



Swim Meet Glossary

1. **TU:** Team Unify (our Swim Torrance website)
2. **Edit Commitment:** The link to sign-up if your child will attend the event or not
3. **Meet Announcement:** Information about the specific meet. Gives information such as -
 - Meet name
 - Date
 - Which team is hosting
 - Location
 - Entry Limit
 - Cost
 - T-shirt order, Cap, Suit
 - Order of events
4. **Meet Update:** New information after the “Meet Announcement.” Very important to read a few days before the swim meet.
5. **Volunteer Hours:** Hours families must fulfill each swim year at various meets and events. This applies to families who have swimmers in Level 2-3, Shark, Age Group, PreSenior, and Senior. For more information, see the Volunteer Hours link on our website under the Guardian Education section.
6. **Job Sign-up:** The green button you click to see various jobs that our families need to do to help support the team at meets and events.
7. **Arrival:** The time your swimmer needs to arrive to the meet. This is usually 30 minutes prior to the start of their warm-up.
8. **Check-In:** The table where your swimmer needs to report before warm-up, in order to swim their events that day. They will receive their event numbers from a parent volunteer from the host team, which they should write on their arm in permanent marker.

9. **Event:** The race that your athlete will compete in.
10. **Heat:** The events are broken into groups called heats, which are based on a certain number of swimmers competing at the same time (usually lanes 1-8 or 1-10).
11. **Lane:** Where the athlete will race. These are designated by starting blocks.
12. **Heat Sheet:** A board where admin posts the events for the day; also where your athlete can find their heat and lane for their race. After the race is done, results are processed, and then posted at the same board as the heat sheet.
13. **Activation:** Dynamic stretching on land before the team gets in the water for warm-up.
14. **Warm-up:** In-water preparation for the swim meet.
15. **Officials:** Swimming's version of referees. They wear white tops with khaki bottoms.
16. **Admin:** Officials of the meet who run the computer system near the starting official.
17. **DQ:** Disqualification due to an illegal maneuver. The race time will not count and points will not count towards the team score. Athlete will be notified of specifics of the DQ.
18. **Prelims:** A session of racing, in the morning, in order to qualify for finals.
19. **Finals:** The championship race, usually in the mid-afternoon/evening, where a swimmer gets the opportunity to repeat a race from prelims in order to achieve a better swim.
20. **Timed Finals:** Athlete only swims the event once and after the event is over results are posted by admin. This is all regular in-season meets.
21. **Scratch:** Informing the admin that the athlete will not be swimming the event. Swimmers must discuss scratching an event with their coach prior to doing so.
22. **"You have 30 minutes to declare your intent to scratch":** This will be announced at meets after the results are read in a prelim session. It means if you do not plan on swimming in finals, you need to go to the admin table and let them know you are scratching your event from Finals. If you do not scratch, and then you do not show for the event, you will be kicked out of the remainder of the meet. If it's the last event of the meet, you will be charged a \$50 fine and cannot compete in another meet until it is paid.