Clerk of Course

CLINIC   INDEX

CLERK OF COURSE

A. Equipment And Supplies

1. Pencils

2. Sample time cards, or computer generated seeding sheets.

3. sample heat sheets

4. sample meet information packages

5. sample scratch sheets

B. Overheads And / Or Handouts

1. principles of seeding

2. scratch rules , relays

3. performance of the position

4. Instructor, make a copy of this clinic course for the Officials taking this clinic

C. Role Description / Pool Position

1. Role Description

a) The Clerk of Course is a key person in running a successful swim meet.

    i.   By the efficient dispersal of the cards to swimmers as well as the reasonable marshalling of the swimmers, or prominent display of the event and heat participants if swimmer self – check is being used.

    ii.   The Clerk of Course has a major role in establishing the tone of the meet.

b) **SW 2.3.1**   The Clerk of Course shall assemble swimmers prior to each event.

c) **CSW 2.3.3** Clerk of Course:

    i. Shall be responsible for checking swimmers "in" to the marshalling area prior to each event.

    ii. Shall have control of the swimmers from the time they are checked "in" until they are turned over to the referee.

iii. Shall have full charge of the working deck insofar as control of the swimmers is concerned. He shall report undisciplinary acts to the referee and shall have the authority to disqualify any swimmer who engages in such an act(s) while under his control.

iv. Shall have the authority, if instructed by the Referee, to scratch swimmers who fail to report to the marshalling area when their heat or event is called for marshalling.

v. Shall seed swimmers in deck – seeded meets, inform swimmers of their heat and lane assignments, and distribute time cards.

vi. In pre-seeded meets may be given the authority by the referee to combine heats and move swimmers from one heat to another in the interests of saving time or fairer seeding.

vii. Shall instruct the Marshall's as to their duties.

viii. May delegate duties to the Marshall's as you see fit.

2. Pool Position

a) Adjacent to the Marshalling area.

i. must have a large table to work from
ii. it's helpful to also have a
   ♦ P.A. system to announce events being marshalled.
   ♦ Board to post events being marshalled.

D. RULES PERTAINING TO THE POSITION

SW 2.3 Clerk of Course

SNC 1.7   Relays CSW 10.12.1 World Records

CSW 3.7 SNC 3.4 Scratches, Substitutions, and Post Entries

SW 3 Seeding of Heats, Semi-Finals, and Finals

CSW 3.5 Time Finals

CSW 3.4 Swim Offs

MSW 1 – 8, CMSW 3.9 Masters Swimming, Scratches

E. PERFORMANCE OF THE POSITION

1. Before the Meet

a) **BE ON TIME!** Must be at your table during the warm-up period to receive scratches. Should be available at least **one hour** prior to the start of the meet.

b) Check out the working area of the deck.
1. Do you have a large table to work on ?
2. Do you have sufficient chairs ?
3. Is the marshalling area adequate ?
4. Is there a P.A. system available ? Is it set-up and working ?
5. Is there a system to communicate with the electronics room if it's a pre-seeded meet ?
6. Is there a board available to post the events being marshalled ?

c.) Obtain the required materials.

i. heat sheets - 2 copies, and entry cards, (grids)
ii. copy of the Meet Information Package (if available)
iii. extra scratch sheets
iv. extra entry cards (for mistakes in entries, missed entries, deck entries, lost cards)
v. copy of grid sheets (if available)
vi. pencils, erasers, stapler, elastic bands, paper clips, pencil sharpener

d) Briefing with the Meet Manager

i. Review the Meet Information Package
♦ is the meet seeded or pre-seeded ?

♦ policy regarding deck entries ?
- Are they allowed ?
- Who collects the entry fee ? How much ?

♦ Is seeding fastest to slowest, or slowest to fastest ?

♦ Is there preliminary heats or just timed finals ?
- prelims with less than 8 swimmers [8 lane pool]
should the entire heat be moved straight to finals ?

♦ Distance events
- will there be 1 or 2 swimmers per lane ?
- will boys 1500 and girls 800 events be alternated ?

- ♦ For 25 metre swims in 25 metre pools or 50 metre swims in 50 metre pools.
  - will the timers or the swimmers move to the turn – ends ?
  - are extra Marshalls available ?

- ♦ If it is a Pre-Seeded meet.
  - should you re-seed or combine heats if there are several scratches causing several empty lanes ?

