



MSL 2016 All Stars Meet Packet

Hosted by The Strawberry Seals

Saturday, June 18, 2016

Tamalpais High School

The following information is contained in this packet:

1. Meet Schedule and information
2. Coaches' information
3. Volunteer Coordinator information

MEET FORMAT:

10:00 AM Warm Up
10:45 AM Start Time

"Q" Times are posted on the MSL website.

ALL STARS Meet will be run like a DUAL MEET

No whistle starts and we will NOT use touch pads.

MEDALS will be awarded to 1st - 4th place and relays 1st through 3rd place

RIBBONS will be awarded 5th through 8th place.

Coaches' Information

- **Warm Ups:** 10:00 am-10:30 am
Each team has been assigned a specific lane for warm-ups and timing. See pool configuration chart on the next page of this packet.
- **Meet Begins:** 10:45 am
- **Meet Format:** Standard Dual Meet Format
- **Entries:** Entries will be done using SwimOffice. You will receive a SwimOffice Meet Invite by early next week with a registration deadline of Tuesday, June 14 at 9:00pm. Qualifying Times will be enforced. The June 11 dual meets are the last day for qualifying. This is also the age-up date i.e. if a swimmer's birthday falls on June 11 and they age-up into a new age-group then this is the age-group they will swim at All-Stars, providing they have times that qualify them for the new age-group. Qualifying swimmers may enter up to three individual events. High School swimmers must sign up for their events like all other swimmers.
- **Relays:** There will be a \$30 fee per team for relays. Please bring a check to the meet payable to the Marin Swim League.

Just for Fun! This year we've added a just-for-fun **T-shirt Relay event** for all teams!

This is how it will work: Once we get the list of qualifying swimmers attending All-Stars, we'll create pairings of MSL teams. For example, we'll match the teams with the most entries, with the teams with the least. Each combined team will have 10 swimmers (one boy and one girl from each age group). We think this will help build community, and be a great way to have some fun!

- **Estimated End Time:** 2:30 pm. Coaches should go to the Computer Desk at the end of the meet to pick up their MSL Medals & Ribbons.

Medals will be awarded to the 1st through 4th place relays, 1st through 4th place boys and girls separately and ribbons to the 5th through 8th place boys and girls separately.

Pool Protocol

- Pre-meet warm-ups begin at 10:00 am. The pool will be cleared at 10:30 am.
- A "Whistle Start" will NOT be utilized during this meet.
- Touch pads will NOT be utilized for this meet.
- Ten lanes in the deep end of the pool will be used for the meet.
- Fly Over Starts will be used.

Pool Configuration Team Warm-ups Assignments

Meet Desk Area

Deep end

		Bleachers
Blocks	Lane 10: Orcas	
	Lane 9: Tidalwaves	
	Lane 8: Rolling Hills	
	Lane 7: Marinwood	
	Lane 6: Novato	
	Lane 5: Swimarín	
	Lane 4: Strawberry	
	Lane 3: Sleepy Hollow	
	Lane 2: Lucas Valley	
	Lane 1: Scott Valley	
	BUFFER LANE-NOT FOR USE	
	Lane A: Not Available	
	Lane B: Not Available	
	Lane C: Not Available	
	Lane D: Not Available	
	Lane E: Not Available	
	Lane F: Not Available	
	Lane G: Not Available	
Lane H: Not Available		
	Gutter Lane	

Shallow End

2016 Marin Swim League All Stars Meet

Saturday, June 18, 2016

Tamalpais High School Swimming Pool

10:00 am warm ups 10:45 am Meet Start

Team Volunteer Coordinator Instructions

(Please make copies of all job descriptions for your team)

Dear All Stars Volunteer Coordinator:

Thank you for volunteering to help with this year's MSL All Stars Meet. On the day of the meet, you or your designated rep should be available to recruit last-minute volunteers from your team.

The All Stars Volunteer Coordinator's responsibilities include:

- Recruit all the volunteers (including alternates) assigned to your team and complete the shared Volunteer Google doc. Please upload all volunteer information on the shared Google doc **no later than Thursday, June 9th**.
- Be the single point of contact between the MSL and your team. On the morning of the event, please **check in by 9:30** at the table outside the main pool entrance (Miller Ave. side). You will receive a team packet with coach's heat sheets, name tags for your team's volunteers, snack bar vouchers and an invoice.
- Check in at 9:30 am on the day of the meet and be available throughout the meet to fill last minute needs (which always happens!).
- **Bring at least four working stopwatches** (in case of Colorado System failure).

The All Star meet is essentially a large dual meet. We have the same jobs which are required for any dual meet with just a few exceptions. We have listed descriptions for the jobs that teams have been assigned. Teams are permitted to trade jobs with each other. **It is your responsibility to coordinate any trades.** Once the trade has been completed, email the trade details to Randi Lachter at rlachter@gmail.com no later than Thursday, June 9th. A complete list of the volunteers will be available at the meet.

