

Falcon Swim Club – Volunteer Jobs

Back-up Timer – Back Timer starts a watch at the beginning of each race using the same instructions as the timer and records time for any person who has a mishap with timing their particular lane. Back-up timer should notify the lane timers that you will be the back timer so they know where to find you.

Bullpen Helpers – These people help line up the swimmers in the correct order for their events. They also monitor behavior on deck and make sure the kids know what event they are swimming and what lane they will be swimming in.

Clean –up Crew – These individuals will help clean up the pool, locker room area and hallways of any trash. Gloves will be provided.

Concession Stand – Sells concessions items at the home meets. Collects parent donations and checks off for each donation. 2-3 people per half session are needed so that you can take a break and watch your swimmer when he/she is up for an event.

50/50 Raffle – Sells 50/50 raffle tickets up until half-time break. Only home meets.

Locker / Hallway Room Monitor(s) – These individuals will periodically go through the locker rooms and hallways to make sure kids are behaving and respecting school property.

Meet Coordinator - The overseer who makes sure all volunteer jobs are filled and that things run as smoothly as possible. Must be willing to approach people at the meet to help fill jobs at the last minute. This would be a person who knows many of the faces around the pool. The Meet Coordinator needs to be familiar with all the positions, and be able to draft helpers and give rapid on-the-job training.

Place Judge – Stands at the finish end of the pool and marks who finishes in what place. Place is usually determined by the swimmer's time, but if two swimmers tie according to the stopwatches, the Place Judge results may be used to overrule the timeclock.

Runner – This person collects all timing sheets/slips from the timers and takes them to the scoring table. They also collect any DQ slips from the Stroke & Turn Judges and give them to the scoring table.

Scorekeeper – This individual counts up the points for each team during the meet and enters into a computer. Special training needs to be provided before volunteering for this position.

Starter –The starter runs the meet and operates the “Start System” to make announcements, calls the swimmers up for their events, combining events when possible to expedite the meet. The starter judges false starts and makes sure that the backstrokers feet are underwater before the start of the race. Special training is required. This position requires previous experience or special training.

Stroke and Turn Judge – Each team is expected to supply 2 judges per meet. These judges watch the swimmer's form and must disqualify the swimmer if the stroke does not meet stated criteria. If you are focused and decisive than this a great position for you. Our team is always in desperate need of good stroke and turn judges. Special training is required and training sessions are usually held by the league at the beginning of each session season.

Timer – This is the job that requires the most number of volunteers. Using a stopwatch provided by the team, the timer starts the watch using the strobe light of the starting machine as the starting signal and stops the watch when any part of the swimmer touches the wall. There is timer from each team working the lane, but the home timer writes both times down on the clipboard paper and gives it to the runner. Generally, we need 12-14 timers for a dual meet. Brief training is all that is required.