

Marshal Assignments (2015 in Morgan Hill)

- All 6:15 AM first-shift Marshals report to clerk-of-the-course area. A League Rep will check you in and explain what your job is. You will be stationed around the pool area, but not in accordance to the attached map. The Head Marshall will let you know where to go. AM parking Marshals (**PM**), meet at 6:00 AM by front entrance to pool to get orange jacket and instructions. Even though we have assigned areas for Parking Marshals, we may be moving you around as needed.
- There will be NO Marshall meeting this year. Volunteer Coordinators/League Reps from each team will instruct their parents prior to the first shift starts. Subsequently instructions shall be given by the Marshall in his/her position when being relieved by the next shift Marshall worker.
- When getting ready for your shift, please be considerate and meet at your assigned station 5 minutes before your shift starts. Marshals DO NOT leave your position until your replacement arrives and after you have given your instructions to the next volunteer. Be patient, each team's volunteer coordinator will check that all replacements have arrived, and if not arrived she will find them.
- If you are a Marshal around the competition pool or warm-up pool (M2, M3, M4, M5, M6, M7, M8, M10, M11, M12, M13):
 - 1. No diving. Make sure all swimmers make a three point entry into the pool (sit and slide, feet first)
 - 2. 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
 - 3. In the warm-down pool, swimmers must be either warming up or down, no playing or "hanging out" there
 - 4. If there is too much playing around in the pool, the warm up/down pool will be closed for up to 15 minutes
- All Marshals to keep pathways clear, no parents behind the blocks except for timers and recorders
- If you are Marshal (M3, M4, M5, M6), please keep the pathway clear for swimmers going to and/or leaving the blocks/starting area.
 - Swimmers may only enter the starting area if their race is coming up.
- If you are Marshal (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.
- If you are Marshal (M1 and M9), your job is to make sure no families set-up camp passed the gates. Families and swimmers are only allowed through the gates to go to the bathroom, first aid, and Snack Bar. Make sure that swimmers stay off the big play structure. Volunteers going to their meetings in the morning are allowed to go through as well.
- In general, NO RUNNING on the pool deck is allowed, no setting up camp around the warm-up pool or competition pool, and NO PLAYING around in the warm up pool.