



Clerk of Course

Session One: Rule Changes



Session Two: Clerk Responsibilities



Session Three: Computer



Session Four: Championship Meet
Series



Session Five: Scoring





CCSL Clerk of Course

Session One

Rule Changes for the Season

Rule Changes for 2009

1. Clerk time change
2. Officials requirement



Clerk of Course Session 2

What responsibilities do you have?

Rule 2 – Competitor Eligibility

Swimmers listed on one of the league's latest rosters may participate in intra-league competition.

Eligible age group. The eligibility of a competitor to compete in a particular age group will be determined by his/her age on May 1 of each season.

Roster

Master roster — Each team representative shall furnish a master roster of their swimmers to the appropriate division roster chairperson of the CCSL two weeks prior to the first scheduled meet of the season. The list shall be exported by the Easy Team program [or league-accepted software] and shall contain at least the following: swimmer's full name, age, date of birth, address, phone, swim team, and gender. The list shall be sorted by age group and gender.

Roster deletions — Once a deletion has been entered on the master roster, the swimmer cannot be reinstated for the current year and therefore will only be eligible as an exhibition swimmer for the remainder of the swim season.

Roster Changes-Additions, revisions, and/or deletions to team rosters are the responsibility of each team's representative and shall be made available to the appropriate division roster chairperson via e-mail [phone if e-mail is unavailable], by **9:00 p.m. Monday** prior to the start of the scheduled meet, for entry into the appropriate master division roster.

What is an exhibition swimmer?

All children not meeting the criteria as described above will be called an exhibition swimmer. This swimmer will be allowed to swim for times in all individual and relay events, but not for points or place ribbons. This swimmer will receive a participation ribbon for the events swam. Exhibition swimmers participating in relay events would prohibit the relay team from scoring points.

On-deck entries

Any swimmers not listed on the entries list would be considered an “on-deck entry”; this swimmer would be given the same privileges as an exhibition swimmer

Rule 3 — Eligible Number of Events

The number of events a competitor may enter is restricted as follows in dual or tri-meets:

Division	Roster Age	# events per athlete	Max. # individual events
All	15-18	5	4
Div I	0-14	4	3
Div II	0-14	4	3
Div III	0-14	5	3
Div IV	0-14	5	3

Exhibition swims count toward the maximum number of events a swimmer may swim.

Rule 5 — Entry Lists

A. All teams must submit their entries using Easyware's Easy Team along with a hard-copy printout of their entry list. Entry lists must contain the first and last names of each competitor, event, team name, meet date and swimmer's time. The visiting team will be provided a meet entry disk — or email with the Easyware entry file attached — by the host team, 88 hours prior to the meet. The visiting team will be asked to submit entries via this entry disk with printout — or via email with the completed Easyware entry file attached — 38 hours prior to the meet. Example: If the meet is to start at 8:00 am on Saturday, then the disk and hard copy printout or email **MUST** be delivered to the host team no later than **6:00 pm** on the Thursday before the meet. The host team **MUST** supply a printout of their entries to the visiting team.

.Changes. No additions or other changes in these lists

Lanes

In dual meets, the host team shall use the odd-numbered lanes, such as 1, 3, 5, and 7;

a visiting team shall use the even-numbered lanes, such as 2, 4, 6, and 8 as available.

In a tri-meet, lanes shall be decided by lot in the combination of lanes 1 & 4, 2 & 5, and 3 & 6, for all scoring heats of each event.

Lanes for non-scoring heats shall be assigned so as to give each team an equitable number of entries.

Individual and relay events

A minimum of two heats for each individual event and one heat for each relay event will be swum provided there are enough entrants.

Any event can be expanded beyond the minimum number of heats

Coaches ARE NOT considered a legal team representative by the Clear Creek Swim League

. A team must fill the scoring heat before entering swimmers in non- scoring heats.

The last heat swam (designated as Heat 1) shall be considered the scoring heat.

Identifying heats.

Heat 1	Scoring heat	[fastest]
Heat 2	Non-scoring heat	
Heat 3	Non-scoring heat	
Heat 4	Non-scoring heat	
Heat 5	Non-scoring heat	[slowest]

Additional heats will be designated as Heat 6, 7, 8, 9, etc.,
The heats shall be swum with the highest-numbered heat swimming first
(the slowest swimmers) and finishing with Heat 1 (the fastest swimmers)
swimming last.

Only one heat. When only one heat is entered in an
event, that heat shall be designated as Heat 1.