Our sincerest thanks for your efforts in making the 2016 MSL All Stars meet a great success.

Sincerely,

The Strawberry Seals All Star Committee

Meet Directors: Stephanie Plante
 Marjorie Bukowski

Volunteer Coordinator: Randi Lachter

Day of the Meet Schedule

Facilities Set-Up and Opening 8:00 AM

- Set-Up crew reports in to Karen Bond in front of the main entrance on the Miller Avenue side.
- This includes ALL SET-UP Volunteers from each team. Since volunteer coordinators are not required to arrive until 9:30, **PLEASE make sure your set-up volunteers are reliable and will show up.**
- Snack Bar and T-Shirt concession set up begins.

Team Volunteer Coordinators 9:30 AM

- Sign in at the Volunteer Desk just outside the main entrance on the Miller Avenue side and receive team packets (heat sheets, coaches' snack bar vouchers, volunteer name tags and invoice).
- Pass this info out to your teams.

Pool Supervision - First and Second Half 9:45 AM

- Meet Director (Marjorie Bukowski) meets with Lifeguards and Gate Keepers at the Volunteer Desk at the main entrance (Miller Ave. side of pool).

Colorado Desk - First Half 10:00 am

- Staffed by Strawberry Volunteers

Officials - First Half 10:15 am

- First Half Referee calls meeting with other Officials: Head Stroke & Turn, all other Stroke & Turn Judges and Runners, Starter and Back-Up Starter. Meet behind the computer desk..

Timers - First Half 10:15 am

- Chief Timing Judge calls meeting with other Timers. Meet at the diving board for training.

Ribbons - Second Half

- Check in with the Ribbons desk located next to the computer desk; they will give you a better idea of when to be back there.

Officials - Second Half

- Second Half Referee calls meeting with other Officials: Head Stroke & Turn, all other Stroke & Turn Judges and Runners, Starter and Back-up Starter. Meet behind the computer desk.

Timers - Second Half

- Head timer calls meeting with other Timers. Meet at the diving boards for training.

Clean-Up Crew Report during Girls 9-10 IM (listen for announcement)

- Clean-up volunteers from each team report to the Seals trailer in the parking lot in front of the pool.

Job Descriptions

Meet Officials:

Meet Director:

The meet director(s) will oversee the meet, will answer questions and will direct people to the appropriate volunteer.

Referee:

- U.S. Swimming rules apply to conduct of the meet and swimming the strokes, turns, finishes and lane disqualification. A swimmer must have participated in at least two dual meets in the current season, except for high school swimmers, who must have participated in at least one dual meet this season. A swimmer will be disqualified upon a second false start in any event.
- Ensures that the stroke and turn process was followed correctly by all judges.
- Signs off on all DQ slips. Oversees all calls and relay starts.
- Is called upon in a disputed call.

Starters:

- The starter will work with the Announcer and Head Referee to run each race and must be prepared to call illegal or false starts. A swimmer is allowed only one false start per event.

Stroke & Turn Judges:

- Will be stationed at or near Lane 3 & Lane 8 at both ends of the pool, and should travel while observing the swimmers in their respective quadrant of the pool. Lane assignments to be assigned at the pre-shift meeting.

Stroke & Turn Runners:

- Take completed DQ's from their assigned S&T judge to the Referee for signature.
- Take the signed DQ from the Referee to the Colorado Supervisor at the desk.
- Try to get the signed DQ to the Colorado Assistant at the Desk before the time cards have been processed for the given heat.

Relays - Dual Confirmation Officials:

- These judges check the relay exchanges to make sure swimmers don't leave the blocks too early.
- Please make sure that all assigned Officials report to their pre-shift meetings for instruction.

Colorado Desk Personnel:

Once again this year, data will be transmitted directly from the Colorado system (the plungers) to the computer. The swimmers will NOT be using touch pads. Hard copy times from the back-up watches will be brought to the desk and used in the event of an automatic timing failure. Desk workers should be prepared to use the manual procedure in the event of a Colorado system failure.

Colorado Supervisor/Operator:

- Working with the Head Computer Rep (John Nolan) will oversee all aspects of the Colorado Timing System.
- Sets next event or heat.
- Monitors/adjusts active lanes, arms/disarms buttons
- Stores/prints each race.

Colorado Assistant:

- Marks off heat sheet and makes any adjustments on race printout.
- Writes the race number from Colorado on current event heat sheet.
- Checks button times.
- Collates timer sheets (should already be done by lane runner).
- Adds DQ's.
- Takes Colorado race results from printer and attaches to timer sheets and DQs.
- Creates the Event Package with all paper from that event.

