

*Eureka Conference*

# SWIMMING



# CHAMPIONSHIPS

**July 23 - 24, 2016**

# Northern California Swim League Eureka Conference Championships Schedule

**SATURDAY, JULY 23, 2016**

6:00 am	Pool Deck is open
6:30 – 7:00 am	Swimmer Check-In
7:00 am	<u>All Shifts</u> Check in with their Team Volunteer Coordinator
7:00 am	Meet Referee, League Reps & Head Coaches Meeting in Ribbon Room
7:00 – 7:25 am	Scratch Meeting (Computer Table)
7:00 – 8:00 am	<b>Warm-ups:</b>
	Dixon: Lanes 2 – 4
	Sunrise: Lanes 5 – 7
	Fulton – El Camino: Lanes 8 – 10
	Galt: Lanes 13 – 15
	Laguna Creek: Lanes 16 – 18
7:15 – 7:30 am	Swim Suit Check in Ribbon Room
7:30 am	Meet Referee, Deck Referees, Starters, Head Stroke & Turn Judge, & Head Ready Bench Mtg in Ribbon Room
8:00 am	Stroke & Turn Judges Meeting in Ribbon Room
8:00 am	Ready Bench Meeting with all workers at Ready Bench
8:00 am	Call for Timers and 1 <sup>st</sup> Shift Volunteer Positions
8:05 am	Team Cheer in Team Area Only
8:10 am	Head Timer & Backup Head Timer Meeting in Hospitality Room
8:15 am	All 1 <sup>st</sup> Shift workers should be in their assigned areas
8:15 am	9-10 girls should be in Ready Bench Area
8:25 am	Opening Ceremonies – National Anthem by Andrea Brossman from Galt
8:30 am	Preliminaries Events 1-32 (I.M., Short Free, Back)
3:00 pm – 3:45 pm (est.)	Preliminaries Complete - Approximate 45 minute Break
3:10 pm (estimated)	Meet Referee, Deck Ref, Head Stroke & Turn & Starter Mtg in Ribbon Room
3:20 pm (estimated)	Stroke & Turn & Early Take Off Judges Meeting in Ribbon Room
3:30 pm (estimated)	<b>Parents Free Relay Before Finals (200 Yards 2 lanes per team max)</b>
3:45 pm (estimated)	All Finals & Relays Shift workers should be in their assigned areas
4:00 pm (estimated)	Finals & 6 & Under Free & Medley Relays – Events 1-43
Before Relay Events	6 & Under High Point Awards Ceremony

*Finals are made up of the 10 fastest preliminary times for each event.  
The two alternates with the 11<sup>th</sup> and 12<sup>th</sup> fastest times must also report to Ready Bench  
in the event a swimmer scratches or is a no-show.*



# Northern California Swim League Eureka Conference Championships Schedule

**SUNDAY, JULY 24, 2016**

6:00 am	Pool Deck is open
6:30 – 7:00 am	Swimmer Check-In
7:00 am	<u>All Shifts</u> Check in with their Team Volunteer Coordinator
7:00 am	Meet Referee, League Reps & Head Coaches Meeting in Ribbon Room
7:00 – 7:25 am	Scratch Meeting (Computer Table)
7:00 – 8:00 am	<b>Warm-ups:</b>
	Dixon: Lanes 2 – 4
	Sunrise: Lanes 5 – 7
	Fulton – El Camino: Lanes 8 – 10
	Galt: Lanes 13 – 15
	Laguna Creek: Lanes 16 – 18
7:15 – 7:30 am	Swim Suit Check in Ribbon Room
7:30 am	Meet Referee, Deck Referees, Starters, Head Stroke & Turn Judge, & Head Ready Bench Mtg in Ribbon Room
8:00 am	Stroke & Turn Judges Meeting in Ribbon Room
8:00 am	Ready Bench Meeting with all workers at Ready Bench
8:00 am	Call for Timers and 1 <sup>st</sup> Shift Volunteer Positions
8:10 am	Head Timer & Backup Head Timer Meeting in Ribbon Room
8:15 am	Team Cheer in Team Area Only
8:15 am	All 1 <sup>st</sup> Shift workers should be in their assigned areas
8:15 am	7-8 girls should be in Ready Bench Area
8:25 am	Opening Ceremonies – National Anthem by Jordan Louis from Laguna Creek
8:30 am	Preliminaries Events 44-73 (Long Free, Breast, Fly)
2:00 pm – 2:45 pm (est.)	Preliminaries Complete - Approximate 45 minute Break
2:10 pm (estimated)	Meet Referee, Deck Ref, Head Stroke & Turn & Starter Mtg in Ribbon Room
2:20 pm (estimated)	Stroke & Turn & Early Take Off Judges Meeting in Ribbon Room
2:30 pm (estimated)	<b>Coaches Medley Relay Before Finals (100 Yards 2 lanes per team max)</b>
2:45 pm (estimated)	All Finals & Relays Shift workers should be in their assigned areas
3:00 pm (estimated)	Finals & Free Relays – Events 44-83
After Cleanup & Tear Down	Awards Ceremony (High Point, Dual Meet & Championship)

*Finals are made up of the 10 fastest preliminary times for each event.  
The two alternates with the 11<sup>th</sup> and 12<sup>th</sup> fastest times must also report to Ready Bench  
in the event a swimmer scratches or is a no-show.*

