

O'Fallon Breakers Volunteer Job Descriptions

STARTER: Starts each event with the announcement of the age and stroke and the words "SWIMMERS TAKE YOUR MARK", pauses to make sure that all swimmers are motionless, and then gives an electronic sound or a blast of a whistle. He/She shall be the sole judge of FALSE STARTS and all false starts shall be restarted. *This individual must be trained for this position.* Assigned to work for one half of the meet.

STROKE JUDGE: Requires prior certification through the MWSC, whose clinics cover the legality/basics of each stroke. There are four stroke and turn officials at each meet; two from each team. The Stroke and Turn Officials watch 3 lanes each and make sure the strokes are done legally. *Training is required for this position (a training clinic will be scheduled at our pool prior to the first meet of the season).* Assigned to work for the entire meet with regular breaks being rotated in.

BACKUP TIMER: Prior experience as a timer is required but no certification is needed. Head Timer is responsible for assuring that all timers have started their watches at the appropriate time and recorded their times accurately, collecting all timesheets after the race, and providing timers with support as needed. Backup Timer also starts two extra watches in case they are needed by other timers. Assigned to work for one half of the meet.

LANE TIMERS: There are 3 timers in each lane. The primary responsibility is to start the watch at the start of the race and stop it when the swimmer touches the wall. One of the timers records all three times after each heat and circles the middle time, which becomes the official time for that lane. You get the best seat in the house with this job -- no experience is required. Assigned to work for one half of the meet.

RUNNER: Responsible for obtaining the completed event sheets and DQ forms for each race from the timers and judges. The sheets and DQ forms are delivered to the scoring table in the pool office. Runners should have good tennis shoes that work well on slippery wet surfaces. Assigned to work for one half of the meet. This job keeps you moving around at the poolside and the time passes quickly.

COMPUTER OPERATOR: Responsible for entering data from time cards and verifying data entered. Assigned to work for one half of the meet. With this job, you see the race results before anyone else. **AND YES, IF YOU ARE WORKING THE COMPUTER, YOU CAN STEP AWAY TO WATCH YOUR CHILD SWIM.** Assigned to work for one half of the meet.

RIBBONS: Places labels (from official scorer) on ribbons; sorts and files ribbons into swimmer file folder. Assigned to work for the entire meet. This job keeps you sitting down and out of the sun but may require you to keep working for a short while after the meet is over.

BAKE SALE: Sells concessions at our bake sale table. Helps set up and tear down concession stand. Assigned to work for one half of the meet.

SET UP: Sets up the pool area for the swim meet. Moves deck chairs, starting blocks, sets up canopies, starter stand, sets up bull pin chairs. This position requires arrival at 5:00pm on meet days prior to home meets.

CLEAN UP: Cleans up the pool area after the swim meet. Moves deck chairs, breaks down canopies, moves tables, replace bull pin chairs and ensures garbage bags are pulled for lifeguards. This position requires staying around for approximately 30 minutes following the meet.

CLERK OF COURSE: Escort the swimmers in lane assignment and heat order from the Bull Pen area to the starting end of the pool. Assigned to work for one half of the meet.

BULL PEN: Responsible for checking in swimmers prior to their events by verifying their names against heat sheet. Assures swimmers know which lanes they are swimming in and directs them to the Bull Pen Area. Assigned to work for one half of the meet.

HOSPITALITY: Walks around the pool area with coolers of water and/or soda and provides to coaches, and meet volunteers. Assigned to work for one half of the meet.