MEET

-All regular meets will start promptly at 8:00 a.m. as soon as the host Clerk of Course is ready.

Warm-up swim. the host team may take a short warm-up swim of 10 minutes.

Approximately 20 minutes before the start of the meet

swimmers of the visiting team may take a short warm-up swim of 10 minutes.

The pool should be cleared for approximately 10 minutes prior to the start of the meet.

For tri-meets, both visiting teams will be given approximately a 10-minute warm-up and at the final meet, two teams at a time will be given ten-minute warm-up in an order to the determined by lot. In all cases, the pool will be cleared 10 minutes before the start of the meet.

Late arrival. No event will be delayed or rescheduled to accommodate the late arrival of a swimmer. If a swimmer misses a heat through confusion in the Ready Area or at the starting blocks, the swimmer may swim, at the discretion of the referee, in another heat or event of the same distance only if there is an open lane. The swimmer's time will be official, but the swimmer will not receive points or placing.

Rule 3 — Medley Relay

Although the medley relay shall be a race in which the first quarter of the distance shall be swum backstroke, the second quarter breaststroke, the third quarter butterfly stroke, and the last quarter freestyle, it is not required that swimmers in medley relay teams swim in the order in which they are listed on the entry blank.

Rule 4 – Substitutions

Substitutions may be made in individual events or in relay events when necessary because of sickness or absence of competitor, provided that:
the swimmer is not already entered on the entry list in the maximum number of events

-A swimmer may not be removed from an event and used as a substitute in another event.

substitutions shall be reported to the Clerk of Course ASAP No substitutions shall be allowed for a given event once the first heat of that event has started.

Substitutions may include any swimmer listed on the league's latest roster

If a swimmer is scratched from a scoring heat in an event, substitution must first be made by moving a swimmer from any non-scoring heat in that numbered event.

The non-scoring heat may then be filled. If there are no non-scoring heats, the substitution may then fill directly into the scoring heat.

competitors may compete in their own age group or in an older age group or both. Before a team can enter a swimmer in an older age group, that team must have at least two entries in the scoring heat of the same stroke in that swimmer's age group.

Relay Substitutions

In the event that a team does not have enough swimmers to fill out a relay, they may fill this relay by agreement with the team representatives at the meet, from another team. This relay would count for points and ribbons.

If a member of a scoring relay is absent, a team may arrange the remaining swimmers on the scoring relays in that event and must substitute for the absent member if an eligible "age group substitute" is available. The same swimmers who were originally entered in that relay event and are present at the meet must be used in the rearrangement. If an eligible "age group" substitute is not available, one scored relay may be scratched.

If a relay is scratched, a swimmer's entry in that relay will not be counted in determining the maximum number of events allowed for that swimmer.

Exceptions for relays. If a team does not have enough swimmers to assemble two full relay entries for a particular age group, the team must first assemble as many full relay entries as possible for that age group, and the team may allow remaining swimmers to compete in relay entries for an older age group for the same stroke.

Rule 5 – Scratches of Entries

A. Scratches. A visiting team's representative shall report to the host team's pool 30 minutes before the meet is scheduled to begin. A representative from both teams will report to the host Clerk of Course with their scratches and authorized substitutions not later than 20 minutes before the meet is scheduled to begin. If no scratches or substitutions are made by that scheduled time, then the host Clerk of Course will proceed with starting the meet.

Scratches and substitutions shall be submitted with event number and complete swimmer name and swimmer ID#. This ID# will be provided by the host team 50 minutes prior to the meet start time.

B. Sick swimmer. Except for sickness, competitors who are scratched and for whom a substitution is made after the start of a meet shall be ineligible to compete in any event during the remainder of that meet. An event from which a swimmer is scratched, and not substituted for, counts toward the total number of events allowed

1. Rule 10 — Scoring

A. Dual meets. each team can score only 2 relays per event. Relay events are scored: 5, 3, 2, 1; Ribbons are awarded based on finishing order not scoring.

B. Tri-meets. Individual events in meets involving three or more teams shall be scored: 7, 5, 4, 3, 2, 1. Relay events shall be scored: 14, 10, 8, 6, 4, 2.

C. Points. Points shall not be awarded for event in a team meet unless the event was actually swum. No points will be awarded in case of disqualification.

D. 1st Place points. If all contestants are from the same team, only the 1st place points shall be awarded. If this is due to scratches, all points for each place shall be awarded to swimmers who compete in the event.

E. Contestants. Swimmers appearing on the entry list, then subsequently scratched, are considered contestants for the purpose of scoring points.

