

# Duties of Panel Referee & Assistant Panel Referee

## Panel Referee

- Place flip score card so swimmers can readily see it (may be better for assistant referee to flip competitor number).
- Ensure splits, scratches and breaks are marked on draw sheet
- Confirm start number for your figure
- Determine entry and exit points for swimmers. Relay to Assistant Referee.
- Confirm number of pre-swimmers
- Pre-Swimmers may start when panel judges are ready
- First competitor must start after the whistle
- Call swimmer number loudly so that swimmer and scoring table can hear. Flip Score Card to indicate current competitor number.
- Announce scratches such as "Competitor #24, scratched"
- After competitor has finished, call "Judges" for judges to flash their score
- **DO NOT** start reading score until all judges' marks are flashed
- Always start reading with Judge #1 (discuss seating order with Judge #1 prior)
- If a re-read is called for, call out "re-read" quickly and loudly. Stop the next swimmer until after re-read. If swimmer has started and cannot be stopped, ask judges to remember marks. Assistant referee will hold next swimmer until scores are recorded properly. Initial correction on all sheets after starting the next swimmer.
- If figure is done incorrectly, judges will ask swimmer if she would like to repeat the figure. Hold next swimmer. A two point penalty will be assessed. Initial all score sheets.
- Announce breaks to judges

## Assistant Panel Referee (Marshal)

- Ensure splits, scratches and breaks are marked on draw sheet and are the same as the Panel Referee's
- Confirm start number for your figure
- Confirm number of Pre-Swimmers
- Pre-Swimmers may start when panel judges are ready
- Line up swimmers in the water about 3-4 ahead, and 2-3 more out of water.
- If swimmer cannot be found, don't wait until it's her turn to swim to look for her, at a convenient time, announce loudly the swimmer's number. If she still doesn't show up, bring it to the attention of the Chief Referee (red shirt)
- IF THIS IS A FAST FIGURE: ask judges to break until there are several swimmers gathered, and they have had a chance to relax and think through the figure.
- First competitor must not start until after the whistle
- Send swimmers out in front of judges as marks from previous competitor are being read.
- Flip score card to indicate current competitor
- Hold the next swimmer if:
  - Previous Swimmer does an incorrect figure and is asked to repeat it
  - A re-read of scores is called for
  - A break is scheduled

