

"Rule of thumb" is that Teams should supply 1 worker for every 5-6 swimmers on the designated day.

<u>Team</u>	<u>Day 2</u>	
BBCC	Clerk of Course Seater Shift 1, 2, 3, Relay Spotters Lane 1/2 Shift 1, 2, 3, Stroke & Turn Shift 2	5
BFST	Deck Runner, Shift 1, Ribbon Writer, Shift 2	2
CCC	Head Timer - Shift 1, 2, 3	3
CHP	Timer Lane 5, Shift 1, 2, 3, Stroke and Turn Shift 3, Finish Judge Shift 2, 3	6
CLT	Deck Runner Shift 2	1
CWH	Timer - Lane 6, All day, Stroke and Turn Shift 2, Finish Judge Shift 1	5
EYF	none	0
FAST	Ribbon Writer Shift 2, 3	2
FDCC	Time Card Sorter, Shift 1 and Scoring Assistant, Shift 2	2
GCC	Deck Runner, All day	3
GP	Scribe - Lane 3/ 4, All day, Scoring Assistant Shift 1,2, 3	6
GW	Scribe - Lane 5/6 All day, Stroke and Turn Shift 3, Jump Judge Shift 1, 2, 3, Ribbon Writer Shift 3	6
JCSC	DQ Runner All Day	3
KRC	Timer - Lane 1, All day, Jump Judge Shift 1, 2, 3, Stroke and Turn Shift 1, Heat Ribbons Shift 3, Spotter All day, Shift 1, 2, 3	9
LC	Stroke and Turn Shift 1, DQ Runner Shift 1, 2, 3	4
MBGC	Marshall COC Exit, Shift 1,2	2
NCC	Marshall COC entrance, Shift 1, 2	2
NFC	Jump Judge, All day, Marshall Shift 3 Entrance and Exit, Scoring Assistant Shift 1	3
NSY	Twitter Shift Shift 1, 2; Ribbon Writer Shift 2, 3	4
PC	Ribbon Writer, Shift 2	1
SWSR	Timer Lane 2, All day, Relay Spotter Shift 1, 2, 3, Stroke and Turn Shift 2, Ribbon Writer Shift 3, Deck Runner Shift 3	7
USC	Spotter Shift 1, 2, 3, for Lanes 3/4, Score Entry Computer Operator all day	6
VG	Timer - Lane 4, All day, Seater COC All day, Stroke and Turn Shift 3, Jump Judge All day, Twitter Shift 3	10
WCST	Timer - Lane 3, All day, Spotter Block Side All day, Seater Shift 2, 3	8
WSY	Heat Ribbons Shift 1, 2, Relay Spotter Street Side Shift 1, 2, 3, Seater Shift 1, Scoring Assistant Shift 3	5