# Event description age group youth

100 m Obstacles

i)   With a dive entry on an acoustic signal, the competitor swims the 50m course passing 2 times under the immersed obstacles to touch the finish edge of the pool.

ii) After the dive entry the competitor must surface before the first obstacle and after passing under each obstacle.

iii) Competitors may push off the bottom of the pool when surfacing from under each of the obstacles. "Surfacing" means the competitor's head breaks the plane of the surface of the water.

OBSTACLE SWIM AND OBSTACLE RELAY (4 x 50m)

Start/Finish · Obstacles · Turn Wall
12.5m · 50m / 25m · 12.5m
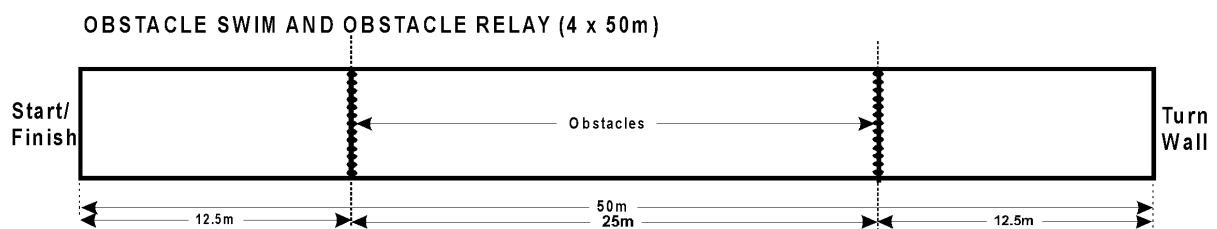
50 m Manikin carry

With a dive start on an acoustic signal, the competitor swims **35m** in freestyle and then dives to recover a submerged manikin to the surface within 5m of the pick-up line. The competitor then carries the manikin to touch the finish edge of the pool. Competitors may push off the bottom of the pool when surfacing with the manikin.

Start · Finish
50m · 35 m · 5 m
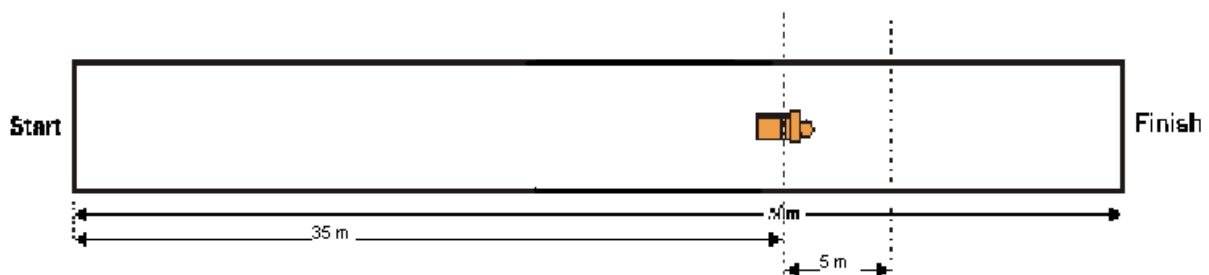
100 m Superlifesaving

i) With a dive entry on an acoustic signal, the competitor swims **40m** freestyle and then dives to recover a submerged manikin. The competitor surfaces the manikin within 5m of the pick-up line and carries it to the turning edge. After touching the wall the competitor releases the manikin.

ii) In the water, the competitor dons fins and rescue tube within 5m of the turning edge and swims 50m freestyle.

Start
Finish

50 m

40 m

5 m

50 m manikin carry whit fins

With a dive start on an acoustic signal, the competitor swims **25m** in freestyle and then dives to recover a submerged manikin to the surface within 5m of the pick-up line. The competitor then carries the manikin to touch the finish edge of the pool. Competitors may push off the bottom of the pool when surfacing with the manikin.

Start

Finish

50m

25m

5u