

Swimming Event Instructions and Rules for 2019

This is a Cub and Scout Swimming Event. It is therefore expected that all Groups will participate in a fair but friendly competitive spirit. All participants are expected to be able to fully complete events that they are entered for in a recognisable style of stroke for the event. Freestyle means the use of any chosen stroke including front or back crawl, breaststroke, butterfly or side stroke. Leaders are trusted to enter teams in accordance with the rules. Disqualifications will only occur for major breaches of rules that gain significant advantage over other groups. The adjudicator's decision in these matters will be final.

Please read these details in full as we do have a very full programme which will have to run without any hold ups if it is to finish in time. The Programme of Events is enclosed separately.

Cubs and Scouts must arrive and depart in full uniform including their group scarves. They will need 20 p's to use the lockers (refundable) To ease congestion in the changing area please ask young people to arrive at the specified times (i.e. scouts after the cubs have cleared the changing area!)

Times:

We have booked the building from 7.00 p.m. until 10.00 p.m. We are usually allowed access to the changing area after the last of the 'public' have left. The first race will start at 7.15 p.m. sharp. The programme has been organised so that Cub Events are first. Cubs should therefore be available from 6.45 p.m. and **Scouts should not be told to arrive to change until 7.15 p.m.** Cubs may get dressed and go home after their events if leaders wish to allow this. I anticipate that Scout Events will not begin until after 8.00 p.m. at the earliest and therefore leaders may instruct their scouts to arrive around this time if they so wish.

Eligibility for Events;

Each Cub and Scout may enter a maximum of One Individual Race and One Relay in their appropriate age group . A Cub may be entered for an older aged event ONLY if there is no one available from the appropriate age group. No one may enter an age group lower than their chronological age. Cub races are for under and over 9.5 years old as of the date of the gala. Scout races are for any age according to the Scouts age range as in POR.

To be clear this means:

Under 9.5 years old Cub on 2nd February 2019 – Child born on or after 2.8.2009

Over 9.5 years old Cub on 2nd February 2019 – Child born before 2.8.2009

Heats and Lanes:

For width races children will be lined up and enter the water so that the shortest children by height will be nearest to the shallow end of the pool.

For length races children will be placed in random order in lanes. There will be no lane guides / ropes used during the gala.

In the relays swimmer number 1 and 3 will start at the shallow end and swimmers 2 and 4 at the deep end.

Event Procedure:

Leaders are expected to ensure that their young people know which event number they are in, their own name(!) and the name of the Group to which they belong so that points can be correctly allocated at the end of the race! Competitors will be called to gather for their event whilst the event which is TWO BEFORE theirs in the programme is in progress. At the start of the event competitors for events 1 and 2 will be

called as soon as marshalls are ready to deal with them. **No Leaders should accompany competitors to the start.** Competitors will be called in the same way for the Finals. The Starter's Marshalls will organise the heats and place competitors ready for the Starter. All competitors must start their race in the water (i.e. no diving). The race taking place will be announced over the tannoy system after the young people have entered the water. After the tannoy has announced the event there should be silence while the starter starts the race. The starter will say "GET SET" and then blow a whistle for the race to start. Races where a competitor makes a false start will be recalled with a series of blasts on the whistle. At the end of the race all competitors must take the 'Position Ticket' which they will be given to the score table and give their details to the scorers before returning to their group. Only Cubs and Scouts walking to and from races should be close to the edge of the pool and a passageway must be kept clear for them and marshalls at all times.

Note: Leaders are responsible for ensuring their competitors and finalists get to the start of their races. Events started without one of the competitors will not be rerun and the missing competitor(s) will forfeit their place and the points for that event.

Points and Scoring:

Points will be awarded as follows:

For the Heats every competitor will be awarded 1 point. The first three in each heat will go through to the final.

For the Finals the first will receive 6 points, second 5 points, third 4 points, fourth 3 points, fifth two points and sixth one point

The Cub Competition will be won by the Cub Pack with most points. The Scout Competition will be won by the Troop with the most points. Points from Events 27, 28 and 30 will ONLY count towards the Group trophy. The Group Competition will be won by the highest score after the addition of Cub and Scout points from each separate Group. Where groups have 2 or more packs or troops the highest scoring sections will be used as the score for the Group Trophy.

Poolside and Changing Areas:

All Cubs, Scouts and leaders to sit together under the sign bearing their Group title.

No uncovered outside footwear, food or drink or running on the poolside.

Leaders are responsible for supervision and behaviour of their young people in the changing rooms and on the poolside.

Young people should keep clear of the pool/water's edge at all times when not competing.

Changing room area should be left clean and tidy.

Results:

Results will be calculated and positions may be announced at points throughout the evening. The Cub positions will be announced as soon as possible after Event 29 when it is hoped that Cubs will still be present. At the end of the evening Scout and Group results will be announced as soon as possible.

The End of the Evening:

The building is hired until 10.00 p.m. and the pool staff are only present until that time. We are expected to vacate the building by this time. Scouts should therefore be sent to change as soon as their final event has finished. The presentations will be made as soon as the scores have been calculated.