



Swim Information

DETAILS

Date: September 9th, 2017

Start Time Swim: 8 AM

Start Location: 3.1 Mile (5k) = Isle of Palms, SC, The Windjammer

Finish Location: The Windjammer / VFW IOP

REGISTRATION

Registration Opens **July 4th**, 2017.

No Race Day Registration - must be pre-registered to participate!

*Registration will be limited to 300





FEES

Entry Fee is non-refundable including the event of inclement weather, water conditions or issues beyond our control.

Fees include t-shirt, drawstring bag, swim cap and reception at the awards ceremony at the Windjammer / VFW, IOP.

** Fee will be \$100 minimum per person, and each participant will be encouraged to fund raise more than the initial \$100 as all proceeds will go to benefit the non-profit recipient SEALKIDS, LLC.





RACECOURSE

Primary Route: 3.1 mile open water swim will take place off the beachfront of the Windjammer, IOP. The racecourse will be a triangle shape design, with safety boats placed at each of the three buoys, as well as a fleet of both 5 paddle boarders, and kayakers to aid swimmers if needed. The race will be a beach start and finish.



PACKET PICKUP

Friday race packet / swim cap pick up will be at **Blue Sky Endurance** from 12:00 - 6:30 PM. Race day packet / swim cap pick up will be at the Windjammer volleyball court. Body marking and Race Packet / Swim Cap at will be available morning off event as well.

****Swim Caps:** Swimmers **must** wear the swim cap provided in race packet. You must wear the cap for the entire swim. If you cross the finish line without a cap you will be disqualified. If your cap comes off, put it back on. If your cap breaks, put it inside of your suit until after you have finished.



CHECK-IN

Check-in: Swimmers must check in at the start location on race day prior to the race, with their number and cap on their person. There will be a check in sheet and you are required to check in before starting the race.

Warm up: There will be a 15-20 minute warm up time designated area near the Start of the race.

Swimmer Briefing and Head Count:

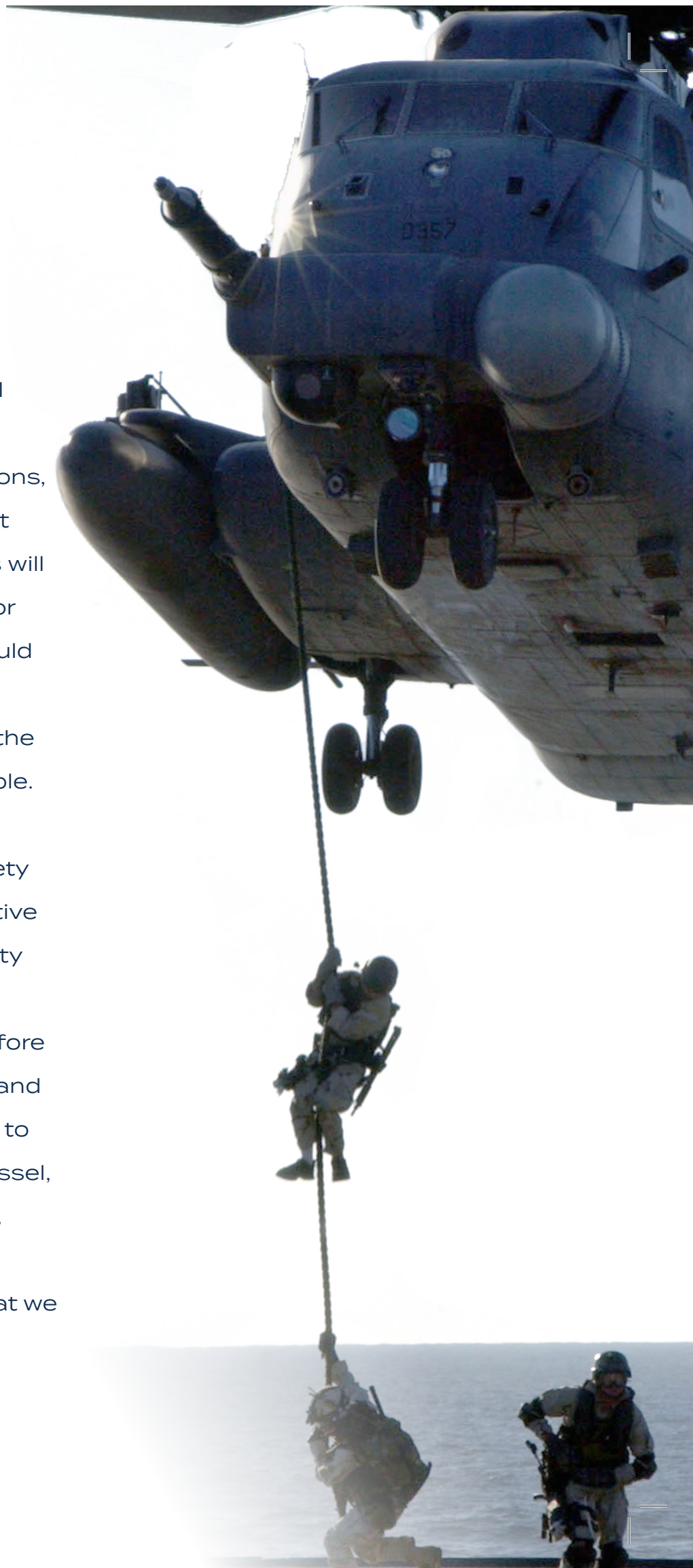
Prior to the start times, swimmers will gather near at the Windjammer for pre-race instructions and rules (all of these will be made available online through website). As soon as the race director has completed the instructions swimmers will go through a head count to enter the water. Officials will count each swimmer into the water through a checkpoint. The race will begin as soon as head count is completed and the participants have made their way to the start line.





