

ANNOUNCER - Number of spots needed: **3 (this position has a trainee slot!)**

Our announcers work home meets only, and sit at the announcer's table on deck. They use the microphone system to announce races, swimmer names, advertisements, and other general announcements.

Announcers make their own schedule during the meet; they do not necessarily work 1st or 2nd shift, but rotate throughout the entire meet. They must be comfortable speaking in front of a crowd, able to think quickly and make last second changes as necessary, understand the flow of a swim meet, and have a generally upbeat personality.

- Announce the races and swimmers at home meets.
- Shift can be flexible.
- You get to sit in the announcer's chair, where you can watch all the races.

Helpful skills/experience:

- Ability to speak clearly and pronounce swimmers' names correctly.
- Comfortable speaking on microphone.

COMPUTER/COLORADO SYSTEM - Number of spots needed: **8**

The computer and colorado system are how we record our swimmers' times during home meets. This equipment links together, as well as with our starter and timer systems, in order to track each race. You have a front-row seat at all home meets! Once you understand how to operate the system, this job is not complicated. You do need to be able to pay attention, as the Starter will not begin the next race until the Colorado system is reset.

- Work with a team of volunteers to record the meet races using the computer and Colorado system.
- Shifts can be flexible. Volunteers can coordinate shifts and breaks, as needed.
- This can be a good job for the right new parent (see helpful skills and experience).
- At all home meets.

Helpful skills/experience:

- For Colorado, ability to work under pressure and keep track of what's happening is essential.
- For computers, computer skills are required and ability to work calmly under pressure a big plus.

FUNDRAISING - Number of spots needed: **n/a**

- For the 2020 season, the Stingrays Board of Directors is currently handling the Fundraising committee. IF YOU ARE INTERESTED IN TAKING OVER, please let us know!

HOSPITALITY - Number of spots needed: **8**

Hospitality volunteers are responsible for keeping our deck volunteers fed, hydrated and happy during their shifts. They provide water and snacks, preparing the items and then distributing them around the deck. Hospitality works shift 1 and shift 2, however shift 1 will usually need to be in place a little early to help prep and set up. Shift 2 will clean up at the end of the meet.

- Serve refreshments to volunteers "on deck" (timers, computer staff, ready bench, etc.).
- Prepare food and clean-up for 30 minutes before/after meet.
- Assist chair with buying and preparing food at home before meet.
- Morning or afternoon shift for all home meets.

PHOTOGRAPHY - Number of spots needed: **3**

Our team photographers often go unnoticed, until you find a fun photo of your swimmer in the weekly emails! Our team photographers take photos of our team throughout the entire season, and load photos to a shared account for members. You will work closely with our Photography Chair to coordinate.

- Take photos of families, volunteers, swimmers, and coaches throughout the swim season at meets, special events, and practices. (For a slide show that we show at the Awards Ceremony).
- Manage taking photos of multiple age groups and be responsible for having at least one photo of every swimmer in your assigned age group.
- Expect to spend 10-15 hours at this job and commit to the entire season

Helpful skills/experience:

- Have a DSLR camera, have internet connection, & know how to use Drop Box

READY BENCH - Number of spots needed: **12**

The ready bench is responsible for organizing swimmers as their races are coming up, placing swimmers in their heats and lanes in the designated area, and making sure that they get up to the blocks at the start of their race. Ready bench is very important for the pace of the meet, as a hold up on ready bench will hold up the entire meet. You must be able/willing to learn how to read a meet sheet, able to keep calm under pressure, and able to help keep the stress level down. Ready bench is not complicated once you get the hang of it, but can be very loud. It's important to be able to keep your cool; if you tend to get stressed by noise or chaos, then ready bench is probably not for you! The best ready bench people will also be sure to remind the swimmers of what races they're swimming, particularly for new or younger swimmers.

Ready bench works one shift (shift 1 or 2), and can work both home and away meets. Reliable, kind, knowledgeable ready bench people are so valuable!

- Organize and line up swimmers on the bench for heats.
- Work 1st or 2nd shift for home and away meets.

Helpful skills/experience:

- Prior experience working on deck highly recommended.
 - Ability to read and understand heat sheet.
 - Strong leadership skills and can remain calm under pressure.
- ***This is not a good choice for the parents of young children.

RIBBONS - Number of spots needed: **6**

Ribbons and awards is one of the few team jobs that is not working during a meet. Under direction of the Awards committee chair, they will make sure that swimmers receive all of their awards and ribbons throughout the season and often complete their jobs at home. Please note: awards committee jobs are incredibly limited, and often filled by those returning to the committee year after year. This job may not be available for sign up!

