

# Saskatchewan Artistic Swimming Competition Volunteer Training

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January 7, 2024



thank you

# Poll #1

Have you ever volunteered at an artistic swimming competition?

Yes or No

# Agenda

- Introduction
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  - Announcer
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  - Livestream Videographer
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  - Marshall
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  - Issues
- Questions
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# Name Changes <sup>1</sup>

OLD	NEW	Comment
Athletes with a Disability	Adaptive Artistic Swimming (AdAS)	September 2023 – Canada Artistic Swimming changed the term.
FINA	World Aquatics (AQUA)	December 2022 – After 114 years, the move was meant to symbolize inclusivity for all aquatic disciplines, not just swimming.
Age Group 13-15	Age Group Youth	September 2022 – World Aquatics changed the definition.
Highlight Routine	Acrobatic Routine	September 2022 – World Aquatics changed the definition.

# Rules 1

Rulebook		
World Aquatics (AQUA)	Applies to all federations competing internationally in artistic swimming	
Canada Artistic Swimming	CAS modifies some AQUA rules for PTSOs (Provincial and Territorial Sport Organizations) in Canada. It applies all levels from recreation to Master, provincial/national pathway and includes Adaptive Artistic Swimming. Applies to all artistic swimming athletes in Canada.	
Saskatchewan Artistic Swimming	SAS modifies some CAS rules for artistic swimming provincially	

Rules are created top to bottom then applied bottom up – SAS, CAS, World Aquatics.

*Example:*

*World Aquatics team is 4-8 members. AS 18.a) assesses a penalty for every member less than 8.*

*CAS team is 4-8 but no penalty is assessed for less than 8 (CAS 2.2.4).*

*Saskatchewan team is 3-8 members (SAS 3.4.5). SAS rules don't state anything about a penalty because the SAS rule is applied first then the CAS rule. We don't go to World Aquatics because there is a CAS rule.*

# General 0

## **Saskatchewan Artistic Swimming (SAS)**

Ever considered volunteering with SAS as more than a competition volunteer? Opportunities include:

- SAS Board Member, Committee Chair or Committee Member
- Judges, Referees, Technical Controllers, Computer Scorer – combination of formal training and mentorship
- Ad hoc projects such as policy suite review, new merchandise opportunities, social media and more.

## Contact

- Bob Dobrinski, SAS President
- Carol Chernishenko, VP Sport Development
- Lenore Lindquist, SAS Executive Director

# General <sub>1</sub>

## **How to Register as a Competition Volunteer**

- SignUpGenius is the online registration tool used by SAS.
- After the final schedule is ready, the Host Club creates the competition in SignUpGenius.
- SAS Events and Communication Director sends out the registration link to each club attending the competition along with a specific number of volunteers we ask their club to provide.
  - Hosting a competition requires volunteer support from all clubs. The Host Club provides most volunteers including organizers. The clubs attending are asked to provide volunteers based on the number of athletes competing in figures and routines.



# General <sup>1A</sup>

## **When to Arrive**

- Arrive as shown on the Volunteer Registration. No need to arrive “30 minutes before” as we’ve done in the past because the extra time now included in the start time. Chief Referee starts the volunteer meeting as soon as the competitor warm-up for the event starts.

## **What to Wear**

- Deck shoes and comfortable clothes! White shirt and any colour pant. Some Host Clubs use specific volunteer shirts.

## **Cell Phone on Deck**

- Cell phone use is not permitted when you are volunteering. If you must have it with you, turn it to “do not disturb” to focus on the competition.

# General <sub>2</sub>

## Purses, Bags, Jackets on Deck

- There is no space on deck for purses, bags or jackets.

## Where to store purses, bags, jacket etc.

- Depends on the competition and facility. Even if there is a volunteer room, it is not monitored or secure. Do not leave valuables unattended. May use public lockers at the facility.

<b>MM – Estevan No Volunteer Room</b>	<b>SR – Saskatoon No Volunteer Room</b>	<b>DLI – Regina Volunteer Room</b>
<b>SCK - Saskatoon No Volunteer Room</b>	<b>CPC – Regina Volunteer Room</b>	

# General <sub>3</sub>

## Figure Draw

- Draw is a numbered list of all competitors in the event.