Starting Waves: The race start will have waves of swimmers starting every 30 seconds. For safety reasons, the slowest seeded waves will start first and the fastest seeded waves will start last; timing chips will adjust for your start time. Slower waves should stay to the right of the course and allow faster swimmers to pass on the left side of the course when possible.

Dropping out of the Race: For safety and scoring purposes, it is imperative that you report to an official / safety boat if you are unable to complete the race. Whether you drop out before the race starts or during the race, and for whatever reason, please report to Check-in officials, a race safety vessel, or the timing officials at the Finish, to give them your name and race number, and chip. This ensures that we account for all swimmers.





RACE DETAILS

1. Water Temp: The average water temperature in September is lower to mid to 80's.

2. Hydration Stations: Swimmers will have access to a boat roughly 3 times throughout the swim. Water will be provided at these marked (buoy) locations along the swim. If you are in dire need of water or assistance at any point of the swim, please hail down a safety boat / kayaker, and they will provide you with assistance needed.

3. Entry into Water: Once you have passed through the head count you may enter the water. You will start the race as soon as you pass a timer strip on the beach and jump into the water; the swimmers will enter the water in a controlled manner.

4. The Start Line: The Start Line is a timer strip that will be across the

beach; the swimmers' time will begin as soon as they cross the timer strip.

5. The Finish Line: The Finish Line is a canopy on the beach. Swimmers must swim, and run up to the designated boom for the time to be captured. There are a series of large buoys and swim ropes at the finish line.

6. First Aid: First aid will be available at the Start, Finish, and along the course. Please notify the nearest race official should you require attention.

