

2008 Washington Water Jets Home Meet Volunteer Opportunities

Please complete and return to the Parent Board Mailbox no later than Wednesday, June 11, 2008.

Name: _____

Phone /Cell Numbers: _____

Email: _____

Contact: Rhonda Koller @ 251-7483 or vp@washingtonwaterjets.com

Job Description	# needed	Home Meet/Event Date						
		Th. 6/12 Time Trials	Th. 6/19 vs. Metamora	Th. 6/26 vs. Wedgewood	Tu. 7/1 vs. Morton	Tu. 7/8 vs. Eureka	Tu. 7/15 vs. Tremont	Tu. 7/22 vs. Pekin
Set Up	5-10							
Announcer	1							
Starter	1							
Head Timer	1							
Timers	12							
Runners	2							
Scorers	3							
Heat Cards	2							
Bull Pen	2							
Ribbons	4							
Place Judges	6							
Tear Down	5-10							
Help In Any Way	5-10							

Additional forms are available at www.washingtonwaterjets.com if more than one family member would like to volunteer.

Welcome to the 2008 swim season! We are looking forward to a great year. We have six home meets this season and it is the host team's responsibility to supply meet volunteers; it takes 30 – 40 volunteers to run each meet! This is impossible without the help from each and every family. Each family is asked to volunteer for at least 3 swim meets. Moms, dads, grandparents, aunts, uncles, older siblings, and even friends are welcome to help. The following information is provided for you to become familiar with the volunteer opportunities available. Please review and consider in which area you'd most like to volunteer. Don't be afraid to try; there's something for everyone and instruction is provided. We appreciate all volunteers and thank you in advance for your support. Volunteer opportunities are as follows:

Set Up (5-10) Get out all supplies need to run the swim meet. Includes lane lines, announcers speaker, tables, chairs, flags, stopwatches, computer, etc.

Announcer (1) Welcomes everyone in attendance, announces any and all information pertaining to the swim meet. The most important task is to call swimmers to the bullpen prior to each event. When time permits, the announcer can also announce names of the swimmers in each lane, the winners of the races, record-breakers, and occasionally announces the score (as provided by the scorers).

Starter (1) Calls out the event number, age group, and stroke. Instructs the swimmers to step up on the starting block, to take their mark, and then starts the race. This person has a terrific view of all the races.

Head Timer (1) Responsible for ensuring that all timers have accurate and working stopwatches. Clock every race as a back-up, in the event a timer's stopwatch has failed. If a timer misses the start, he/she will raise their hand so the head timer can bring them the back-up stopwatch. This job allows you to be on deck... close to the swim lanes. It's one of the best seats in the house!

Timers (12-18) This job requires the most volunteers. It is a very important, but easy job. As swimmers report to their assigned lane for the race, they give the timer a card that indicates their name, lane, heat, and event number. Timers should be sure the swimmer is the right event, heat, and lane. Keep swimmers off the blocks until the starter calls their race. Timers clear their stopwatches and wait for the starter to start the race. Just push start when the light flashes and push stop when the swimmer touches the wall. One timer records both times on the swimmer's card. The Runner collects the cards after each event. Swimmers may ask for their times; just tell them what your stopwatch read. Talk about being close to the action... and you really get to know the swimmers!

Runners (1 or 2) Like the name suggests, runners move quickly after each race, taking the cards from each timer, putting them in place order, and delivering them to the scorers' table. It's great exercise!

Scorers (3) Records results (times, places and disqualifications) accurately, and calculates scores. This job allows you to sit poolside for the entire meet... and you don't even have to bring your own chair!

Bull Pen Workers (3-4) The bullpen is the staging area for each event. Workers are responsible for helping direct the children to where they are supposed to be for each event. A stack of cards (pink for girls, blue for boys) is provided to the bullpen by the coaching staff. Workers find the children, distribute their cards, and organize them by lane and heat specifications. They will then be called to the starting blocks when the starter and timers are ready. This is fast moving and requires continuous organizing in order to keep the meet running smoothly. The older, more experienced swimmers are more aware of the routine and do not require as much direction as the younger children. Relays do require added attention and more care. Swimmers should be kept in the designated team area so they are easy for bullpen workers to locate. This job is another great one for getting to know the children!

Ribbons (2-3) Responsible for getting the appropriate ribbon label filled out and placed on the back of the ribbons for each swimmer and each event. Ribbon writers are seated at the scorers' table. This job, too, allows you to sit poolside for the entire meet... and you don't even have to bring your own chair!

Place Judges (6) Each judge is assigned a lane; at the conclusion of each race, the place judge indicates by show of fingers to the timers of their lane, the place that person finished. This information is used in conjunction with the stopwatch times to accurately "place" the finishes.

Tear Down (5-10) Put away all supplies from the swim meet.