- ♦ How will you communicate with the electronics room officials ?

- ♦ Relay Cards
  - discuss the procedure for distributing and collecting cards.
  - when will the relays be swum, at the beginning or end the session ?

- ♦ Swim – Offs , when will they occur ?

- ♦ Scratches
  - communications with the announcer (if used).
  - scratch sheet, scratch box, or scratch meeting.
  - scratch deadlines.

- ♦ If prelims:
  - in events with 8 or less swimmers , will they swim prelims and finals or advance straight to finals ?

- ♦ Distance Events:
  - Will there be 1 or 2 swimmers per lane ?

- ♦ Will Boys 1500 M and Girls 800 M swims be alternated ?

- ♦ Pre – seeded meet.
  - do you re-seed or combine heats if there are several scratches or swim with empty lanes ?

- ♦ Communications with the Electronics room.

- ♦ Relay Cards.
  - discuss procedure for distributing and collecting cards ?
  - when will the relays be swum ?

♦ Communication with the announcer (if used) i.e. Scratches, etc.

♦ Scratches:
   - is there a scratch sheet or a scratch meeting ?
   - what is the scratch deadline ?
   - is there a scratch box for use ?

e) Briefing With the Referee

1. Procedure re: Use of alternates in finals.
   - when you do give the cards to the alternates ?

2. Procedure for Marshalling.
   - review problems anticipated or encountered in previous sessions and possible solutions.

3. Procedure for informing the Referee of late scratches.

4. Procedure for combining of heats, reseeding, handling of events with 8 or less swimmers in prelims. (Finals only ?) Communication with Referee.

5. Procedure for handling distance events and relays.

f.) Briefing with the Office Manager.

1. Find out if the meet is being run "on – line" with the electronics system.

2. If the meet is on – line.
   - the Clerk of Course can only re-seed or combine heats and process deck entries in such manner as instructed by the Office Officials.

3. For events which go straight to Finals (8 swimmers or less)
   - Seed the entry cards and send them to the recorders office.

g.) Briefing with the Marshall

1. Give clear instructions as to how events are to be Marshalled.

2. The Marshall can assist , as directed , with seeding.

3. Give specific instructions re: Marshalling of
   - 25M or 50M events.
   - distance events
   - relays

4. Give specific instructions re: handing out of heat cards (you do not want to give out to many heats at once or the marshalling area and timers area becomes way to congested) This suggestion does not apply to self – marshalled meets.

h.)   Receipt of Scratches

1. Will it be by scratch sheets, scratch box, or at the scratch meeting ?

2. Cross out the scratched names on your copy of the heat sheets.

3. Pull the cards of the scratched swimmers.

4.   If there are 8 or less swimmers (8 lane pool prelims.) after scratches, inform the Referee that the event will move to finals.

i.)   Check Cards To Heat Sheets. (May be done as you are seeding)

1. Check the number of cards with the entries remaining after scratches in each event.

2. Report any missing cards to the Meet Manager.

3. FINALS: Set cards of alternates aside, but readily available.

j.)   If the Meet is Pre-seeded.

1. Separate the cards for each event and sort into heats.

2. Set the cards for empty lanes aside.

3. Set scratched cards aside.

4. Do not re-seed or combine heats unless first instructed by the referee to do so.

5. Seed deck entries into empty lanes.

k).   If the meet is deck-seeded, begin to seed according to Rule Book SW 3

1. Do not pass out cards to swimmers

l)   Receive deck entries (if allowed).

1. Swimmers are seeded last if meet is deck seeded, and in empty lanes if meet is pre-seeded.

2. Mark cards clearly **EXH** (Exhibition). Note time deck entry received in case of limited space.

2. During the Meet

a) Announce and/or post the events being marshalled if possible.

1. The Clerk of Course is not required to post events being seeded however, the posting of event numbers being marshalled facilitates marshalling.

b) Continue to seed and mark heat and lane numbers on cards and pass out to swimmers. (Refer to principles of seeding) Hi-Tech programs pretty much does this now , a few days prior to the meet.

c) Inform the Referee of the number of heats and number of swimmers in each

1. Consult with the Referee regarding combining heats.

d) Continue to receive deck entries (if allowed).