Sandra Roberts Provincial Championship			
12U & Novice Figures			
Virtual		13 FEB 2022	
Code	Draw	Swimmer	Club
DRAW			
	1	KVILL, Paige	BORDER CITY STINGRAYS, SK
	2	KAMEL, Sarah	ESTEVAN MERMAIDS, SK
	3	MONSEES, Aveyah	REGINA SYNCHRO, SK
	4	LINDBERG, Amelia	SASKATOON AQUALENES, SK
	5	DONISON, Ava	WEYBURN ARTISTIC SWIMMING CLUB, SK
	6	BOJKOVSKY, Scarlett	REGINA SYNCHRO, SK
	7	ZAMONSKY, Danyka	YORKTON AQUABATIX SYNCHRO, SK
	8	CASE, Ali	REGINA SYNCHRO, SK
	9	TEOFILOV, Mariana	SASKATOON AQUALENES, SK
	10	ENGLAND, Rowan	REGINA SYNCHRO, SK

# General 4

## Figure Rotations

- Competitors swim two or four figures at judges panels located around the pool. The same competitor is not first for all figures. The numbered list of competitors is the same. The first number changes on each rotation sheet.
- Example has 11 swimmers in the event. #1 starts Figure 1. #4 starts Figure 2.

10U Figures			
Lawson Aquatic Centre		Regina, SK	
Code	Draw Name	Club	
FIGURES ROTATION SHEET			
Figure 1	Blossom (DD1.0)	1.0	
1	ZHOU, Zixuan	SASKATOON AQUALENES	
2	REMPEL, Lily	SASKATOON AQUALENES	
3	HOSMER, Harper	SASKATOON AQUALENES	
4	GOKAVI BAILEY, Ariah	SASKATOON AQUALENES	

10U Figures		
Lawson Aquatic Centre		Regina, SK
Code	Draw Name	Club
FIGURES ROTATION SHEET		
Figure 2	n/a	1.0
4	GOKAVI BAILEY, Arianah	SASKATOON AQUALENES
5	BOYKO, Josephine	SASKATOON AQUALENES
6	KORT, Marja	SASKATOON AQUALENES
7	DENIS-PRYOR, Ryann	SASKATOON AQUALENES

# General 5

## Routine Draws

- Draw is a numbered list of all competitors in the event. Routine includes names of the soloists, duet partners, team members and coaches.

15U Team Free Final			
Virtual			
Code	Draw	Team / Swimmers	Coaches
DRAW			
	1	YORKTON AQUABATIX SYNCHRO, SK KITCHEN, Brielle* MICKLE, Jordyn TYNDALL, Journey ZAMONSKY, Danyka	MELVIN, Lauren WATRYCH, Heidi
	2	SASKATOON AQUALENES, SK FRIESEN, Joley SALAZAR, Fabiola TEOFILOV, Mariana HADLAND, Natalia HUNCHAK, Emerson KUCHURAN, Sienna WASSERMANN, Avery VAUGHAN, Morgan	THIESSEN, Shaelynn WACHS, Laurie SCHMITT, Karine

# General 6

## Scratches

- Scratches happen when a competitor initially registers for the competition then withdraws from the competition.
- If the scratch is known early enough, the draw will have SCR by the name on the draw. If it's a late scratch, the name will be crossed out by hand.

## Exhibition Swimmers

- Exhibition swimmer is a swimmer who is not eligible for the event but is permitted to compete in the event.
- The draw will have EX by the name.
- *Example: 2024 SR has some Junior athletes swimming on a Youth team. They must compete Youth figures to have a mark for the championship score.*

# General 7

## Major Officials

- Chief Referee and Assistant Chief Referee – red shirt
- Chief Judge, Assistant Chief Judge, Panel Judges – black shirt
  - Effective 2023-2024 - Now includes Technical Controllers
- Chief Scorer, Assistant Chief Scorer – blue shirt

## Access to Field of Play

- Field of Play is an area where access is restricted to Major Officials, athletes, coaches, Host Club Organizing Committee Volunteers (Competition Manager, Volunteer Coordinator, Hospitality Coordinator and Awards Coordinator) and people volunteering for the current event.
- All people other than athletes must wear an official SAS lanyard/tag when in the Field of Play.

# General 8

## Age Groups – defined by World Aquatics and CAS

Age Group	Description	Ages
10U	10 and Under	8, 9, 10 years of age
12U	12 and Under	11, 12 years of age
Novice	First Year Competitor	11 years of age or older
Youth	Previously 15U	13, 14, 15 years of age
Youth Male	<b>** NEW **</b>	13, 14, 15, 16 years of age
Junior	Junior	15, 16, 17, 18, 19 years of age
Junior Male	<b>** NEW **</b>	15, 16, 17, 18, 19, 20 years of age
Senior	Senior	15 years of age or older
Masters	Multiple Age Groups	World Aquatics – 25 years or older Canada – 19 years or older
AdAS	Adaptive Artistic Swimming	Based on skill level, not age Examples – AdAS Cognitive Level 1, AdAS Physical Level 3



# General 9

## Age Groups – SAS Limited Competition

May compete at only one competition as designated by Saskatchewan Artistic Swimming. The designated competition is Sadie Caulder Knight Provincial Championship.

