

## Starter

### Description:

The starter is a position on for home swim meets. The starter table is set up just to the side of the starting blocks under one of the portable pavilions. The starter stands with the starting device and announces each event and presses the button to start each event. They will receive a set of sheets indicating the order of events as well as the number of heats for each event. Follow along and cross out the events as you call them. *The TSA Rep can give more guidance on the script.*

The first heat for each even should be called the Main event. Watch the swimmers to make sure they are following your instructions. Pause to give enough time.

“Swimmers Step up” should cause all swimmers on the blocks (or poised next to the blocks – some of the younger or less confident swimmers will dive from next to the blocks.)

“Swimmers Take your Mark” should cause all the swimmers to bend over in a ready to dive position.

### Example:

- “This is the 7-8 boys Freestyle
- This is a Main event
- Swimmers step up
- Swimmers take your mark”
- \*\*\*\*presses Button\*\*\*\*
  
- “This is Heat 2
- Swimmers step up
- Swimmers take your mark”
- \*\*\*\*presses Button\*\*\*\*

Continue in this vein until all the heats of 7-8 boys have competed. Start the next event.

### Tips:

If there is a false start – as in a swimmer that goes off the block before the starting device is activated, the starter beeps the device many times to call the swimmers back up to the blocks. They then restart the event.

If there is a delay – for example a swimmer is not on the block pause between the “Step up” and “Take your mark” lines. If needed you can ask the swimmers to “Step down” off the blocks.

A bottle of water is useful to keep hydrated and able to speak well.

### Length of time commitment:

The whole meet.