Swim Team Meet Schedule 2017

June 22nd	WRAC at **Cashmere***
June 29th	Cashmere at Ephrata*
July 6th	Waterville at **Cashmere***
July 13th	Quincy at **Cashmere***
July 19th (Wednesday)	Cashmere at Leavenworth*
July 29th (Saturday)	Champs at Wenatchee City Pool**

*Arrive at pool ready to swim by 5:30 pm, meet starts promptly at 6 pm. Meets usually go until 10 pm.

**The Championship meet will start in the morning; times will be announced at a later date. This meet will last most of the day.

Volunteers are needed to work at **Home Meets** and at Champs.

Please understand that every family is expected to provide a volunteer. If you have little ones, please try and partner up if possible with another family so that you can help volunteer. We all have kids in the swim meet, and we all want to watch them swim, however, the meet won't happen without the workers. Thank you for remembering this when we assign you a job.

Swim Meets are LONG...working also helps the hours fly by!!!

Plus...you often get front row viewing with your volunteer job! Better than standing off in the crowd!

See...now you can't wait to pick your job.

Turn over this page and find the perfect fit for you!

Brief Description of Volunteer Jobs at the Swim Meets:

ANNOUNCER: Announces first, second and final calls for each event. Announces other pertinent information such as scores, results and general club information. Works closely with the Clerk of Course to keep the meet running smoothly.

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. This individual must be trained for this position.

EVENT BOARD: Works closely with the Starter. Keeps the board current during the meet.

STROKE & TURN JUDGE: Judges 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.

Stroke & Turn Judges can check out the following websites for guidelines:
http://www.wvssl.org/web_images/stroketurnregs.pdf
https://www.youtube.com/watch?v=xwUMjFCvAxQ

PLACER: This volunteer determines the order in which the swimmer's finished in the heat. There are three Placer Judges at every meet, two people from the home team and one from the visiting team. All three judges at the end of the heat must come to a consensus on how the swimmer's finished. You will write the order on a note card and then hand it to the runner. This volunteer has a front row seat at the finish line.

TIMERS: Records the swimmer's time on provided lane sheets. Each timer is provided a stopwatch and assigned a lane; there are two timers for each lane. This job gives you the best view of the pool and the swimmers during their races.

CLERK OF COURSE: 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. 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.

WRANGLERS: Works with Clerk of Course to help organize kids for relays.

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. Runners should have good tennis shoes that work well on slippery wet surfaces. This job keeps you moving around at the poolside and the time passes quickly.

COMPUTER: Responsible for entering data from time cards, judges slips and verifying data entered. With this job, you see the race results before anyone else. Training is required.

SET UP / TAKE DOWN: Helps set up before the meet. Helps Take down after meet.

AWARDS: Places labels on ribbons; sorts and files ribbons into swimmer file folder. 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.