Age Group	Description	Ages
10U LTD	10 and Under	8, 9, 10 years of age
12U LTD	12 and Under	11, 12 years of age
Youth LTD	Previously 15U	13, 14, 15 years of age
Junior LTD	Junior	15, 16, 17, 18, 19 years of age

# ROUTINES

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# Routines <sup>1</sup>

## **Events and Age Groups**

Saskatchewan competitions typically have multiple age groups in an time slot on the schedule due to lower registration numbers. There are several types of events.

- Solo Tech, Solo Free
- Duet Tech, Duet Free
- Mixed Duet Tech, Mixed Duet Free
- Team Tech, Team Free
- Free Combination
- Acrobatic

# Routines 1A

**All routine events will be judged under the new artistic swimming rules.**

- Two Judge Panels – Elements and Artistic Impression. Using the World Aquatics marking scale, they score each routine.
- In addition, a Coach Card must be submitted for every routine. It declares all elements the competitor will swim during the routine. Each element has a Degree of Difficulty (DD).
- Technical Controllers watch the routines to ensure the elements are swum as declared on the Coach Card. Action may be taken when an element is not swum as declared.
  - AdAS, 10U, Novice, 12U, and Masters, no adjustment is made to the DD. Feedback is provided to the coach.
  - Youth, Junior and Senior, the DD is adjusted (reduced) for each part of an element not swum as declared.

# Routines <sub>2</sub>

## Deck Setup

- Judges sit on either side of the pool on raised platforms or chairs. The exact number on side varies by event.
  - There may be Practice Judges seated among the judges evaluating the event.
- Technical Controllers will be at a table somewhere on deck.
- For Saskatchewan Competitions
  - The Chief Scorer, Music Coordinator and Announcer are seated close to where the competitors enter the pool.
  - Timers sit across the pool from where the competitors enter the pool.
  - Videographer sits with the judges on the raised platform.

# Routines <sub>3</sub>

## Schedules <sub>1</sub>

A scheduling target for each event is 60 minutes or less. If it is longer, additional breaks for competitor warm-ups may be needed.

Two typical groupings for Solo Free - depending on the number of entries.

1. Adaptive Artistic Swimming, 10U, Novice, 12U
2. Youth, Junior, Senior, Masters

Tech events are generally held separately from Free events as many competitors in the older age groups swim both Tech and Free.

# Routines 4

## Schedules 2

Team, Free Combination and Acrobatic events use different scheduling options.

- Athletes may compete Team Tech/Free and Combo or Team Tech/Free and Acrobatic.

A warm-up without music is held before every group of events. During this time, all competitors are either in an assigned location in the competition pool or may be anywhere in the warm-up pool. It's also when the volunteers meet with the Chief Referee.

# Routines 5

The Chief Referee cues action throughout routine events. Here are the cues.

Reason for Cue	What the Cue Is	Action after the Cue
Everything is ready to go	Verbal Cue or Head Nod	Announcer announces all general comments to begin the event.
First competitor is ready to go	Verbal Cue or Head Nod	Announcer announces the competitor.
Competitor starts walk-on	Verbal Cue or Head Nod	Timers start timing as per their instructions.
Competitor is ready to swim	Whistle	Music Coordinator plays the music.



# Routines 6

After the swim, actions flow based on what's happening in and around the pool. No specific cues from the Chief Referee.

- Music Coordinator optionally plays the music softly as the competitor exits the pool.
- Announcer states the name of the competitor, club and coach.
- There is a brief pause as the judges and Technical Controllers write on their chits and hand the chits to the Runners.
  - Note: Elements judges write 5-11 marks on the chit. Artistic Impression judges write 3 marks. Technical Controllers write 5-11 pass/review comments.
- As soon as the Runners have the chits, the Announcer can announce marks for the previous competitor (if available) then get ready to announce the next competitor.

# Routines 7

After the Announcer reads marks for the last competitor, they continue with the standard event wrap-up announcements.

If it's the last event of the competition, Announcer promotes the next competition, date and location.

# Routines – Announcer <sub>1</sub>

**Announcer, with cues from the Chief Referee, manages the event.**

- They announce .....
  - the event including age group(s) and routine type
  - the pre-swimmer by number, if available
  - required information before they swim – CAS rule, varies by event
  - required information after they swim – CAS rule, competitor name(s), club, and coach name(s)
  - competitor marks
  - random announcements as directed by the Chief Referee
- Supplies – customized script and draws for the event, a microphone.

