

Meet Volunteer Positions:

Lane Timer:

Attend timers meeting prior to the start of the meet (both shifts must attend timers meeting). Time each race in your assigned lane using a stopwatch and/or digital timer. Record times for each race.

Backup Timer:

Manually starts 2 stop watches every race in case of a lane timer mishap.

Clerk of Course (Heating Coordinator):

Organizes and runs the heating area. Heat Heating Person to organize swimmers and keep things moving. Flips numbers on the sign for what events are on deck.

Heating/Bullpen Area:

Assist Clerk of Course (or Heating Coordinator) to get swimmers in the correct order for upcoming races. Assist swimmers from heating area to blocks.

Computer Master:

On deck working the automatic timing system software. Adjusting races when false starts occur to make sure the right race is being recorded on the computer. Takes care of all the meet technology needs at the pool.

Head Scorer:

Works with the computer master to use the meet manager software to score the meet live and get results posted and confirmed.

Scoring Table:

Assist Head Scorer at the scorers table as needed. Confirm digital times are correct, enter DQs, adjust order of finish times as needed.

Runner:

Runs lane timer sheets back to scoring regularly, collect DQ slips from officials table and run those to scoring as well.

Water Runner:

Regularly brings water cups around to all parent volunteers on deck.

Heat Winner Ribbons:

Determines the winner of each heat and hands them a ribbon when they exit the pool.

Announcer:

Announces first, second, and final calls of each event as well as any other items requested by Meet Referee. Manages music as needed, and announces records that have been set at that meet. Keeps the families on and outside of the deck aware of what is happening in the pool.

False Start Rope Dropper:

Sits at the middle of the pool and drops the rope as soon as the starter recalls the race.

Floater:

Be prepared to take ANY ASSIGNMENT. If a job is blank or someone isn't there, we will assign it to you.

Stroke & Turn Judge:

You must be a certified official to volunteer here. Attend officials meeting prior to the start of the meet (both shifts attend this meeting). Officiate races according to MHSL rules. Raises hand when an infraction is seen then calls it in to the referee over the headset.

Stroke & Turn Scribe:

Records officials calls and fills out any disqualification slips as needed.

Starter:

You must be a certified official to volunteer here. Starts and recalls races according to MHSL rules. "Take your marks..."

Deck Ref:

You must be a certified official to volunteer here. The referee for everything happening in the water. Takes all the calls the Stroke & Turn officials make and asks the scribes to write it up.

Meet Ref:

You must be a certified official to volunteer here. Is the referee for everything requiring your back to turn away from the water. Checks in with all officials and parent delegates to keep the meet fast, fun, fair, and safe. Has the final say in all officials decisions and protest committees.