



## Start Line CHUTE Task Overview & Set Up Plan

**BEACH CLEAN UP** - The Bristol County Sheriff's office cleans the beach of trash 24 hours before the Swim. There may still be trash and sharps in the area – use caution and please use gloves to pick up any stray trash you may find.

**LAYOUT MATS** leading to both Warm Up Area AND Start Chute. If there are any major lumps or bumps in the shells, rake out with provided rakes.

### SET OUT SIGNS – white yard signs:

- Warm Up Area
- Official Start Chute
- Cap Colors and Wave/Start Times (2) – one at top of chute, one near kayak check in

### SET WARM UP AREA FLOATS/BUOYS

- Locate the warm up area far border on the site map
- Anchor one end of the string of floats on the beach
- Ask one of the Safety Squad kayakers to paddle out with the string and drop the other anchor on the far end
- During warm up, swimmers are NOT allowed to paddle out beyond where the Start Boat is moored. Use Chute and/or Squad volunteers to help enforce as available.

### SET UP START CHUTE

- Drive green metal poles in with mallets
- Run BBC logo fencing along posts – use tabs on metal posts and zip ties as needed to make the fence stand vertical and not sag. LEAVE LONG ENOUGH ON ENDS (on one side) TO REACH ACROSS MAT TO FORM A GATE. (See photos below)
- Create and close the temporary gate at top and bottom to keep swimmers out during warm up.
- Timing company sets up at bottom of chute on RIGHT (they do not require power)
- Make sure both recorders have clipboards and writing sheets and pens; make sure both clickers have their silver counter/clicker.





**Start Chute Schedule/Sample Email to Participants**

Thank you for volunteering at the Start line for the Buzzards Bay Swim on **Saturday, June 24th!** I'll be your team leader. There will be 6 of us working at the start chute this year (set up, tracking the start of each wave of swimmers, and break down).

**At 5am,** please meet at: *Cisco Brewers Kitchen & Bar, 1480 East Rodney French Blvd., New Bedford.* All of us will be helping to set up the chute, and then ensuring that all swimmers are out of the water promptly by 7am for the safety briefing. No swimmers are allowed back into the water until the start of their wave. [Our team is in charge of patrolling this.](#)

For each of the start waves, we have the following assignments:

Start Line Chute Captain/Bouncer/Caller 1		
Start Chute 1/Caller 2		
Start Chute 2/Recorder 1		
Start Chute 3/Recorder 2		
Start Chute 4/Clicker 1 (mid-chute)		
Start Chute 5/Clicker 2 (bottom chute)		

**OVERVIEW:** Our main goal is to ensure an accurate count of swimmers entering the water during each of the 5 start waves. Each swimmer will have an ankle timing chip which becomes activated when they pass through a special transponder loop in the swim chute, and then logs their swim time at the finish line. Each start wave has different color caps.

**Vol 1 & Vol 2** - will be ensuring that every swimmer entering the chute has an ankle chip and the correct color cap.

In addition to the general swimmer check-in over in the parking lot, we verify the number of swimmers entering the water down on the beach. We do this by using hand clickers to log each swimmer as they come through the chute toward the water, giving us a total swimmer count for each wave (we zero the counters before starting the next wave).

**Clicker 1 & Clicker 2** - will each have a clicker and log the total number of swimmers walking down the chute for each wave.

We also have two teams of people calling out and writing down each swimmer's unique number as they walk down the chute:

**Caller/Bouncer & Recorder 1/Chute Captain** – will be at the top of the chute calling out and hand writing swimmer numbers as they enter the chute. The Caller/Bouncer controls the flow of swimmers, making sure they enter the chute one at a time, slowly enough for their number to be read and counted. Caller/Bouncer must feel empowered to stop the process at any time if there is confusion or a problem. Recorder 1/Chute Captain is responsible for cross-checking with Recorder 2, both Clickers, and the timing company to ensure that each wave's swimmer count is accurate. When number is 100% confirmed in a wave, Recorder 1/Chute Captain relays swimmer count to Event Manager, who calls it in to the BBC On the Water Contact who relays it to the MEP. After all waves are in the water, Recorder 1/Chute Captain gives a final, accurate count of ALL swimmers in the water to be relayed.

**Caller 2 & Recorder 2** – will be at the bottom of the chute calling out and hand writing swimmer numbers as they exit the chute into the water.

### **ACCOUNTING FOR SWIMMERS**

After the loading of each wave of swimmers, Start Chute Captain will check the swimmer count 5 ways: via the 2 written records, the 2 clicker read outs, and the timing company's digital counter. When certain of the swimmer count, the Start Chute Captain radios the On the Water Captain with the final, confirmed number of swimmers in the wave. The OTW Captain will radio to the MEP. If no issues, OK to proceed with countdown and release of first wave of swimmers. Repeat process with remaining wave. Confirm final # of swimmers in the water with the OTW Captain and the Event Manager before breaking down.

#### **A quick schedule summary:**

5:00am – set up chute

5:30-7:00am – check-in and swimmer warm up

7:00am – safety briefing (all swimmers out of the water)

7:08am – National Anthem

7:10am – Loading of first wave begins

7:15am – 1<sup>st</sup> start countdown & start gun (5 minute increments)

7:35am – last start; break down the chute & clean up

7:30-10:30am – finish line celebration at Fort Phoenix, all volunteers are welcome!

More information about schedule and directions is available at: [www.savebuzzardsbay.org/swim](http://www.savebuzzardsbay.org/swim)

We appreciate your help in making this a successful event!