



**South Carolina Swimming Deck Protocol**  
**Stroke and Turn Judges**  
*(Open to be amended by the Meet Referee at any meet)*

**Pre-Meet**

1. Attire is white shirt over navy blue pants (short or long) or skirt/skort (women). White shoes (Crocs acceptable at the SC LSC meets). Long pants are often times required to work Finals within a Championship Type LSC meet (Prelims and Finals).
2. Arrive at least 1 hour before the session you will work.
3. Report to the Meet Referee (or his/her designee) and sign in. Make sure you have both certification cards with you.

**Once Meet Starts**

1. Go to your appointed jurisdiction at 5-10 minutes ahead of Session start time unless the Referee tells you differently.
2. Understand your lane jurisdiction and stand accordingly. If you are a Stroke and Turn Judge at the Start or Turn end of a lane, know whether you have 2,3,4, or 5 lanes to watch and stand accordingly - in the center of that jurisdiction.
3. Do not talk with timers or swimmers while a heat is in progress, even if the swimmer is not yet in your jurisdiction OR there are NO swimmers in your lane(s). We need to continue to look professional. **If** there is a situation where some talking must be done, face the pool at all times and lean toward the person who needs to get information from you OR share something with you.
4. If you are sitting at the start of the race, stand beside your chair at the long whistle. Quickly move to the edge of the pool at the horn.

5. When the swimmer enters your given jurisdiction, ***move your body toward the edge of the pool, extending one foot forward, slightly hanging the front of that foot over the edge of the pool.*** This position allows you to have to only lean slightly forward to get a view when the swimmer(s) touches. Otherwise, you will have to lean over in an awkward (and, perhaps, unsafe) manner.
6. When the swimmer(s) leaves your jurisdiction, step back to the original position (which may be sitting).
7. If you see a stroke infraction, raise your right hand. Keep it up until acknowledged by the Deck Referee or Chief Judge.
8. On the **Backstroke**, Turn or Stroke/Turn Judges closest to the outside lanes at the Start-end of the pool comes around to the side (before the start) to view feet placement after the start. The Starter will need to make the call before the Start. However, if after the Start a swimmer uses the top/top edge of the gutter to help propel himself forward, then the call is yours to make. *If the swimmer has wrong foot placement before the start, the Starter does not correct, the swimmer does not change the incorrect position before the start of the race, and does not change this incorrect foot placement after the Start, there is no call by the Stroke/Turn judge; the race, by rule, is allowed to proceed if Starter does not correct.*

After the swimmer leaves the wall, go back to the sitting position. Come to pool edge at turn and finish. After swimmers in your jurisdiction have completed their swim, return to the sitting position.

8. On the **Breaststroke**, immediately after Start step up to edge of pool as described above to watch proper stroke implementation. At the conclusion of the second arm pull and heads are up (or younger swimmers whose head pops up right after the dive), go back to original, resting/sitting position.

As soon as swimmer arrives back in your jurisdiction watch them into the Turn or Finish, unless you are functioning as just a Turn judge (then it is just the last stroke in at finish or turn and until the head breaks the water surface).

Depending on the length of race, repeat protocol above.

9. On the **Butterfly**, immediately after Start, step up to edge of pool to watch for proper kicking and arm pull to bring swimmer to surface. When head breaks surface go back to resting/sitting position.

When swimmer arrives back in your jurisdiction, step back up to edge of pool to watch for turn/finish unless you are functioning as just a Turn judge (then it is the last stroke in - finish OR turn, then until head breaks surface).

Depending on the length of race, repeat protocol above.

10. On the **Freestyle** stroke, the Referee will typically give specific minimum coverage assignments. This usually entails one Stroke and Turn Judge on each side of the pool at each end to watch for touches. The referee may also assign a Stroke Judge to watch the 15 Meter mark after the Start.

11. On **Relay** events there are two types:

A. Medley Relay

Will probably have same assignments you had for the other parts of the session. Referee will assign officials into place to help with the Relay Take-offs. If you are asked to help because you have a "Relief" role for the session, the following is the typical protocol:

- Observes relay exchanges to make sure a swimmer does not leave the platform or wall until the previous swimmer touches
- May have jurisdiction over 1 or several lanes
- Independently records possible infractions
- Marks relays take offs good and bad (O and X, respectively)
- Does not raise hand if he/she sees an early take-off
- Watches feet first of departing swimmer, then looks to the touch of the incoming swimmer; swimmer on block is allowed to be motion;
- Looks to other official confirming take-offs (if more than one lane) and if approached shows relay card/sheet to that official without speaking (dual-confirmation)
- May double as Turn Judge

B. Freestyle Relay

Referee will assign. Other information is same as above.

While the heat is in progress, stand in to your assigned place. In events of this nature, there are many swimmers standing around the blocks -it may be difficult to re-establish proper position. After the 4<sup>th</sup> swimmer (or 3<sup>rd</sup> swimmer if take-offs are on both ends of the pool) has left the block, your observation job is done; you may move out of the way of the timers; check for infractions

12. As a general rule, **do not leave assigned position** until Referee or Chief Judge has dismissed you. ***However, you want to ask about this at the pre-session meeting***