

VOLUNTEER ASSIGNMENTS

All volunteer positions are in two shifts. 1st shift is from start of meet until event 44 is completed. 2nd shift is the start of event 45 until the end of the meet. 8&U's will be finished after event 44. If you are a parent of ONLY 8&U swimmers, please do not sign up for 2nd shift.

Announcer (Home meets only) – This position requires someone comfortable on a microphone! You will be announcing current and upcoming races as well as general announcements throughout the meet. This is a sit down job on the lifeguard chair. Helpful if you have a good understanding on how swim meets are run.

BullPen – This is our "child wrangling" job! You will round up and organize 12 & under swimmers and send/walk them to the clerk of course. You will be holding up the large event numbers, calling out the event, and looking for swimmers (who should be seated in the bullpen unless preparing to swim). 13 & ups do not report to the bullpen.

Clean Up (Home meets only) – Responsible for putting away lane lines, backstroke flags, clerk of course chairs, walking areas, taking down starter & PA system. Please do not sign up for this if you ONLY have 8&U swimmers.

Clerk of Course – These individuals will make sure swimmers are lined up in order for their events and may take swimmers to the starting blocks (or opposite end for relays). Helpful if you have a good understanding on how swim meets are run.

Ribbon Writer (Away meets only) – You will organize timer sheets, place labels on ribbons and sort by teams. The home team will provide further instructions at the meet. Job will require staying until all ribbons have been completed.

Runner (Home meets only) – Collects timer sheets and disqualification slips and brings them to the scoring table. Will also bring water to timers, coaches and officials.

Set Up (Home meets only) – Responsible for setting up lane lines, backstroke flags, clerk of course chairs, walking areas, starter & PA system. Arrival time 5:00.

Starter (Home meets only) – Prepares swimmers for and starts each event. Operates the starting system and keeps the meet moving. This is a sit down job near the pool deck. Helpful if you have a good understanding on how swim meets are run.

Stroke and Turn Official – Ensure the rules relating to the style of swim designated for the event are observed. Helpful if you have a good understanding on how the strokes are swam legally, or are a former competitive swimmer.

Timer – Operate stop watch and record times for swimmers. Two timers to a lane; each timer uses a standard stopwatch (or Dolphin timing watch). One timer will also have to write both times. Two timers will be a designated "Backup" timers that assists if a lane timer missed the start or for RR/child swimming breaks.