- Attach labels to ribbons with race results for all meets.
- Distribute in swimmers' file folders within a week of each meet.
- Help set up recognition rewards for swimmers at Awards Night.

Helpful skills/experience:

- Neat printing for writing on ribbon labels.

RUNNER - Number of spots needed: **4**

Runners are responsible for walking the deck throughout their shift, and collecting DQ slips and sheets from timers. They then deliver these items to the officials' tables.

- Walk time sheets and disqualification sheets from Timers and Stroke & Turn to scorers' table.
- Work first or second shift for 3 home meets.

- A great position for new parents who like to stay active and see what goes on at various levels at the meets and to get to know all the different parent volunteers.
 ***Because this position requires the volunteer to be very active, it is not good for the parents of young children.

SET UP - Number of spots needed: **16** - total for Set Up and Take Down

Set up and take down work home meets, setting up and then tearing down the entire meet. Set up must be able to arrive at the meet with the sun; this shift often begins around 5:30am. For take down, many hands make light work, and families will often stay to help make this go by quickly, returning all items to the shed and cleaning up the pool area. Set up and take down do not work away meets, nor do they work during the meet itself (the exception to this is if something breaks, we may ask one of our knowledgeable set up crew members to help fix it).

- Set up all equipment for 3 home meets—computer system, shade structures, snack bar tables, etc.
- Very early morning position. Set up is done before swimmer check-in (Approximately 6:00-8:00 am). BUT - You arrive early, so you get prime parking spot and first choice on where to “camp out” for the meet and you are free for the entire meet. (This can be a great position for new parents or parents of young children.)
- Help at Champs.

NOTE: This is a fun crew that always needs more hands to help! Please consider coming to help with setting up even if you have another volunteer shift that day.

Helpful skills/experience:

- Willingness to wake up VERY early and handle some heaving lifting.

SNACK BAR/BARBECUE - Number of volunteers needed: **20**

Snack bar works one of three shifts: shift 1, shift 2, and an early shift beginning at 6am to set up and prep. Snack bar is responsible for one of our largest fundraising efforts! They will prepare and sell food and drinks, and often smaller swag items as well (i.e. cups, stickers, etc).

- Sell food, snacks, and drinks at all home meets.
- Operate BBQ when needed for meets (1-2 people per shift).
- Replenish and put away food and supplies, and communicate food orders with BBQ crew.

SPECIAL EVENTS - Number of spots needed: **8**

Special events committee members help to plan/execute our many events that are held throughout the season. Under direction of the committee chair, the committee members will come early to our various community building events to help set up, and stay to clean up afterward. Many hands make light work!

- Coordinate team special events, (i.e. Sting-a-Thon, Champs Breakfast, Awards Night, etc).
- There are no shifts for this position. Volunteers coordinate with each other to plan events.

Helpful skills/experience:

- Creative and enthusiastic “party planner”—Great for Martha Stewart types!

STARTER - Number of spots needed: **3 (this position has a trainee slot!)**

The starter is almost solely responsible for the pace of the meet. This is the person that starts every race. Consistency is key as a starter; it's important that the swimmers know exactly what to expect at the start of every race to lower the chances of DQ's for false starts. The starting blocks are not where we want our swimmers to be surprised! The starter is responsible for

watching every lane at the start, making sure that the swimmers are still and ready to jump off the blocks, and is also responsible for disqualifying swimmers at the start of the race.

Starters only work home meets, and work one of two shifts (shift 1 or shift 2). New starters must be trained by our current starters before flying solo.

- Start each race using the Colorado Starting System.
- Announce event and heat at start of race. This is the person who says, "Swimmers step up, take your mark, go!"
- Watch for false starts, Starter is in charge of false start DQ.
- 1st or 2nd shift for all home meets.

Helpful skills/experience

- Ability to speak clearly on microphone.
- Understanding that the Starter is the person who really keeps the meet moving!

STROKE AND TURN - Number of spots needed: **8 (this position has a trainee slot!)**

Stroke & Turn (s&t) is responsible for ensuring that the swimmers are swimming their strokes legally. They study swimmers in their assigned lanes during the races and write a DQ (disqualification) slip if a swimmer does something that makes their stroke illegal. Essentially, stroke & turn is ensuring that all swimmers are held to the same standards, and the DQ slips given are then an opportunity for both the swimmers and coaches to learn from.

