

## GDSA Referee's Meet Information Sheet

Referee: \_\_\_\_\_ Assistant Referee: \_\_\_\_\_

Starter: \_\_\_\_\_ Head Timer: \_\_\_\_\_

Announcer: \_\_\_\_\_ Head Scorer: \_\_\_\_\_

Pool Lane Assignments: 1. \_\_\_\_\_ 2. \_\_\_\_\_ 3. \_\_\_\_\_ 4. \_\_\_\_\_ 5. \_\_\_\_\_ 6. \_\_\_\_\_  
Team #1 Home Team #3 Team #1 Home Team #3

Warm-up Order: Home Team (6:10) \_\_\_\_\_ *If a protest, remember . . .*

Closest Team (6:20) \_\_\_\_\_

Farthest Team (6:30) \_\_\_\_\_

***Jurisdiction  
Interpretation  
Position***

Stroke / Turn Judges: Home Team: \_\_\_\_\_ Lane Assignment: **3 & 4**

Team #1: \_\_\_\_\_ Lane Assignment: **5 & 6**

Team #3: \_\_\_\_\_ Lane Assignment: **1 & 2**

### Referee Notes:

- Give Announcer jurisdiction and times for getting warm-ups in and over with
- Have the Announcer call a 6:15 Official's Meeting
  - Include Head Timer and, if inexperienced, discuss Timer responsibilities
  - Head Timer can then have the Timer's meeting
- Assign Jurisdiction and Position to Stroke / Turn Officials, Assistant Referee, Relay TO Judges (if using)
  - Reminder: Who's writing DQs, who's telling swimmers of infractions, etc
  - Reminder: Cover any stroke changes from last year
  - Reminder: Anyone with any questions on anything . . .
- Remind Starter to get the next heat up when the last kid is halfway across the pool (25's) and when the last kid touches the wall (50's, 100's, 200's)
- Explain and Define Relay Take-off positions and responsibilities of the Relay Take-off Judges if using (see example below)
  - Reminder: Watch the feet leave the block, then look down for the touch (modify for other end)
  - Reminder: LAST swimmer of the HEAT in the water, dual confirm, THEN hand goes up

### Check the following:

- \_\_\_\_\_ 1. Exposed corners, ladders, etc., MUST BE PROTECTED
- \_\_\_\_\_ 2. Backstroke Flags 15 feet from ends of pool and seven feet high
- \_\_\_\_\_ 3. Water at gutter or three inches below deck
- \_\_\_\_\_ 4. Blocks 30 inches maximum above water
- \_\_\_\_\_ 5. Lighting at the finish is adequate
- \_\_\_\_\_ 6. Check with Home Team to verify Runners
- \_\_\_\_\_ 7. Check with Home Team for False Start rope and assign responsibility (usually S&T Judge on that side)
- \_\_\_\_\_ 8. Check with Home Team to verify cards, pencils, watches, etc., for Timers
- \_\_\_\_\_ 9. Check with Home Team to verify Clerk of Course set-up (Semi's and Finals)