1. Swimmers are seeded last if meet is deck seeded, and in empty lanes if meet is pre-seeded.

2. Mark cards clearly **EXH** (Exhibition). Note time deck entry received in case of limited space.

3. Late or deck entries may be allowed at the discretion of the meet manager and shall be classed a exhibition swims.

e) Swimmer misses his heat

1. Was it the fault of the swimmer or official?

- Get the details and discuss with the referee

- He will decide if swimmer will be inserted

f) Cards of "No-Shows" are kept and returned to the Meet Manager at the end of the session

g)   At a pre-determined time, or within sufficient time, have coaches fill in the names of their swimmers or the relay time cards. (see handout on Relays)

h)   Finals

   1)   If consols (B") and finals (A"), be sure to check off final or consol on bottom of card

   2)   Make sure cards match lane assignments on heat sheets

   3)   **DO NOT** reseed if any late scratches. Alternates are seeded into empty lanes created by late scratches

   4)   Marshall consol (B") and final (A") together to allow for movement of consol swimmer to final if there is a "No Show" for finals

   5)   Alternates must be ready of swim
   - Have card ready

   - Give card to Alternate only after consultation with Referee and before he turns the race over to the Starter

   6)   "**No Show**" for a final

   - swimmer scratched from all remaining events for that day, including relays

i)   Distance Events

   1)   In some distance events, as a time saving device, races are conducted with two swimmers per lane

   - This may be done with a staggered or simultaneous start. It will be necessary to swim 2 heats at once

   - If one heat must swim single-lane, it should be the fastest heat

   - Swimmers are instructed to swim to the right of left side of the lane to avoid collisions i.e. odd no. heats to right, even no. heats to left

3.   After the Meet

a)   Turn materials over to the Meet Manager or his assistant

b)   If your session has involved preliminaries for finals,

1)   Someone must be available to receive scratches for 30 minutes after the end of the session.

CHECK:

- Is there a scratch box?

- Who will receive scratches

  -office or

  -clerk of course or

  -meet manager?

- Who will seed cards for finals

  -office or

  -clerk of course

  -or meet manager?

PRINCIPLES OF SEEDING   (SW 3)

1.   Swimmers submit entries showing their best competitive time over the preceeding 12 months.

2.   Entry cards or Grid sheets are organized from fastest to slowest time

3.   Swimmers who do not submit times are listed as no times (NT) and are considered the slowest and are placed at the end of the list

4.   Swimmers with identical times are seeded by draw (includes several swimmers with NT's)

5.   Late or deck entries may be allowed at the discretion of the meet manager and they shall be classified as exhibition swims. There may be a fee to note or collect for deck entries. **(SNC 3.2.5)**. They are seeded last and the card is marked with a large "**EXH**" to denote Exhibition Swim (no points, ribbons or medals).

   SNC 3.2.7   For Long Course meets, qualifying entry times made in 50m pools shall be given preference in seeding. Entry times made in 25m pools meeting the Short Course standard shall be accepted and seeded next without conversion. All other non-conforming entries shall be seeded last by a draw.

6.   **SW 3.1.2** Except for 50 metre events, assignment of lanes shall be (number 1 lane being on the right side of the pool when facing the course from the starting end) by placing the fastest swimmer or team in the centre lane in pool with an odd number of lanes or in lane 3 or 4 respectively in pools having 6 or 8 lanes. The swimmer having the next fastest time is to be placed on his left, then alternating the others to right and left in accordance with the submitted times. Swimmers with identical times shall be assigned their lane positions by draw within the aforesaid pattern.

Lane #	8	7	6	5	4	3	2	1
Swimmer	8	6	4	2	1	3	5	7

Lane #	6	5	4	3	2	1
Swimmer	6	4	2	1	3	5

8.   **SW 3.1.1.5** When there are two or more heats in an event, there shall be a minimum of three swimmers in any one heat, **but** subsequent scratches may reduce the number of swimmers to less than three.

9.   **SW 3.1.3** When 50 metre events are contested, the races may be swum, at the discretion of the Management Committee, either from the regular starting end to the

turning end or from the turning end to the starting end, depending upon such factors as existence of adequate Automatic Equipment, starter's position, etc. The Management Committee should advise swimmers of their determination well before the start of the competition.

Regardless of which way the race is swum, the swimmers shall be seeded in the same lanes in which they would be seeded if they were both starting and finishing at the starting end.