# Routines – Announcer <sub>2</sub>

## **Before the event**

- Check in with the Volunteer Coordinator to get your lanyard.
- Meet with the Chief Referee – review duties, review event specific details like the number of pre-swimmers, number of scratches, etc.
- Go to the Announcer Table. Script and draw will be on the table.
- Introduce yourself to the Chief Scorer and Music Coordinator who will be working with you during the event.

# Routines – Announcer <sub>3</sub>

## Start of the Event

- Following the script, announce:
  - The event including age group and routine type.
  - The Officials for the event – judges, Chief Judge, Chief Referee, Assistant Chief Referee, Chief Scorer.
    - Technical Controllers are not announced.
  - Reminders to mute sound on cell phones, no flash photography and stayed seated during the routine.
  - **\*\* NEW \*\*** Only the medals/ribbons for the top three competitors will be presented during the awards ceremony. Ribbons for competitors placing 4-6 can be picked up by the coach and given to their athletes.

# Routines – Announcer 4

## Before Each Competitor

- Using the draw, and on the cue from the Chief Referee announce:
  - Age Group – if there are multiple entries in the age group, only do this once.
  - Competitor Number – Critical
    - This is the cue for the walk-on and timing to start. **\*\* NEW \*\***
  - Competitor Information
    - Solo – name and club of the competitor
    - Duet – both names of the competitors and the club
    - Team – registered name of the club or the team

# Routines – Announcer <sub>5</sub>

## After Each Competitor <sub>1</sub>

- Announce:
  - Competitor Information
    - Name of the competitors, club and name of coach(es)
- **WAIT**
  - Next action depends if the competitor was the first, in the middle or the end of the event.

# Routines – Announcer 6

## After Each Competitor 2

- When cued by the Chief Referee and following the script, proceed with one of the following actions:
  - First Competitor in the event just swam
    - Announce – “marks for this competitor will be ready after the next competitor”.
  - “Middle” Competitor just swam
    - Announce – “marks for the previous competitor are”. Chief Scorer will guide what marks to read on their computer.
  - Last Competitor in the event just swam
    - Announce – “marks for this competitor will be ready in a few moments” then proceed with announcements as per the script.



# Routines – Announcer 7

## **While waiting for the Last Competitor's Marks**

- Announce:
  - Times for
    - Warm-up for the next event.
    - When Volunteers go to the Volunteer Coordinator.
    - Start of the next event.
  - Thank you to sponsors.

# Routines – Announcer <sup>7A</sup>

## **After the Last Competitor Marks**

- Announce when and where the Awards Ceremony will be held – if one follows this event.
- Thank the audience for attending.

## **After the Last Event of the Competition**

- Thank you for attending this competition. See you at our next competition *Name in location on date.*

# Routines – Announcer <sup>7B</sup>

## **New Judging – additional comment**

- All routines judged under the new system have a specific number of elements that must be swum as defined in the coach card.
- Difficulty Technical Controllers review each routine to determine if the elements are correct. The element is assigned Pass, Fail or Review.
- If any element is Fail or Review, before reading the marks for the routine, the Announcer will say “this routine is under technical review, these are the unofficial marks which may change after the review is complete”.

# Routines – Announcer 8

## After the event

- Leave supplies on the Scoring table.

**\*\*\* Return lanyard to Volunteer Coordinator \*\*\***

## **Confidentiality Alert**

**Scoring or review discussions among the Chief Referee,  
Chief Scorer and Officials are confidential!**

# Routines – Timer <sub>1</sub>

**TWO Timers time and record THREE items for every competitor.**

## **1. Walk-on Time**

- Start timing when the first competitor crosses the “line” until the last competitor stops moving.
  - Competitors may start on the deck or in the water. They may also start on the deck then jump in as part of the walk-on.
- Stop timing when the last competitor is in position and not moving. If in the water, they are doing eggbeater to stay in position. They are not moving to get into a pattern.
- Record the Walk-on Time on the chit.

# Routines – Timer <sub>2</sub>

## 1. Walk-on Time (continued)

### World Aquatics Changes **\*\* NEW \*\***

- Walk-on time is 20 or 30 seconds depending on the event.
- Judging starts as soon as the walk-on starts.
  - Timing of Announcing is slightly adjusted.

# Routines – Timer <sub>3</sub>

**TWO Timers time and record THREE items for every competitor.**

## **2. Deck Time**

- Start timing when the music starts.
- Stop timing when the last competitor leaves the deck.
  - “Stop” means hit “split” on the stopwatch.
- Record the deck time on the chit.

## **3. Music Time**

- Start timing when the music starts.
- Stop timing when the music stops.
- Record the music time on the chit.