Stroke & Turn works both home and away meets, and requires training/shadowing. The Stingrays meet referee will determine when a stroke & turn judge is ready to fly solo. Stroke & turn do not always follow traditional shifts, but sometimes (depending on the meet referee) will rotate in and out throughout the meet.

- Watch swimmers and judge legality of strokes and turns during races.
- Complete disqualification slips, if swimmer does not meet compliance requirements of race.
- Work one of 3 shifts for each meet, both home and away.

Helpful skills/experience:

- Swim team experience as stroke and turn judge or swimmer.

TAKE DOWN - Number of spots needed: **16** - total for set up and take down.

Set up and take down work home meets, setting up and then tearing down the entire meet. Set up must be able to arrive at the meet with the sun; this shift often begins around 5:30am. For take down, many hands make light work, and families will often stay to help make this go by quickly, returning all items to the shed and cleaning up the pool area. Set up and take down do not work away meets, nor do they work during the meet itself (the exception to this is if something breaks, we may ask one of our knowledgeable set up crew members to help fix it).

- Take down equipment after home meets and place items in storage unit.
- Take down begins after the meet ends (approximately 1:00-2:30pm for an hour or so).
- At all home meets.

NOTE: This is a fun crew that always needs more hands to help! Please consider staying to help with take-down even if you have another volunteer shift that day.

Helpful skills and experience:

- Willingness to work after the meet ends and able to handle some heavy lifting.

TEAM PARENT - Number of spots needed: **24**

Team parents, especially for our younger swimmers, are a critical part of a swim meet. Team parents are responsible for their assigned age group of swimmers (along with, ideally, 3 or 4 other parents per age group) throughout the entire meet day, from the time that we arrive until their swimmers finish their last race. The swimmers (and their parents) come to rely on our team parents to help guide them through the meet, and look for them when they're not sure what to do. Team parents will have a list of what each swimmer will race in that day, and writes the events on the swimmers' arms. Then the team parents will escort their group to the ready bench in plenty of time to be seated for their races, and search for any missing kids. The best team parents are present for as many meets as possible so that the swimmers get to know them, and vice versa. Being a team parent is not a difficult job, but it can be demanding. Although team parents work throughout the entire meet (both home and away), there is a lot of downtime and you remain with your swimmer the entire day. This can also be a good job for new families and those with small children, as you are not gone from your tent for an entire shift and can take younger children with you. Having a reliable group of team parents is incredibly valuable to the entire team!

- Provide leadership to swimmers in a particular age group (ages 12 and under).
- Write names event, heat, and lane numbers on each swimmer's arm at all meets.
- Make sure swimmers get to the ready bench in time for their races with all their gear (caps and goggles).
- Typically works all meet, but has a lot of down time.

Helpful skills/experience:

- Be comfortable supervising large groups of children for short periods of time.

TEAM TENT - Number of spots needed: 4

Team tent encompasses check-in for swimmers and volunteers (which is it's own shift, beginning at 6am), and then work one of two shifts manning the tent in order to distribute information, sell and distribute any items we are currently selling (gear, raffle tickets, etc), and be a general resource for the team. The team tent will also listen for which events are currently being called to the ready bench and ensure that the head team parent knows which swimmers need to start getting ready. They also have a copy of the meet sheet for older swimmers (and anyone else) to check their races, and post results as needed. Essentially, the team tent is the source for all things Stingrays!

- Assist with check-in as needed during 1st shift, shift 1 starts a little earlier than regular shift 1.
- Be a source of information. Team Tent holds information on fundraising, purchasing team gear, upcoming meets, special events, etc. (Will have walkie-talkie and can call for more information if needed).
- Call out events for ready bench, change chalkboards/signage, post heat sheet and results as available.

Helpful skills or experience:

- Dependable volunteer, who will arrive for shift on time. Friendly and welcoming!

TIMERS - Number of spots needed: **36**

Timers work one of two shifts (shift 1 or shift 2) on deck, timing the races. Each timer is assigned to a specific lane with 2 other people. Timers work both home and away meets, and

must be comfortable using a variety of timing systems (stopwatches, plungers, app-based) and willing to learn on the spot. Timers have a front row seat to the events but must be able to pay attention to their own lane so as to record accurate times for their assigned swimmers. We need timers at both home and away meets.

- Operate timing buttons and stop watches for races.
- 1st or 2nd shift for all meets.

Helpful skills/experience:

- Strong hand-eye coordination, lightning quick reflexes.