F. Score 2 swimmers per event. In dual meets, each team can score only 2 swimmers per event. Individual events are scored: 5, 3, 2, 1; ribbons are awarded based on finishing not scoring. If there is a tie in an event, the tying swimmers will split the tied place points and the next place points. No next place points will be awarded. The remaining places will be awarded

if there is a tie for first place in a dual meet, the tying swimmers will be awarded four points each (5 first-place points, plus 3 second-place points, divided by 2). The next fastest swimmer will be awarded 2 points.

G. 6-&-under events. will not be scored.

For more information on scoring



Rule 3 — Responsibility of Host Pool

It shall be the responsibility of the host pool to submit a signed official copy of the meet results, including mini-meets, to the Records and Time Standards chairperson listed in the front of this handbook. These results shall be signed by the meet referee and the head meet clerk. The original entry card of any event in which a record is believed to be broken must be signed by the head referee and the original mailed to the Records and Time Standards chairperson. The host team shall make a copy for their records before sending in the original. All meet results and record-breaking entry cards must be submitted within one week after completion of the meet.

Clerk of Course Responsibilities

- Verify swimmers as legal entries
- Prepare the Score Sheets (for Home Meets)
- Assure swimmers appear at the starting blocks in the right lane, the right time and with their cards
- Set the pace for the meet so no delays occur due to swimmers not being ready

Your first order of business

- For every home meet fill out the Meet Check List
- Get this to the visiting team ASAP (by the Sunday before the meet)
- Sign the Meet Check Lists you have received ASAP (no need to drag your feet, the meets going to happen anyway)

CCSL MEET CHECKLIST

- Host team: _____ Visiting team: _____
- Date of meet: _____ Start time: _____
- Location of meet: _____ #Pool lanes: _____
– *Host swims odd lanes*
- Host warm-up time: _____ Visitor warm-up time: _____
- 1. Meet will be scored: _____ By computer
-
- 2. Entries should be submitted on: _____ Entries disk
- _____ E-mail w/ attachment
- 3. Computer entries to be submitted with: _____ Times
-
- 4. Entries printout will be by: _____ Meet entries report
-
- 5. Host team will provide meet results on: _____ Computer disk
- _____ Computer printout

CCSL MEET CHECKLIST (part 2)

6. Individual heats/event will be limited to: _____ Number of heats
_____ No limitations

7. Relay heats/event will be limited to: _____ Number of heats
_____ No limitations

8. Other information and/or special considerations for this meet are as follows:

HOST TEAM'S Clerk of Course Information:

Print Name: _____

Email/Fax/Phone No.: _____

Signature: _____ Date _____

VISITOR TEAM'S Clerk of Course Information:

Print Name: _____

Email/Fax/Phone No.: _____

Signature: _____ Date _____

It is each individual team's clerk of course's responsibility to inform their team's rep of this checklist and agreement.

Hosting the Meet?

- Be ready to exchange the agreed upon information (from the Meet Check List) no later than 4:00 PM Thursday
- Your entry list is an official contract between teams
- No changes made after exchange, except for blending the meet

Check Entries

- Check the opposing team's Entry List against official roster for eligible swimmers
- Check for maximum number of swims and correct use of swimming children in higher age brackets (this is where some mistakes are made when running the meet manually)

Prepare the Heat/Score Sheet

- If manual you must have this ready for the meet on Saturday with 9 complete sets of copies (1 original & 8 copies)
 - 1 for the Clerk of Course
 - 1 for Asst.. Clerk of Course
 - 2 for Officials (starter & referee)
 - 1 for Announcer
 - 1 for Head Timer
 - 3 for Scoring



Clerk of Course Session 3

Computer Operations Process

Running Your Meet with Easy Meet

Competing with a Team Using Easy
Meet

What is Easy Ware

- Easy Team Manager
 - To keep your Team's CCSL Master Roster
 - Mailing Labels
 - Contact Information for your swimmers
 - Track swimmers improvement
 - Prepare Meet Entries
- Easy Meet
 - Runs the Meet

Pre-Season Set-up

- Set up Easy Team
 - Back up previous years data
 - Set up this years team information
 - Add new swimmers
 - Edit old Swimmers
 - Inactivate or Delete Swimmers
 - Edit Records and Cut-Off Times

Before A Meet

- Set up Easy Team for Meet Entries
- Print the Meet Entries Report for Coaches
- Coaches complete Meet Entries Report
- Enter swimmers into Easy Team Manager
- Use Time Entries
- Print your entries

Before A Meet cont..