# Routines – Timer <sub>4</sub>

## **Before the Event <sub>1</sub>**

- Check in with the Volunteer Coordinator to get your lanyard.
- Meet with the Chief Referee – review duties, review event specific details like the number of pre-swimmers, number of scratches, etc.
- Go to the Timing Table. Draw, timing chits, two stopwatches for each timer, and pencils are on the Timing Table.
- Practice using the stopwatch functions - start, split and reset.
  - Two stopwatches per Timer are ideal but timing can be done with one stopwatch and one cell phone or just one cell phone.



# Routines – Timer 5

## **Before the Event 2**

- Using the draws, prepare a chit for each competitor in the event.
  - Circle event type, age group and time limit for the event.
  - Write the draw number on the chit.
- All times are recorded as M:SS – minutes and seconds only.
  - Do not round up.
  - Truncate the hundredths.

# Routines – Timer <sub>6</sub>

## During the Event <sub>1</sub>

- Be alert to Announcer.
  - When the Announcer says the competitor number, ensure you have the right prepared chit and pick up Stopwatch #1.
- Watch the competitor standing by the Chief Referee.
  - Look to see if they might start in the water instead of on deck.
- Use Stopwatch #1 to time walk-on as soon as the competitor crosses the “line” to when the competitor is in position.
- Pick up Stopwatch #2.

# Routines – Timer 7

## During the Event 2

- Be alert to Chief Referee.
  - When the Chief Referee blows the whistle, the music will start.
- Use Stopwatch #2 to time Deck Time and Music Time as soon as the music starts.
- When the last competitor leaves the deck, hit split.
- Record Walk-on Time and Deck Time on the chit. Hit split again to start the stopwatch again.
- Sit back and enjoy the routine.

***Record times as M:SS.  
Do not round up.  
Truncate hundredths.***

# Routines – Timer <sub>8</sub>

## During the Event <sub>3</sub>

- When the music stops hit split again. Record Music Time on the chit.
  - Hit split, not stop, just in case the music isn't finished.  
Occasionally, music will sound like it is done but it is not. Using split means the actual end of the music time can be captured.
- Hand both chits to the Runner to take to the Chief Scorer.
- Get the chit for the next competitor ready.

***Record times as M:SS.  
Do not round up.  
Truncate hundredths.***

# Routines – Timer 9

## After the Event

- Leave supplies on the Timing table.

**\*\*\* Return lanyard to Volunteer Coordinator \*\*\***

## **Confidentiality Alert**

**Scoring or review discussions between the  
Chief Referee, Chief Scorer and Officials are confidential!**

# Routines – Videographer <sup>1</sup>

## **Video all routines in the competition.**

- Video may be needed during the competition to review elements in any routine.
- Video of all routines may be used later for training purposes.

# Routines – Videographer 2

## **Before the Event**

- Check in with the Volunteer Coordinator to get your lanyard, tablet and tripod.
- Meet with the Chief Referee – review duties and where the Videographer is seated for the event.
- Set up the tablet and tripod as directed.
- Practice using the camera to record competitors practicing in the pool.

# Routines – Videographer <sub>3</sub>

## **During the Event <sub>1</sub>**

- At the start of event – record the Announcer's opening comments.  
Stop recording before the first competitor.
- Video each competitor individually.
  - Start recording when the competitor is lined up and ready to go.
  - Stop recording as the competitor is swimming off.



# Routines – Videographer 4

## During the Event 2

- Frame the competitor when recording.
  - Be tight enough so the competitor can be seen. One soloist in the middle of the pool is quite small.
  - Don't be too tight so the competitor is lost as they move through the water, or the head/arms/legs are lost when the competitor does a boost or thrust or if a team throws a competitor through the air.
  - Make sure the entire team is always in video.
  - Do not zoom in and out. Small adjustments can be made but keep the frame same as much as possible through the entire routine.

# Routines – Videographer 5

## During the Event 3

- Video review may be needed immediately after the competitor swims or at the end of the event.
- Replay the video of section of video as requested by the Chief Referee and Head Judge.

### **Confidentiality Alert**

**Scoring and video review discussions between the Chief Referee and Head Judge as well as any potential penalties are confidential!**

# Routines – Videographer 6

## After the Event

- Check with Chief Referee if there is any need to view additional video after the event. If so, assist with the video as requested. This may be done for any type of event – free, tech, combo or acrobatic routines.
- Return tablet, and tripod to Volunteer Coordinator.

