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*Congratulations! You are now an official swim team parent! But, what does that mean? Are you new to swimming? Need some information on what to expect at a meet? What to expect as a volunteer? Below is some information that may make things easier and what roles you can play at the swim meets!*

**VOLUNTEER OPPORTUNITIES**

Parent Volunteer Jobs – Our parent volunteers are an important and valued part of our swim and dive team family and play a key role to help meets run smoothly. In order to run meets successfully, we require that all families volunteer at least 3 sessions (1 session = 1/2 meet) throughout the course of the summer. There are 2 convenient ways to sign up: 1) Through our team unify site ([www.ftsharks.com](http://www.ftsharks.com)), choose “Events”, click on the specific swim meet "event" and sign up for a job of your choice; Or 2) You can contact Lindsey Cook at lindseyj.cook1@gmail.com 859-916-0090.

Listed below is a brief description of the volunteer positions that need to be filled for every meet. None of the jobs are especially difficult and simple training is provided as needed; however, some of the positions do require attending special training sessions and some positions are better suited for our more experienced swim parents (head timer for example). If you are brand new to the summer swim league, the jobs of timer, runner, set up, take down, critter getter, ribbons and concessions are good places to start.

ANNOUNCER: Announces first, second and final calls for each event. Works closely with the starter to keep the meet running smoothly. The announcer will need to anticipate flow based on the number of swimmers, the stroke, the number of lengths to be swum, and the age of the swimmers. Training is required for this position.

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.

STROKE JUDGE: Typically, there are 2 pairs of stroke judges, each pair comprised of volunteers from both teams. Each pair of judges is assigned a side of the pool. Judges only rule on infractions on their side of the pool. They observe strokes, turns, and finishes to see that swimmers comply with requirements for that stroke. Training is required for this position.

PLACE PICKER: Place Pickers are responsible for watching each race and noting the order of finishes. For timing discrepancies, the place pick will be the determining factor. No technical swimming experience or training required.

HEAD TIMER: Organizes and briefs the Lane Timers on their duties prior to the meet and is in charge of the lane timers throughout the meet. The head timer has the authority to remove and replace any lane timer, with the approval of the home meet director. Previous experience required for this position.

LANE TIMERS: Records the swimmer’s time with a stopwatch provided by the team. Each timer is provided a stopwatch and assigned a lane; there are two timers for each lane. Both times are recorded on the heat sheet provided to you. Timers are assigned to work for one half of the meet. This job gives you the best view of the pool and the swimmers during their races. No previous training needed!

CRITTER GETTER: They are the key to keeping a meet on schedule, particularly with the younger age groups- 8 & Under/9 &10. Responsible for lining up the swimmers by event, heat and lane and getting them to the starting blocks in the correct order and on time. Assigned to work for one half of the meet. This job gives you the chance to see your swimmer immediately before his/her event. This position is not recommended for parents new to swim team.

RUNNER: Responsible for obtaining the completed event cards and DQ forms for each race from the timers and judges. The cards and DQ forms are delivered to the scoring table. The job title is very descriptive. 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 SCORER: 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.

ASSISTANT COMPUTER SCORER: Marks the official time for each swimmer, records the order of finishes and verifies the computer results. Assigned to work for one half of the meet. With this job, you see the race results before anyone else.

AWARDS CLERK: Places labels on ribbons; sorts and files ribbons into swimmer file folder. Assigned to work for one half of the 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.

SNACK ATTACK/BAKE SALE: Help the bake sale coordinator price, package & sell baked goods (only for home meets).

\*There are additional and different volunteer needs for diving meets available.