

Volunteer Job Descriptions

It takes at least 40 adults on the pool deck to conduct a swim meet. In general, each team fills roughly half of these positions. Here's what those adults do:

Timers

20 timers are needed to run a meet—a chief timer, an assistant chief timer, and 18 individual timers (3 for each of the 6 lanes). If you have an opposable thumb and a working index finger, you can time! Timers start their stopwatches when the strobe light flashes at the start of each race, and they stop them when the swimmer in their lane touches the wall. All three times are recorded, and the middle time is the “official” time. The chief timer and assistant chief timer must be experienced, and are responsible for ensuring accuracy.

Clerk of Course

1 chief clerk of course, 1 assistant chief clerk, and 2 helpers are responsible for assembling swimmers in the designated area in order of events; holding the swimmers ready on the deck, instructing the swimmers to wait behind or adjacent to the starting position until the Starter takes control of the race, and reporting the number of swimmers checked in but failing to report for each event.

Marshals

2 marshals (at a minimum) are posted on the pool deck to ensure swimmers and spectators don't impede the conduct of the meet or endanger others. Mostly, you point swimmers in the right direction and keep them out of the timers' area.

Table Workers

1 data coordinator (sometimes 2—1 from each team) enters finish times into the meet database, 1 place recorder and 1 assistant place recorder sort time cards in finish order and resolve discrepancies with the chief timer or referee, 1 verifier and 1 assistant verifier cross-check the place recorders, and 2 ribbon/awards persons complete the ribbons.

Relay Take-Off Judges

4 judges, two at each end of the pool, observe relay teams to determine whether each swimmer's start are fair and proper. In general, experienced timers or stroke and turn judges serve as relay take-off judges.

The following positions require training and certification:

Stroke and Turn Judges

4 judges, two at either end of the pool, observe each race to ensure swimmers follow proper stroke, turn, and finish technique. You get to ensure that races are fair and the rules for each stroke are equitably applied. That means recommending disqualification if a swimmer breaks established rules. You must be certified in order to be a stroke and turn judge.

Starter

1 starter ensures fair and proper starts for each race, providing mandatory information about the race and ensuring each swimmer is in proper position before blasting the horn and strobe light to get each race going. You must be certified to be starter.

Chief Judge

1 chief judge assists the referee running the meet. You must be certified to be a chief judge.

Referee

1 referee runs the meet, ensuring that the meet is properly conducted, the rules are properly enforced, and, to the maximum extent possible, that the swimmers have uniformly fair competitive conditions. You must be certified to be a referee.

And that's the gist of it. Home meets also include a snack bar—our **Flipper Café** is staffed by additional volunteers. Home meets also require **set-up** the night before (and morning of) each meet and **take-down** when the meet is over. We entice you with food to come out and help set up the pool. It doesn't take long.