**\*\*\* Return lanyard to Volunteer Coordinator \*\*\***

## **Confidentiality Alert**

**Scoring and video review discussions between the Chief Referee and Head Judge as well as any potential penalties are confidential!**

# Routines – Livestream Videographer <sup>1</sup>

**\*\* NEW \*\***

- Under the guidance of the Livestream Coordinator, use the provided camera to video the entire event.
  - Livestream Videographer is responsible to “pan” the camera (move left and right) to follow the competitor around the pool.
  - Livestream Coordinator will handle “zoom” and “tilt” as needed.
- There is no display on the camera so the Livestream Videographer watches a monitor to follow the competitor throughout their routine.

# Routines – Livestream Videographer <sup>2</sup>

**\*\* NEW \*\***

## **Before the Event**

- Check in with the Volunteer Coordinator to get your lanyard.
- Meet with the Livestream Coordinator – review duties and where the Livestream Videographer is seated for the event.
- The camera and tripod is set up by the Livestream Coordinator.  
Practice using the camera to follow competitors practicing in the pool.

# Routines – Livestream Videographer <sub>3</sub>

**\*\* NEW \*\***

## **During the Event**

- At the start of event – record the Announcer's opening comments and continue recording until the end of the event.

# Routines – Livestream Videographer <sup>6</sup>

**\*\* NEW \*\***

## **After the Event**

- Check with Livestream Coordinator if anything should be done with the camera and tripod. Follow their instructions as needed.

**\*\*\* Return lanyard to Volunteer Coordinator \*\*\***

## **Confidentiality Alert**

**Scoring and video review discussions between the Chief Referee and Head Judge as well as any potential penalties are confidential!**

# Routines – Runner <sub>1</sub>

**Runners take the routine chits from the judges and the timing chits from the Timers to the Chief Scorer immediately after each routine.**

- Depending on the facility, there are two runners with one placed by the judges panel on each side of the pool. This is a great position for young athletes!
- The number of chits picked up varies by event.
  - If possible, the Volunteer Coordinator will tell the Runner the number of chits to pick up. The number depends on the number of judges judging the event and may change with the age group.
  - General rule of thumb is pick up one chit from every judge sitting on the panel.



# Routines – Runner <sub>2</sub>

## **Before the Event**

- Check in with the Volunteer Coordinator to get your lanyard.
- Volunteer Coordinator reviews duties and where each Runner is seated for the event.
  - Also show the Runner where judges, Technical Controllers and Timers will be seated to know where to pick up the chits.

# Routines – Runner <sub>3</sub>

## During the Event

- After each routine is finished, quickly pick up all chits from the judges.
  - Some judges may be faster or slower with preparing their chit.
  - Pick up ALL chits then take them to the Chief Scorer.
- The Runner who passes by the Timing table and the Technical Controller table on the way to the Chief Scorer picks up those chits.
- When returning to their seat, the Runner should not interfere with the walk-on of the next competitor. Wait until the competitor is in the water before walking across the end of the deck.

# Routines – Runner 4

## After the Event

**\*\*\* Return lanyard to Volunteer Coordinator \*\*\***

# Routines – Things That Can Go Wrong 0

## **Many things can go wrong!**

In all cases, the Chief Referee ensures the safety of the competitors, oversees resolution of the situation and communicates with all participants to confirm the competition is ready to proceed.

The following pages describe some of the different scenarios that may be encountered.

# Routines – Things That Can Go Wrong <sup>1</sup>

## Sound System Issues <sup>1</sup>

- Music Won't Start
  - Competitor has completed the walk-on and the whistle blows to start the music, but the music doesn't start.
    - Chief Referee calls the competitor back to the starting position.
    - Music Coordinator checks for issues.
    - Coach may be asked to supply an alternation music source.
    - Announcer makes an announcement about technical issues. See script.
    - When the music is available, start over with the Chief Referee cueing to announce the competitor.

# Routines – Things That Can Go Wrong <sup>2</sup>

## Sound System Issues <sup>2</sup>

- Music Starts But It's Wrong
  - Competitor has completed the walk on, the whistle blows to start the music, the music starts but it's the wrong music.
    - Chief Referee calls the competitor back to the starting position.
    - Music Coordinator checks for issues.
    - Coach may be asked to supply an alternation music source.
    - Announcer makes an announcement about technical issues. See script.
    - When the music is available, start over with the Chief Referee cueing to announce the competitor.

# Routines – Things That Can Go Wrong <sup>3</sup>

## Sound System Issues <sup>3</sup>

- Music Cuts Out During the Routine
  - Competitor is in the pool swimming the routine.
  - If the music cuts out, the Chief Referee checks with the Coach for the action.
    - Chief Referee only blows the whistle to stop the routine if the Coach says to stop.
    - The competitor may continue swimming the routine without music.
  - If the swim continues, no action by Announcer or Music Coordinator.
  - If the whistle blows, the Music Coordinator stops the music (if not already stopped). Announcer proceeds with the standard post-swim announcements then says there will be a pause due to technical issues and judges should hold their chits (see script).

