



Parking Marshals:

- **PM1**: Stand near parking lot entrance and direct traffic to dirt parking lot. Unless the car shows a parking pass and can park in front of venue.
- **PM2**: Direct traffic toward PM3 and PM4
- **PM3**: Have cars form 2 rows of parking under solar panel structures. Once the parking under the structures is full continue 2 rows to back parking area.
- **PM4**: Have cars form 2 rows of parking under solar panel structures. Once the parking under the structures is full continue 2 rows to back parking area.
- **PM5**: Work with PM3 to direct cars to form 2 rows of parking under solar panel structures. Once the parking under the structures is full continue 2 rows to back parking area.
- **PM6**: Work with PM4 to direct cars to form 2 rows of parking under solar panel structures. Once the parking under the structures is full continue 2 rows to back parking area.

Deck Marshals: All Marshals to keep pathways clear, no parents behind the blocks except for timers and recorders.

- **M1 and M9**: Your job is to make sure no families set-up camp passed the gate. Families and swimmers are only allowed through the gates to go to the bathroom and first aid. Make sure that swimmers stay off the big play structure.
- **M4 and M5**: You will be stationed at the main entrance of the starting blocks where the swimmers are coming from Clerk of the Course. Your job is to put your arms out and "stop the traffic" when swimmers are walking from the clerk to the starting blocks, to allow the swimmers to get to the blocks quickly.
- M3 and M6: You job is to keep the pathway clear for swimmers going to and/or leaving the blocks/starting area.
- M2, M7, M8, M10, M11, M12, and M13: Your job is around the competition pool and warm-up pool. No diving. Make sure all swimmers make a three point entry into the pool (sit and slide, feet first). Diving is only allowed when coaches are present in the morning during warm-ups otherwise no diving is allowed in the warm-down pool during the meet. In the warm-down pool, swimmers must be either warming up or down, no playing or "hanging out" there. If there is too much playing around in the pool, the warm up/down pool will be closed for up to 15 minutes.

Clerk Marshals:

• **CM1 and CM2**: Your job is to keep the pathway clear for swimmers entering clerk of the course. This area gets very congested, help direct traffic to keep area clear.