- Compare your entries to the Coaches
- Make corrections
- Prepare your Meet Entries Disk
- BACKUP the Entire Easy Team Database
- Set up Easy Meet
 - No matter whether or not you are hosting
- Import your Entry Disk

Before A Meet cont.

- Seed the Meet (but do not collapse)
- Make corrections in Easy Team
- Repeat Entries Disk Preparation Process
- Print a Heat Sheet
- Compare your Coaches Entry List Again
 - THIS WILL BE YOUR TEAMS OFFICIAL ENTRIES
- Repeat these processes until correct

Performance Evaluation

- ☺ CONGRATULATIONS, IF IT IS NOW BEFORE 10:00 P.M. WEDNESDAY NIGHT, YOU SHOULD CONSIDER YOURSELF AN EXPERT CLERK OF COURSE AND SWIMMING PROGRAM COMPUTER OPERATOR EXTRAORDINAIRE.
- ☺ IF IT IS THURSDAY BEFORE NOON YOUR RANK IN THE TOP 2% OF CCSL CLERKS OF COURSE AND ARE ADMIRER BY ALL YOUR PEERS.
- ☺ IF IT IS THURSDAY BETWEEN 4 AND 5 PM. YOU'RE STILL DOING OKAY, AND A DOG-GONE, FINE CLERK OF COURSE.
- ☺ IF IT IS THURSDAY BETWEEN 5 AND 8 PM. IT'S NOT SO BAD, BUT THE OTHER TEAM IS STARTING TO GET NERVOUS. HOWEVER, THE WRITER OF THIS 'PROCEDURE' THINKS YOU'RE A VALUABLE ASSET TO YOUR TEAM AND THE LEAGUE AND YOU GET THE BIG 'E' FOR EFFORT AWARD.
- ☺ IF IT IS AFTER THURSDAY AT 8PM. THESE PROCEDURES ARE NOT ANY GOOD AT ALL. THE OTHER TEAM IS STEAMING. BUT YOU STILL GET THE WRITER'S ADMIRATION FOR TRYING TO DO ALL THIS WORK.
- ☺ IF IT IS SATURDAY MORNING, CALL Jo-Carol! She has ENOUGH FREQUENT FLYER MILES TO GET US OUT OF THE COUNTRY AND AWAY FROM THIS CRAZY SPORT UNTIL THE SWIM SEASON IS OVER.

Before A Meet Host Team

Thursday

- Make Exchange of Entries
- Import Data from Visiting Team
- Seed the Meet DO NOT COLLAPSE HEATS
- Make corrections to Heat/Lane etc.
- Print a Heat Sheet
- Compare to Entries List

Before A Meet Host Team Thursday

cont.

- Re-Seed the Entire Meet DO NOT COLLAPSE HEATS
- Print the Swimmer codes for Each Team by Team
 - (page 32)
- Print a Heat Sheet for Clerk of Course
 - (page 35)
- Clerk the Meet
 - combine heats & lanes

Clerking Before the Meet Thursday

- Combine Events
- Combine Heats
- Mark up Heat Sheet
- Make changes in Easy Meet
- Print new Heat Sheet
- **DECIDE WHICH VERSION 1 OR 2 YOU WILL BE USING TO RUN THE MEET!!**

Combine Heats

- When combining heats
- NEVER make a swimmer swim early.
- NEVER make a swimmer wait multiple heats OR events
- When combining races need to be of the same distance.
- Heat 1 and Heat 24 should not be combined.

Combine Heats

- It is easier for the scorers to have heats combined than moving swimmers.
- An example of a combine

Event 24 Heat 7 has 3 swimmers

Heat 8 has 2 swimmers

that would be an excellent place to combine

Version 1 or Version 2

- Version 1

- Run the Meet basically the same as manual
- Print cards, heat sheets for all events ahead
- Manually handle scratches

Large Team has done this in the past.

- Version 2

- Run the Meet like the Champ Meet
- Print only the cards/labels for events 1-8
- Print labels for events 9-80
- Print Heat Sheets for back-up
- Handle all scratches on the computer

Medium and Small Team has used this version.