# Routines – Things That Can Go Wrong <sup>4</sup>

## Sound System Issues <sup>3A</sup>

- Music Cuts Out During the Routine – continued
  - As soon as the competitor exits the pool, the Music Coordinator checks for issues.
  - The Chief Referee and Coach determine the action.
    - Use routine as swum OR
    - The Coach may be asked to provide an alternate source to do a re-swim.

Chief Referee will direct the Announcer to make announcements based on the situation.



# Routines – Things That Can Go Wrong <sup>5</sup>

## Re-swims

- A re-swim may be granted at the discretion of the Chief Referee following World Aquatics rules.
- When a re-swim is permitted, the Chief Referee ensures the competitor, the coach, judges, Technical Controllers, Music Coordinator and Timers understand what is happening and are prepared before the re-swim starts.

Chief Referee will direct the Announcer to make announcements based on the situation.

# Routines – Things That Can Go Wrong <sup>6</sup>

## Judges

- Chief Referee may ask the Announcer to pause before going on with the next announcement to address issues with the judges such as:
  - A judge submitted a chit for the wrong competitor number.
  - A judge submitted a chit without a mark.
  - A judge submitted a chit with an unreadable mark.

In all situations, the Chief Referee and Chief Scorer handle it. When it's been resolved, the Announcer is cued to proceed.

# Routines – Things That Can Go Wrong 7

## **Missing Competitor**

- A competitor may not be visible on deck. Several possibilities such as:
  - In the bathroom and running late getting back to deck.
  - Dealing with a minor injury but is prepared to swim.
  - Dealing with a not so minor injury. Competing is a maybe.
  - Dealing with a more severe injury or situation. Athlete scratches.

In all situations, the Chief Referee handles it. When it's been resolved, Chief Referee will direct the Announcer to make announcements based on the situation.

# FIGURES



# Figures – Events

All age groups, other than Junior, Senior and Masters, swim figures at the competition.

- Adaptive Artistic Swimming (AdAS), 10U, Novice, 12U, Youth.
  - Novice and 12U may be merged into the same draw to swim their figures. Results will be separated by Age Group.
  - Junior may swim an added special event at a competition.
  - Senior and Masters never swim figures.

In general, the figure event schedule is based on the number of competitors in the age group and the number of available judges.

A general warm-up is held before each event with all competitors in the pool. This is when the Volunteers meet with the Chief Referee.

# Marnie Eistetter Training Meet

## FINAL Schedule

*Published 2022 11 09*

Schedule may move forward to a maximum of 30 minutes  
at the discretion of the Chief Referee

**Saturday, November 26, 2022**

TIME		EVENT	CATEGORY	# of SWIMMERS	Award Presentation
		Deck Access 7:30 am for Volunteers. 8:00 am for Athletes.			
8:00 AM	- 8:20 AM	Competition Setup			
8:20 AM	- 8:50 AM	Coaches Meeting			
8:50 AM	- 9:00 AM	Chief Referee/Chief Scorer Meeting			
		Figure Event #1			
9:00 AM	- 9:25 AM	Warm-up - 5m laps, 20m figures			
9:25 AM	- 10:15 AM	Panel 1	10U	8	Before Banquet
		Panel 2	Junior	13	Before Banquet
		Figure Event #2			
10:15 AM	- 10:40 AM	Warm-up - 5m laps, 20m figures			
10:40 AM	- 11:45 AM	Panels 1+2	Novice	8	Before Banquet
		Nov + 12U combined draw	12U	18	Before Banquet
11:45 AM	- 12:15 PM	Break - Lunch			
		Figure Event #3			
12:15 PM	- 12:40 PM	Warm-up - 5m laps, 20m figures			
12:40 PM	- 2:05 PM	Panels 1+2	15U	33	Before Banquet