10.   Preliminary Heats:

- Events in which swimmers swim to determine their position in finals

- **SW 3.1.1.1** If one heat, it shall be seeded as a final and swum only during the final session

- **SW 3.1.1.2** If two heats, the fastest swimmer shall be seeded in the second heat, next fastest in the first heat, next fastest in the second heat, next in the first heat, etc.

LANE	8	7	6	5	4	3	2	1
Heat 1	16	12	8	4	2	6	10	14
Heat 2	15	11	7	3	1	5	9	13

- **SW 3.1.1.3** If three heats, the fastest swimmer shall be placed in the third heat, next fastest in the second, next fastest in the first. The fourth fastest swimmer shall be places in the third heat, the fifth in the second heat, and the sixth fastest in the first heat, the seventh fastest in the third heat, etc.

LANE	8	7	6	5	4	3	2	1
Heat 1	24	18	12	6	3	9	15	21
Heat 2	23	17	11	5	2	8	14	20
Heat 3	22	16	10	4	1	7	13	19

- **SW 3.1.1.4** If four or more heats, the last three heats of the event shall be seeded in accordance with SW 3.1.1.3 above. The heat preceding the last three heats shall consist of the next fastest swimmers, etc. Lanes shall be assigned in descending order of submitted times within each heat, in accordance with the pattern outlined in SW 3.1.2 below.

LANE	8	7	6	5	4	3	2	1
Heat 1			36	34	33	35		
Heat 2	32	30	28	26	25	27	29	31
Heat 3	24	18	12	6	3	9	15	21
Heat 4	23	17	11	5	2	8	14	20
Heat 5	22	16	10	4	1	7	13	19

11. SW 3.2   SEMIFINALS AND FINALS

- **SW 3.2.1** In the semifinal heats, lanes shall be assigned as in SW 3.1.2 based on times established in preliminary heats.

  SW 3.2.2 Where no preliminary heats are necessary, lanes shall be assigned in accordance with SW 3.1.2 above. Where preliminary heats or semifinals have been held, lanes shall be assigned as in SW 3.1.2 based , on times established in such heats.

  SW 3.2.3 In the event that swimmers from the same or different heats have equal times in an event, a tie (equal times to 1/100 sec.) for eighth place, sixteenth place, or alternates (17.18.19), there shall be a swim-off to determine which swimmer shall advance to the appropriate finals.
  Such swim-off shall take place not less than one hour after all involved swimmers have completed their heat. Another swim-off shall take place if equal times are registered again, (**NOTE: CSW 3.4 SWIM-OFFS**)

  - do not re-seed finals if any late scratches or "No Shows"

  - Alternates are seeded into the empty lanes created by the late scratches

12. CSW 3.5 TIME – FINALS

Time-finals are those in which each swimmer swims only once for time. The final placing of all swimmers is determined primarily on the basis of their times. Events to be conducted as time-finals must be so designated in the meet information packages.

- Events in which the swimmer swims only once for time

- Final placing is determined by their times

- Events to be conducted as Time Finals must be so designated in the Meet Information Package

- **CSW 3.5.1 (a)**   Time Finals should normally be swum "slowest to fastest" with swimmers seeded according to submitted times

Lane	6	5	4	3	2	1
Heat 1			13	12	14	
Heat 2		10	8	7	9	11
Heat 3	6	4	2	1	3	5

- **CSW 3.5.1 (b**) The 800M and 1500M races should normally be swum "fastest to slowest" in alternating event order. The fastest heat swims during finals. These events may be swum at the end of preliminaries.

13. **CSW 3.6 TIME TRIALS**

Refer to : CSW 3.6.1   Class One Time Trial
            CSW 3.6.2   Class Two Time Trial

14. Dual or Tri Meets – seeded as:

- Teams are normally assigned specific lanes
  i.e. CASC – lanes 1,3,5,7
      UCSC - lanes 2,4,6,8

- Each team fills in their own cards, on deck as the events occur. Therefore, a Clerk of Course is not really necessary.