7. Race Safety: The US Coast Guard, Sullivan's Island / Isle of Palms Fire and Rescue, Town of Mount Pleasant, Dept. of Natural Resources, and a fleet of volunteer kayakers and other safety vessels

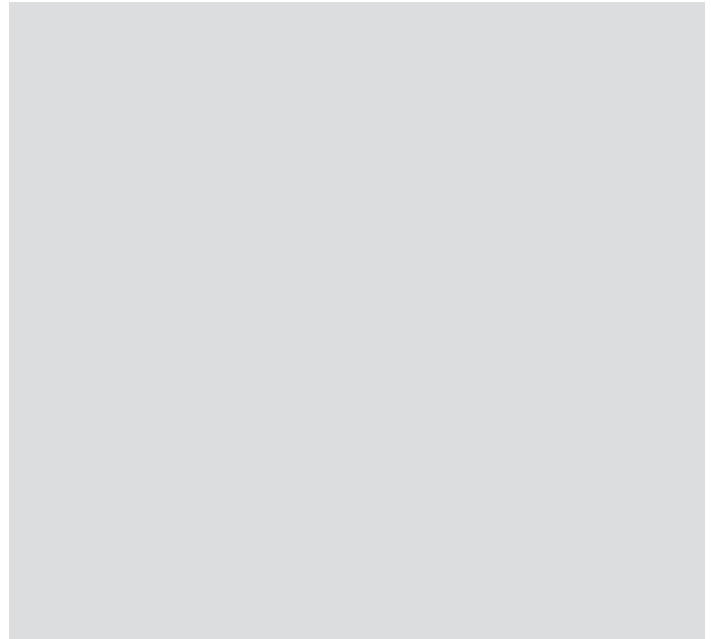


will monitor the course to ensure the swimmers' safety. There will be 5-foot tall buoys approximately every 1/2 mile and anchored boats across from the buoys to mark the course. Boats will be anchored closest to the shore and buoys will be closest to the channel. To navigate the course, you must swim in between the anchored boats and the buoys.

****** Event staff and volunteers will patrol the course on boats, kayaks, and jet skis. If a swimmer feels unable to proceed or wants to get out of the water, they should attract the attention of safety personnel.

****** If you are approached by any safety vessel / volunteer blowing a whistle, stop swimming and give them your attention. You may be in danger or off course. They will direct you accordingly.

****** Swimmers enter this event at



their own personal risk. They are responsible for their own physical condition, and are urged to train and have a medical check prior to entry. A swimmer deemed incapable of completing the course may be taken out of the water by safety officials at any time. You must comply with the directions of the race officials. Any swimmer who pulls out of the race must notify race officials immediately.

****** In case of emergency, air horns will be sounded repeatedly. Get out of the water immediately.



RULES

- All swimmers are required to wear the swim cap provided at all times during the race. Any swimmer crossing the Finish line without a swim cap will be disqualified.
- Swim for SEALKIDS utilizes WOWSA swimming's rules on swimsuits. If you are swimming the Swim for SEALKIDS for fun and are not interested in getting a time that counts towards the awards categories, then you can wear anything you want
- Flotation devices and/or equipment such as snorkels or fins are permitted, but disqualify participants from awards. Permissible gear is limited to: goggles/mask, nose clip, ear plugs, swimsuit and cap.
- Personal Escorts will not be permitted in the race course. The race officials' primary concern will be for the health and safety of the swimmers and reserve the right to disqualify individuals and cancel the event if conditions warrant.
- All swimmers must stay behind the Start Line and wait for the Starter's signals. Both an air horn and a flag are used to start the race (audible and visible signals)



AWARDS

Awards Ceremony / after party location will be at the Windjammer after the conclusion of the swim.

* Food / Beverage will be provided by The Windjammer and VFW, and live music will be provided Triangle Blue Grass, and the Blue Dogs! Race participants will receive a VIP

bracelet which allows them free food and one beer (for those of legal age) for the duration of the day.

* The awards ceremony will begin after the conclusion of the swim around 1 p.m. This is a great time to relax, rest, and most importantly re-hydrate.

AWARD BRACKETS:

1. Top 3 Male & Female OVERALL
2. 17 and Under (Top 2 Male / Female)
3. 18-25 (Top 2 Male / Female)
4. 26-34 (Top 2 Male / Female)
5. 35-45 (Top 2 Male / Female)
6. 46-54 (Top 2 Male / Female)
7. 55 and Over (Top 2 Male / Female)
8. Top Fundraisers (TOP 3 Overall)