Data Entry Personnel (Laptop Operator):

- Responsible for seeding the meet one week prior and manages last-minute entries as required.
- For every heat: gets times for the heat, changes/moves swimmers if necessary.
- Prints two copies of results.
- Pass "event package" to heat checker
- If errors found by heat checker: makes corrections and reprints results.
- Prints ribbon labels at the end of each stroke.
- Provides results to MSL Publicity mslreporter@gmail.com

Heat Checker:

- Uses Colorado sheets and cover Event Heat sheet to make sure the correct race numbers was used by the EasyMeet data entry person. One time per event is usually enough to cross check this.
- Checks that manual time overrides were applied correctly.
- Checks correct heat/lane reassignments.
- Reports errors to the Data Entry Person.
- Staples the entire Event Package and stores it away.

Desk Runner:

- Should be posted near the announcer.
- Must be able to take the Sheets from the Lane Runner (coming after each event from the timers) to the Colorado Assistant (one of the desk positions described above).
- Make sure that the timer sheets were collated.

Results Poster:

- Posts event results. The results are ready after the event has been checked by the Heat Checker.

Ribbon Desk Personnel:

Ten bags with team names will be assembled near the ribbon desk (next to the computer desk). Medals are awarded for the First through Fourth place in each individual event. Medals are awarded to the First through Fourth place members of the winning relay teams. Following the meet, coaches will pick up bags for distribution to their team

Gatekeepers:

Two Gatekeepers will be assigned to each half of the meet. One Gatekeeper will stand at the entrance to the starting block area and the other will stand near the deep end by starting blocks. Swimmers or spectators should not be allowed by the deep end diving board areas. The Gatekeeper's job is to keep unauthorized people from behind the blocks and the computer desk.

Pool Marshall/Warm-Up Supervisor:

The Pool Marshall will work with Warm-Up Supervisor to maintain order and keep the pool area safe, along with the three lifeguards.

Timing Staff:

This is often the biggest "late show" area. This is the LARGEST number of volunteers. Please remind all Timers, Recorders and Runners to report to their pre-shift meetings and to their lanes promptly.

Head Timers:

Head Timer #1 shall run the pre-shift timers meeting and shall assure that all timers are equipped and informed as to positions, etc.

Head Timer #2 shall help prepare timers at the 10:00 am meeting and will supervise all timers from the opposite side of Head Timer #1 during the meet, each one having five lanes to be responsible for. If a timer should miss a start, he/she should alert the Head Timer on the closest side who should then capture that time. The appropriate Lane Recorder will then pick up that time from the Head Timer.

Timers:

The timing system is linked to the starting system. Timers will use the push button and press it ONLY as the swimmer finishes. The Lead Timer/Recorder will also use a stopwatch as a backup and will time the event as usual. The stopwatch time is the only time given to the recorder. If the Timer misses the time and doesn't alert the Head Timer, he/she should NEVER use the scoreboard time. Recording no time is preferred to duplicating the scoreboard time here. The Timer/Recorder in each lane will record the back-up time on hard copy (paper).

Timers should be prepared to go back to stopwatches in the event of a Colorado system failure. Stopwatches will be provided by each individual team. **Each team is to bring 4 backup watches.**

Recorders:

The job of recorder will be done by the first position timer in each lane (see Volunteer Lists). The recorder shall write very clearly; listen to the Announcer; check every sheet for the correct heat, correct swimmer's name; hand in every sheet to the Lane Runner; write "NS" on the sheet of paper if there is no swimmer; **and will always STAND UP and signal to the Starter if more time is needed.** If you think the swimmer's name is different than the name on the sheet, be sure to check with the swimmer when he or she is finished swimming and write in the correct name.

Lane Runners:

Two Lane Runners will be assigned for each half of the meet. The runner will move down all ten lanes at the end of each event to pick up the sheets from each Timer/Recorder. The runner will then check to see that the Timer/Recorder has legibly put the times in the correct place on each sheet. The Runner will keep the sheets in lane order, from lowest to highest and will correctly combine them before turning in to the Desk. When picking up the sheets, make sure you pick up a sheet from all of the lanes. As you pick them up, make sure they are from the same event. Keep an eye and ear on the Starter. Try not to be asking nor reaching for sheets from Recorders as the race is about to start. This distracts Timers and is a common reason for timers with a stopwatch to miss the start.

Announcers:

This volunteer will announce the upcoming heat and the swimmers names and team affiliation while the swimmers are in the water. While swimmers are in the water, the announcer can also report the All-Star record for that event.

The Announcer will also:

- Announce start times of meetings, reminding workers to show up on time.
- Make miscellaneous announcements as indicated by the Meet Director.