

Villa Park Mariners

MEET VOLUNTEER POSITIONS

Volunteers are needed for all of our meets (Home and Away). Neither our team nor the meets would be able to run smoothly without the assistance of volunteers. To assist you in choosing volunteer opportunities that would best suit you, a list of meet volunteer positions and job descriptions are listed below. Volunteers are asked to check-in with the Volunteer Coordinator 20 minutes before the start of the meet or their shift, unless otherwise noted. **You must volunteer for 5 regular season meets and one conference meet to get 50% off next year's team swim suit.**

Announcer: *Work on pool deck and announce event number and description, heat number, and any other special announcements that are necessary during the sessions. (HOME)*

Bull Pen: *Oversee bullpen area where swimmers are to remain between their events. Stage and seat swimmers in the clerk-of-course area prior to their events according to the meet line-up sheet. Bull pen volunteers must check-in 30 minutes after start of warm-ups, and are on deck for the entire meet. (HOME and AWAY)*

Clerk of Course: *Receive event cards from home and visiting coaches, merge the two decks by lane within event. Once meet starts, get swimmers into order by lane number, distribute event cards, make suggestions to starter on whether events can be combined due to low number of swimmers in a comparable event. (HOME)*

Finish Judge: *Record the order by lane number in which the swimmers finished the races on a blue card. (HOME and AWAY)*

Hospitality: *Throughout the session, provide water to officials, coaches, timers, and other workers on the deck. (HOME) This is a great volunteer opportunity for those with small children as they can walk with you and assist.*

Merchandise Sales: *Prior to arrival of visiting team, set up merchandise to be sold. Conduct sale of merchandise, record items sold as they are sold. Near end of meet, pack up unsold merchandise, count money, and turn in money and unsold items to meet director. (HOME)*

Ribbons/DQ Notifications: *At home meets, sit at scorer's table and issue ribbons to the visiting team for 1st-3rd place finishers on individual events and 1st place only on relays. At away meet, receive ribbons from home team ribbon person and ensure correct ribbons are received. At both home and away meets, receive all DQ cards and write notification slips for swimmers and DQ information for coaches.*

Runner: *At the end of an event, gather event cards from the head timer at each lane, disqualification cards from referee, starter, stroke, and turn judges and bring them to the scorer's table. (HOME)*

Scorer/Recorder: *At home meets a head scorer and two recorders are required. At away meets only two recorders are required. The head scorer will determine official results and award points for each race based on the information on the event cards, disqualification cards, and lane finish cards. The recorders will write this information on the results sheets. (HOME and AWAY)*

Starter/Referee: *Certified volunteers who officiate events during the meet. This position requires training classes and experience as a timer/scorer and judge. At away meets, only a referee is required. (HOME and AWAY)*

Stroke and Turn Judges: *Certified volunteers who officiate the swimmers during the events. This position requires a training class to be taken. (HOME and AWAY)*

Timers: *Works on deck recording the swimmer's times from results cards given to timers by the swimmers. Training is provided for this position at the meet. To work as a timer in a conference meet requires a class to be taken (HOME and AWAY)*

Turbo Turtle Races: *Two people to set up the Turbo Turtle Table, keep track of the race number of each turtle 'adopted' and the name of the person who adopted the turtle. Get the race set up and take it down (older swimmers help with this), announcing race winners, and distributing prizes. (HOME)*