

Swim Meet Volunteer Opportunities

Several volunteer positions need to be filled for each session of each swim meet that FAST runs. A sign-up sheet will be available for some time prior to the meet which will give you an opportunity to sign up for your favorite position. Don't be shy -- this is your huge opportunity to help the team!

Meet Director - must be LESI trained/registered

Volunteer Coordinator - organize/ recruit volunteers and then send reminder e-mails

Safety Director - must be LESI trained/ registered

Concessions - purchase/solicit donations of food, drinks, snacks etc. to sell at our home meets and then organize volunteers to set-up and sell these items

Hospitality - purchase/solicit or prepare food, snacks, etc. provided to coaches and officials during meets. This includes making sure volunteers at meets have beverages available to them.

Computer Operator - computer savvy required to run the computer during meets, as well as input entry data prior to meets

Heat Sheets - copy and collate heat sheets/psych sheets for sale at meets. Investigate interest in individual sponsoring events, corporate underwriting and advertising to help defray meet expenses

Awards - ordering and sorting ribbons and medals is done prior to the meets. Distribution of individual awards is handled during the meet.

Admissions - collect admissions and sell heat sheets as people enter the meet

Swimmer Check-In - oversee swimmer's event sign-in sheets

Deck Entry - coordinate entries and collection of fees from swimmers that enter events the day of the meet

Copier/Runner - copy event line-ups and results, distribute to officials, and post at set locations

DQ runner - pick up disqualification slips from officials

Head Timer - keep back-up stopwatch and coordinate timers during session

Timers - need two per lane

Clerk-of-Course - organize swimmers by heat and lane assignments for each event. A minimum of 2 people are needed for each session.

Hospitality and Concession Workers - help in concession stand or hospitality suite