G. SCRATCHES, SUBSTITUTIONS, AND POST ENTRIES

Applicable sections: CSW 3.7   , SNC 3.4

1. CORRECT PROCEDURE FOR SCRATCHING

a)   CSW 3.7.1 Once entered in an event in non-designated meets, a swimmer who is not an alternate for that event may only withdraw or "scratch" from that event without penalty, according to rules setdown by the PSA or written in the meet information

   1)   Finals generated by heats – thirty minutes after the conclusion of the session immediately preceding the finals

   2)   All other heats – at any time before the start of the session, or by "no show"
            (SEE: SNC 3.4.2)

Note: In fairness to alternate swimmers, and as a courtesy to all other swimmers, coaches, officials and meet management, it is expected that scratches will be submitted to the meet manager, clerk of course or designate at least thirty minutes prior to the scratch deadline published by the meet manager on the "scratch forms" provided.

b)   **CSW 3.7.3** Failure by a swimmer to either:

- Scratch in accordance with this rule, or

- Failure to swim a leg of a relay,

constitutes a late scratch, and shall result in the offending swimmer being automatically scratched from all remaining events, including relays, scheduled for that day. This also applies to step downs, no-shows, and unexplained incomplete swims.

2. **LATE SCRATCH** – failure by a swimmer to do any of the following:

a)   Scratch in accordance with **CSW 3.7**, or

b)   Swim a leg of a relay

c)   **CSW 2.1.6.6** Mounting the blocks after the referee has turned the race over to the starter shall be treated as a late scratch and the offending swimmer shall be disqualified

3. **PENALTIES**

a)   FINALS generated by HEATS   **(SNC 3.4.4)**

b)   HEATS to generated FINALS or TIMED FINALS:
    1)   NO PENALTY

H.   SWIMS OFFS   (CSW 3.4, SNC 1.6.6)

1. **SW 3.2.3** In the even that swimmers from the same or difference heats have equal times registered to 1/100 second for either the 8th place or 16th place there shall be a swim off to determine which swimmer shall advance to the appropriate finals. Such swim off shall take place not less than one hour after all involved swimmers have completed their heats.

- The Recorder/Scorer will inform the Referee and yourself when you have a swim off required

- You may be required to make up cards for the swimmers

2. **CSW 3.4.1** Swimmers may scratch from a swim-off without penalty, in which case he shall be given the ranking next in line and shall be eligible for points, if any, for the reassigned position.

    - The meet manager or someone assigned by the meet manager will set up the swim off.

    - If one of the swimmers or their coach decides they will not swim, the swim off may not be required

3. **CSW 3.4.2** Times made in a swim off may count as records, but they shall not elevate any of the swimmers beyond the highest qualifying position in dispute. Separate time cards, marked "swim-off" shall be used

    - Write "SWIM OFF" on the cards, in large letters, so the recorder can enter them properly in the results

   Times achieved in a swim off shall be recorded in the official results.

4. **CSW 3.4.3** Any disqualification in a swim-off shall apply to the swim-off only. For example, any disqualified swimmer shall not lose the right to be an alternate for that "A" final or "B" final or to compete in the "B" final when applicable.

I. RELAYS

1. **SNC 1.7.1** Relay team members shall be properly entered and swim in at least one individual event, except when a club enters only one team in a relay event, only three members of the team shall be properly entered into an individual event. Swimmers whose names appear on the meet entry forms as "relay only" shall swim only in relays. Unattached swimmers shall not participate in relay events. A swimmer shall compete as a member of only one relay team per event. The members of a relay team and their order of competing must be listed before the last scratch deadline.

2. **SNC 1.7.2** Whenever possible, all relays should be swum in heats to establish seeding in finals.

3. **CSW 10.12.1** No change in the swimmers or the order of swim may be made after checking in with the clerk of course which is thirty minutes before the start of the heats or finals session in which the relay is being swum or at the time designated in the Sanction and/or meet information.

4. **SNC 1.7.3** The offending swimmer(s) of a Team disqualified in heats shall not be used as a member(s) of a relay team in the final of the same event.

5. **SW 10.12** A swimmer shall compete as a member of only one relay team per event (interchanges of members between heats and finals are allowed)

6. **CSWAG 1.1.7** In age group relays, one or two swimmers may be from a younger age group.

J. CLERK OF COURSE EXERCISE

1. Seed the following examples:

- Show fastest qualified as 1, second as 2, etc.

