

SATURDAY												
	Heat Winner Awarder	Runner	Lane Checkers			Deck Control			Results Posting	Announcing	Awards	
			1 & 2	3 & 4	5 & 6	Kiddie Pool	Bleachers	Bleachers			A1	A2
9-11	Rotary	CS	MKS	BAB	PRDE	PRDE	MKS	JV	NSTV	HHS	JRS	PRDE
11-1	Rotary	CS	MKS	BAB	PRDE	PRDE	MKS	JV	NSTV	HHS	JRS	Storm
1-3	Rotary	CS	MKS	BAB	PRDE	PRDE	MKS	JV	GYT	HHS	JRS	Storm

SUNDAY												
	Heat Winner Awarder	Runner	Lane Checkers			Deck Control			Results Posting	Announcing	Awards	
			1 & 2	3 & 4	5 & 6	Kiddie Pool	Bleachers	Bleachers			A1	A2
9-11	Rotary	SVST	MKS	HHS	JV	GG	MKS	JV	NSTV	HHS	JRS	PRDE
11-1	Rotary	SVST	MKS	HHS	JV	GG	MKS	JV	NSTV	HHS	JRS	Storm
1-3	Rotary	SVST	MKS	HHS	JV	GG	MKS	JV	GYT	HHS	JRS	Storm

Runner: Collects timing sheets from lanes and delivers them to computer desk, checks with officials and delivers DQ slips to referee, and from referee to computer desk. Location: all over deck, check in with Referee and computer desk

Lane Checker: makes sure swimmers are lined up in the correct order for each of the two lanes assigned. Location: between lanes at start end of pool.

Deck control: makes sure traffic is flowing in 1 direction only, and that only athletes and coaches enter the competition area. Kiddie pool controls the number of athletes entering - not more than 1 event in advance. Bleachers make sure only athletes and coaches are in the start area, or officials and pool staff are in the awards area. Location: at entrance to pool and near bleachers.

Results posting: takes the results from the computer desk and posts them on the outer wall. Also will post heat sheets for relays. Location: outside computer room, check in with computer room

Announcing: making all announcements to make meet run smoothly; 1st, 2nd, final call for each event, and other announcements as necessary. Location: next to kiddie pool

Awards: labeling awards and sorting for teams. Location: on picnic tables just outside computer room, check in with computer room