

Volunteer Activities at Great Bay Masters Half-Day Meets:

If you do not feel quite ready to swim at a masters meet, volunteering to help at a meet can be a great way to see what they are all about.

It takes 15-20 volunteers to run an excellent meet.

Volunteer Roles

- Check-in table (2 volunteers) – 7:30am to 8:30am: Have participants complete entry form and sign waiver, collect entry fees, bring completed forms to meet director for entry into meet software. Because this job is completed before the meet warmup is over – a swimmer could potentially be in this role.
- Runner (1 volunteer) – 8:30am to 12:00pm: Once the meet has started this person collects completed timer sheets and bring to meet management table. This person will also hand out timing sheets to lanes as needed and post printed results on the wall. They may also support posting heat sheets before the meet starts.
- Head Timer (1 volunteer) - 8:30am to 12:00pm: This person will be an extra timer who will start two extra watches each race. If a timer in any lane forgets to start the watch, the Head Timer will switch in the started watch.
- Timers (10-12 volunteers) 8:30am to 12:00pm: We need two timers per lane. Timers are assigned to a lane and are responsible for capturing an accurate time for every swimmer who competes in their lane. If you would like to read about how to do an excellent job timing, [Click Here](#)
- Meet Management Computer (1 volunteer) 7:30am to 12:30pm: This volunteer is usually the meet director and is responsible for entering all participants information into the meet software, seeding events, printing heat sheets, timer sheets and results. They are also responsible for downloading results from the electronic timing console if used.
- Timing System Console (1 volunteer) 8:00am to 12:00pm: This volunteer is responsible for managing the running of the timing system console. This position usually requires training or previous knowledge of how the console functions.