Prior to Meet Verify You Have

- Computer Supplies

- Check all equipment
- Printers (drivers, paper, cables, ink...)
- Cards/Labels (good supply)
- Blank disks
- Meet Backup Disk
- Power Strips
- Backup Laptop if possible
- Tarp or plastic to protect equipment in case of rain

- Clerk Supplies

- Event Cards 1-8
- Heat Sheets
- Labels
- Cards
- 2 Complete sets of Printer Code Sheets
- Calculator, battery/solar power
- Box/Carton to hold swimmers cards
- Box for trash
- Pencils, Highlighters, scotch tape, eraser, paper clips, stapler, etc.

Prior to Meet Verify You Have

- Support Staff for
- Card Separators (2-4)
- Scorer from opposing Team
- Assistant Scorer
- Runner
- Quality control Person
- Get My Attention Person

Meet Day Version 2

- Give coaches swimmer code sheet for Scratches and Relay Changes
- Enter all Scratches 30 minutes prior to start of meet
- Add deck entries
- Print a heat sheet for empty lanes in scoring heat. Make adjustments
- Print and compare to manual clerking (for scoring lanes you may have missed)
- **BACK UP MEET NOW!!!!**
- Re-seed the meet **COLLAPSE THE HEATS!**

Skip Version 2



Day of Meet Ver 2 cont.

- BACK UP MEET NOW Use a Different Name!!!!
- Print new swimmer codes; Deck entries will need codes (Your coaches will use these codes for relays entries)
- Print one complete set of Heat Sheets for clerking
Draft Heat Sheet (combining, moving lanes...)
- Move your swimmers into the correct lanes for events 9-80 going from the Master above
- Print one complete set for a Master Heat Sheet
- Clerk it (marking it for combining Heats...)

Day of Meet Ver. 2 cont.

- Print 10 sets of Heat Sheets for events 1-38
- Print Event cards/labels for events 9-80
- Card Separators (paper clip, rubber band, mark combinations ...)
- Make sure all sets of Heat Sheets are marked to match Master Heat Sheet
- Print 10 sets of Heat Sheets event 39-80
- **YOU ARE NOW READY TO ENTER TIMES AND SCORE MEET**

Entering Results During the Meet

Version 1 & 2

- Click Enter Results
- Enter 1 for the Event 1
- Click on the Competitor's Name
- Enter time **without** any punctuation marks
 - 1:08.55 SHOULD BE 10855
- Enter “S” for Scratch
- Enter “D” for Disqualified (DQ)

Relay Events Entering Swimmers

- Make sure the swimmers name and code numbers are on the relay cards
- Once all cards are marked and updated
- Select the First Relay Team
- Click on Relay Names in the lower right hand corner
- Check names if correct go to the next team

Editing Relay Swimmers

- Highlight the competitor that needs updating
- Type in the correct code number press enter
- Repeat until all four names are correct
- Click on the Next button for the next Relay Team
- Do this until all Relay Teams are updated
- Click Cancel button when all Teams are updated

Print Results

- After each event you will print results to be checked by an assistant scorer (you can have someone checking as you type also and skip this step)
- **Your assistant scorer is always from the opposing team**
- Click on Print Results after all the times are entered for this event (system will not print until all times are entered)

Printing Results, cont.

- After you have verified that the times are correct you will Print Results one more time
- Print Labels
- Click on the Print Labels button the Award Labels box will appear
- Type in the *Start With Event #* you wish to print if it is not showing and the *Finish With Event #*
- Click *OK*

During the Meet

- BACKUP THE MEET FREQUENTLY (I recommend after every 2 - 4 events)
- continue Entering Results for the next event
- Score the Meet It is your preference
 - After every stroke
 - After event
 - At the end
- You can Re-score at the end of the Meet

End of Meet

- Re-Score the entire Meet
- Back-up the entire Meet
- Print official Meet Results (3)
- Export Meet Results for the opposing Team and your Team
- Take a Deep Breath – You're Done!

Import Meet Results

- Import the Meet Results ASAP to give to your coaches, clerks....
- Update the swimmers' times
- Start the process all over



CCSL Clerk of Course

Session Four
Championship Meet Series

Championship Meet Series.

This is considered to be

1 MEET

consisting of 3 parts

It will consist of

- Novice Meet
- Reserve Meet
- Championship Meet

Eligibility.

- swimmers must have competed in at least two CCSL meets for the team by whom they are entered;
- only one of these meets may be a “mini-meet”
- Swimmers must have been on the Master Roster at least two meets prior to the start of the Championship Meet Series.
- Participants in all individual events must swim in their respective age group.

Entries

Individual swimmers are limited to only **three** individual events in the Championship Meet **Series**.

