

North Delta Sunfish Swim Club Development Meet Wednesday June 21 2023

North Delta Recreation Centre Outdoor Pool 11415-84th Avenue, Delta, BC

FACILITIES

• Outdoor pool – 5 Lanes. Approximate length: 22.5 m. Pool length is not regulation and results cannot be used for BCSSA official times.

ENTRIES AND DEADLINES

- Meet entries must be in by Sunday, June 18, 9:00 pm.
- All entries must be emailed to meetmanager@ndsunfish.com. If you do not receive an email confirmation within 24 hours, we did not receive your entries.
- Entries and team rosters must be submitted in Hy-Tek format.
- Please provide the name and telephone number of your contact person and Head Coach.

FEES

- \$9.00 per swimmer
- \$12.00 per relay

Cheques are due at 4 pm on meet day and payable to: North Delta Sunfish Swim Club.

SCHEDULE

- Warm-ups: 4:00 pm 4:35 pm
- Lane assignments for warm ups will be communicated to participating clubs via email.
- Heats begin at approximately 4:55 pm.

FORMAT

- Heats will be swum as timed finals.
- Swimmers may enter 2 single events and one relay.
- BCSSA rules for swimming apply.
- Events may be combined (boys + girls) within respective divisions.
- Event schedule may be modified depending on timing and weather.

In keeping with the spirit of a development meet, this swim meet is open to all "B" swimmers from U6 to Division 3.

OFFICIALS

- Timers from each club will be required. Timing shift sign up sheets will be made available at the meet. There will be snacks!
- Save the planet! Bring your own bottle and water will be provided.

AWARDS

• Each swimmer will be awarded a participation ribbon.

EVENTS

Event #	Description
101	Mixed 25 Freestyle
102	Div 1 Mixed 50 Freestyle
103	Div 2 Mixed 50 Freestyle
104	Div 3 Mixed 50 Freestyle
201	Mixed 25 Backstroke
202	Div 1 Mixed 50 Backstroke
203	Div 2 Mixed 50 Backstroke
204	Div 3 Mixed 50 Backstroke
301	Mixed Div 1 200 Free Relay
302	Mixed Div 2 200 Free Relay
303	Mixed Div 3 200 Free Relay

We are looking forward to seeing you at the pool on June 21!