



## Start Line CHUTE Task Overview & Set Up Plan

### Timing & Location Details

- **Shift time: 5:00am-8:30am**
- **Start Line Location: Cisco Brewers Kitchen & Bar**
  - 1482 E Rodney French Blvd, New Bedford, MA 02744

### Quick scan/cleanup/setup of beach

- The beach is cleared of all trash and debris 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.
- Lay out 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 lawn 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, writing sheets (back-up water proof paper and pens if rain)
- Make sure both clickers have their silver counter/clicker.





## 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.

**Volunteer 1 & 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 metal clicker and will 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.

**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.

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 Swimmer Tracker, who calls it in to the BBC On the Water Captain who relays it to the Massachusetts Environmental Police. After all waves are in the water, **Swimmer Tracker** (after confirming with **Recorder 1/Chute Captain**) radios a final, accurate count of ALL swimmers in the water to On the Water Captain.

### **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 tells **Swimmer Tracker** number to radio to 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)

7:40am – 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!

Any problems or questions? See your Start Line Captain.

***Thank you for volunteering at the Buzzards Bay Swim!***