turn judges will be used for all ages.

For questions please contact:

Breanne Phillips, President – 310-5475- visaliawavespresident@gmail.com

Nate Norman, Head Coach – 321-5042 - visaliawavesheadcoach@gmail.com

Julie Houtsma, Computers – 967-6612 - visaliawavescomputers@gmail.com

No glass containers, alcoholic beverages or smoking are allowed on the school grounds

Please be sure to pick up your "camp" area before you leave