

## Flying Fish Swim Team – volunteer job descriptions

There are lots of way you can volunteer.

Commitment is to volunteer for **at least three full meets** during the season.

**REFEREE:** Training required - Runs the whole meet....runs all the officials meetings (starter, timers, judges), coordinates with the person inputting data into the computer, and handles any protests and the like.

**STARTER:** training required - Sets up/ charges/ runs the starting equipment....starts the races, sets the tempo!

**JUDGES: Stroke & Turn** Training required - **STROKE** judges watch the pool from flags to flags, **TURN** judges are responsible for starts, turns, relay hand offs and finishes. 8 trained people would be great so that not all judges have to work each and every meet.

**CLERK OF COURSE: aka Zoo Keeper** – A super important position – Makes sure the correct kids are in the correct places at the correct time. Helps organize the kids in the zoo/holding pen. Gets the right kids lined up at the right time – ready for someone else to walk them over to the start line.

**Clerk of course helpers:** we need at least three to help the zoo keeper for each meet. Walks the kids over to the start and make sure they stay in order. Help to find missing kids.

**HAPPY HUT:** works to sell heat sheets (if we have them), runs 50/50 raffle (if we run one), helps sell apparel, whatever other odd jobs there may be. Basically a body in a central location that people (home and away team people equally) can find quickly and easily

**TEAM SCORER:** Inputs data into the computer, make last minute changes to heat sheets, works with coaches and team reps to make sure that last minute changes are by the rulebook. Works with ref to print heat sheets, get signatures from judges and other officials to ensure validity of the meet.

**Team Scorer helpers:** the helpers will assist in verifying data, helping cross reference and making sure the numbers coming in from the timers look correct/are present and are averaged – ready to give to the team scorer.

**ANNOUNCER:** handles announcements over the microphone, music, watches the cues from the ref and starter.

**AWARDS:** Get to sit in the AC inside, at about the breast stroke they should meander towards the clubhouse (1 or 2 people), and they will take the stickers, put them on ribbons and drop them right into the black box/ family file. **Good volunteer opportunity open to someone that has small children/broken leg etc. etc. If you are able bodied and can possibly do something else then that would be great!**

**HEAD TIMER:** Deals with timers. Runs the timer meeting, handle extra watches in case there are malfunctions, works with Ref to make sure timers are ready at the start of a race.

**TIMERS:** no training required - must have 2 working thumbs to operate stopwatches. Checks that the recorded times are recorded for the correct swimmer.

**RUNNERS:** good to have 2, one for each side of the pool. If they only work half the meet, then you need 4. Otherwise they're dodging timers, refs and judges and the meet slows down. Basically, they collect DQ slips from all and take them to the ref – then collect signed slips from the ref and pass them to the scorers.

**CONCESSIONS:** concession lead will help coordinate volunteers here. Help to buy, prepare and sell food /refreshments and distribute water etc. Mostly inside in the AC. Manning the grill.

**Set Up:** at least 5 people needed to help set up the pool for a meet.

Just because someone has been doing a job for a while doesn't mean that you can't take a turn or train towards that job. If you are a new volunteer, we recommend you try a few different things to see which job suits you best. Don't worry if you have small kids to look after too. Kids have big fish to help look after them during meets and we all work together to make sure the kids are taken care of. It takes a village – or, in this case, a neighborhood. We are Cheshire!