If in the individual events of the Novice and Reserve Meets, a swimmer equals or betters the time standard of the next meet, the swimmer may enter that event(same event number) in the next meet without being charged with entering another individual event.

Individual swimmers are limited to two relay events in the Championship Meet.

Champ swimmer.

Swimmers who have equaled or bettered a Championship time in a stroke at any intra-league meet during the current season

Reserve swimmer.

Swimmers who have equaled or bettered a Reserve time in a stroke, or who are in the age group 13 & 14 or older

Novice swimmer.

Swimmers who have never bettered a Reserve time in a stroke or who have no official time in a stroke.

6-&-under swimmers.

Swimmers who have entered in 6-&-under events during the regular season and have established qualifying times in the 8-&-under events.

Rule 5 - Entries and Deadlines.

1. Entry delivery. All entries MUST be delivered to the Meet Director via email or by hand.
2. Seed times. Seed times are to be in yard times. seeded or scratched, if ineligible. All entries must have proof of seeding time specifying the date and meet at which the seeding time was made.
3. Novice entry times. Times slower than the CCSL Reserve time standards will be seeded in the Novice session. “No times” will be seeded last in the Novice events
4. Reserve entry times. All entries for the Reserve session shall have seeding times faster than CCSL Reserve time standards and slower than CCSL Championship time standards.
5. Championship entry times. All entries for the Championship session shall have seeding times equal or better than the specified CCSL Championship time standard.

Relays:

1. Championship relay teams may consist of any swimmer eligible to swim for that team under Part I, Rule 2 above.
2. In the relays, competitors may compete in their own age group or may compete in the senior age group (15-18). An 8-&-under swimmer may also compete as a part of a 9 & 10 relay team etc.
3. Seeding times to be used for relays in the Championship class will be the best time made by the swim organization (in that event and age group) in intra-league competition during that season.
5. There are no relays in the Novice or Reserve class.
6. each team is allowed only one entry per relay event.



Championship Sign Up File

Championship File



Session Five Scoring

Dual Meet Scoring

- Each team has 3 or more swimmers in an event and NO one scratches or is DQ'd
- Team A comes in 1st, 4th and 5th
- Team B comes in 2nd, 3rd and 6th
- Team A get 5 points for 1st and 1 point for 4th
- Team B get 3 points for 2nd and 2 points for 3rd
- NO points are awarded for 5th and 6th

Each team has 3 or more Swimmers in an Event NO one Scratches or is DQ'd

- Team A comes in 1st, 2nd and 3rd
- Team B comes in 4th, 5th and 6th
- Team A gets 5 points for 1st and 3 points for 2nd
- Team B gets awarded the 3rd place 2 points even though they will not get a 3rd place ribbon and did not place in 3rd and the 1 point for 4th.
- Remember only 2 swimmers from a team may score the other points are awarded to the other team if they have that many swimmers.

**Team A has 3 Swimmers in an Event
And
Team B had 2 swimmers in the event
but one of them was DQ'd**

- Team A comes in 1st, 2nd and 3rd
- Team B comes in 4th and DQ
- Team A get 5 points for 1st and 3 points for 2nd
- Team B gets awarded the 3rd place 2 points even though they will not get a 3rd place ribbon
- NO team will be awarded the 1 point for 4th.
- Remember only 2 swimmers from a team may score the other points are awarded to the other team if they have that many swimmers.

Each team has 2 Swimmers in an Event and someone is DQ'd

- Team A comes in 1st and 2nd
- Team B comes in 3rd and DQ'd
- Team A get 5 points for 1st and 3 points for 2nd
- Team B gets awarded the 3rd place 2 points.
- NO team will be awarded the 1 point for 4th.

Team A has 3 Swimmers in an Event And
Team B had NO entries in the event.


- Team A comes in 1st, 2nd and 3rd
- Team A get 5 points for 1st
- NONE of the other points will be awarded.

Team A has 3 Swimmers in an Event And Team B had an entry that scratched after the exchange.

- Team A comes in 1st, 2nd and 3rd
- Team A get 5 points for 1st and 3 points for 2nd
- NONE of the other points will be awarded.
- NOTE if you scratch the day of the meet and reprint cards the computer will not know about that scratch and the score will need to be adjusted by hand.

Team A has 3 Swimmers in an Event And Team B had an entry that was DQ'd

- Team A comes in 1st, 2nd and 3rd
- Team A get 5 points for 1st and 3 points for 2nd
- **NONE** of the other points will be awarded.



The scoring rules are the same for relays
and individual swims.