- <u>Time Final</u> – 17 Swimmers, Number of heats_____

Lane	8	7	6	5	4	3	2	1
Heat 1								
Heat 2								
Heat 3								
Heat 4								

- <u>Time Final</u> – 13 Swimmers, Number of Heats_____

Lane	6	5	4	3	2	1
Heat 1						
Heat 2						
Heat 3						

- <u>Time Final</u> – 25 Swimmers, Number of Heats_____

Lane	8	7	6	5	4	3	2	1
Heat 1								
Heat 2								
Heat 3								
Heat 4								

- Time Final - 11 Swimmers, Number of Hearts_____

Lane	6	5	4	3	2	1
Heat 1						
Heat 2						
Heat 3						

K. Problems:

1. Seed the following times in heats and lanes for:

- 5 lane pool for prelims

Swimmer	Time
1	1:21.23
2	1:21.85
3	1:22.57
4	1:22.70
5	1:23.08
6	1:23.46
7	1:23.56
8	1:23.91
9	1:24.60
10	1:26.82

Lane	5	4	3	2	1
Heat 1					
Heat 2					
Heat 3					

- 6 lane pool for time finals

Swimmer	Time
1	1:21.23
2	1:21.85
3	1:22.57
4	1:22.70
5	1:23.08
6	1:23.46
7	1:23.56
8	1:23.91
9	1:24.60
10	1:26.82

Lane	6	5	4	3	2	1
Heat 1						
Heat 2						
Heat 3						

- 8 lane pool for prelims

Lane	8	7	6	5	4	3	2	1
Heat 1								
Heat 2								
Heat 3								

SUMMARY AND EXAMPLES

1.   SEEDING

    a)   General

        1) Identical times shall be ranked by draw
        2) "No Times" shall be ranked by draw and seeded last
        3) Late entries or Exhibition Swims shall be ranked by draw and seeded last. After the NT swimmers

    b)   Finals

        1) Normal seeding, i.e. Fastest swimmer in center lane
        2) Next fastest to immediate left
        3) Third to right of fastest and so on

    c)   Time-Finals

        1) Generally normal seeding "Slowest to Fastest"
        2) The last heat (Fastest) shall be filled first, and so on
        3) Each heat shall be seeded with at least 3 swimmers

    d)   Preliminaries

        1) One heat-swim in finals
        2) Two or three heats – circle seed
        3) Four of more heats
            - circle seed first 3
            - normal for remainder

    e)   Sample Seeding

        - Finals – 8 swimmers – 8 lane pool

Lane	8	7	6	5	4	3	2	1
Heat 1	8	6	4	2	1	3	5	7

f)   Time Finals

- 17 Swimmers – 8 lane pool

Lane	8	7	6	5	4	3	2	1
Heat 1				16	15	17		
Heat 2		14	12	10	9	11	13	
Heat 3	8	6	4	2	1	3	5	7

- 26 Swimmers – 8 lane pool

Lane	8	7	6	5	4	3	2	1
Heat 1				25	24	26		
Heat 2		22	20	18	17	19	21	23
Heat 3	16	14	12	10	9	11	13	15
Heat 4	8	6	4	2	1	3	5	7

- 10 Swimmer – 6 Lane Pool

Lane	6	5	4	3	2	1
Heat 1		10	8	7	9	
Heat 2	6	4	2	1	3	5

g)   Preliminary Heats

- 23 Swimmers – 8 lane pool

Lane	8	7	6	5	4	3	2	1
Heat 1		18	12	6	3	9	15	21
Heat 2	23	17	11	5	2	8	14	20
Heat 3	22	16	10	4	1	7	13	19

- 17 Swimmers – 8 lane pool

Lane	8	7	6	5	4	3	2	1
Heat 1			12	6	3	9	15	
Heat 2		17	11	5	2	8	14	
Heat 3		16	10	4	1	7	13	

- 32 Swimmers – 6 lane pool

Lane	6	5	4	3	2	1
Heat 1			31	30	32	
Heat 2		28	26	25	27	29
Heat 3	24	22	20	19	21	23
Heat 4	18	12	6	3	9	15

| Heat 5 | 17 | 11 | 5 | 2 | 8 | 14 |
| Heat 6 | 16 | 10 | 4 | 1 | 7 | 13 |

CLERK OF COURSE CLINIC (Swim Alberta)

SAMPLE OF SCRATCH SHEET

SCRATCH SHEET

Club Name: _____ Coach: _____

EVENT NO.	EVENT	SWIMMER'S NAME	ENTRY NO.	ENTRY TIME