# Figures – Deck Setup

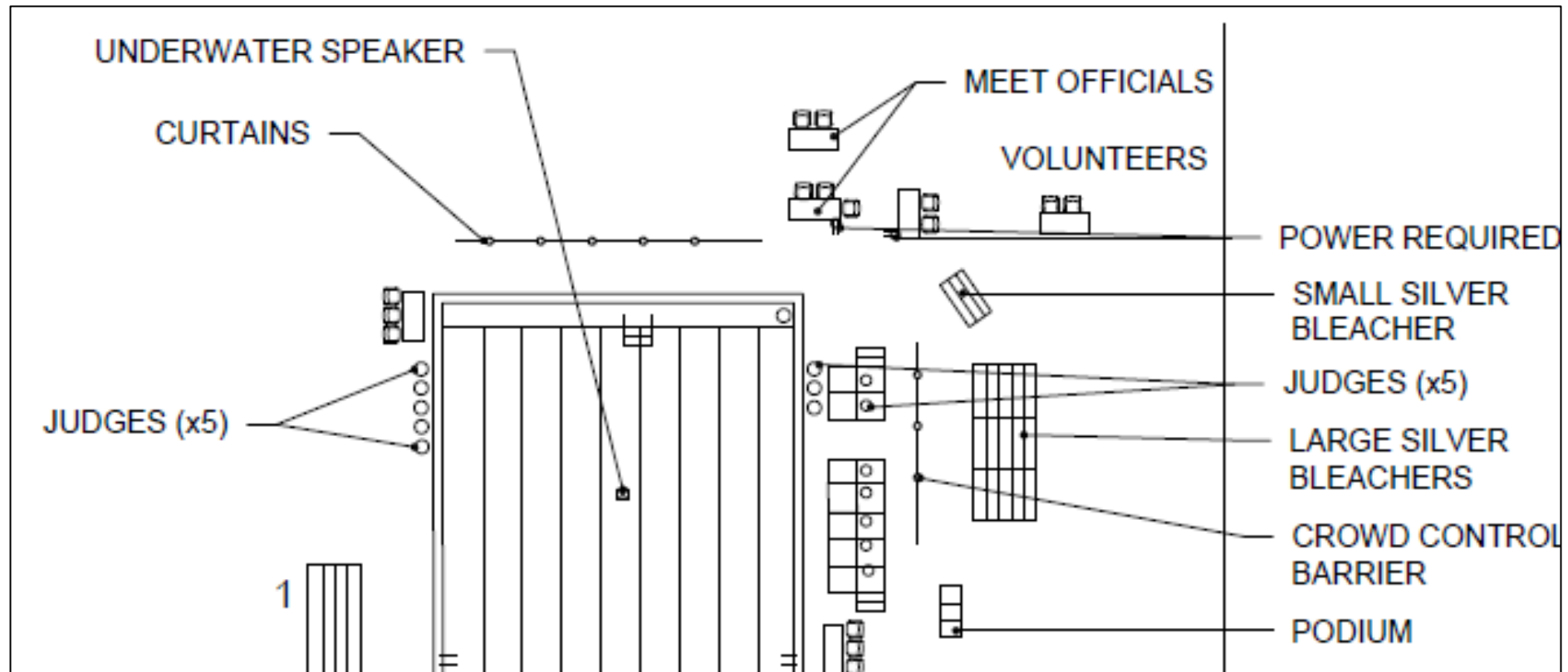
## Figure Panel

- This is a physical location where each competitor swims a figure in front the judges.
- In addition to the judges (3-5), the panel will have one Panel Referee, one Marshall, three Scorekeepers and optionally a Videographer.
- There are one to four panels around the pool depending on the competition.
- Competitors line up in the pool beside the judges in order as shown on the rotation sheet. When it's time, the competitor swims in front of the judges, does the figure then swims away from the judges to exit the pool.
- Each competition has a pool diagram showing the panel set up and where competitors move.

# Figures – Regina

**Panel 2 on LEFT**

**Panel 1 on RIGHT**





## Figures – Deck Setup



# Figures – Panel Referee <sup>1</sup>

**Panel Referee manages everything on their assigned panel.**

They announce .....

- the event including age group and figure name
- the pre-swimmer by number or state there is no pre-swimmer
- each competitor by draw number
- judges' marks after every competitor
- any scheduled breaks
- any random breaks as needed

Supplies - a clipboard with the script and rotation sheet for the event plus a pencil.

# Figures – Panel Referee <sub>2</sub>

## **Before the Event <sub>1</sub>**

- Check in with the Volunteer Coordinator to get your lanyard.
- Meet with the Chief Referee – review duties, review event specific details like the number of pre-swimmers, number of scratches, etc.
- Pick up the clipboard with the script and draws. Get a pencil from the scoring table.
- Make sure the Figure Binder is set to the figure for the event.
- Make sure the number on the “number flippy thing” is set to the number of the first pre-swimmer or the first competitor in the event.

# Figures – Panel Referee <sub>3</sub>

## **Before the Event <sub>2</sub>**

- Check with the Judges who is Judge #1 and how the judges are seated. Judge #1 will be closest to the Panel Referee.
  - Always start reading the marks with Judge #1 then Judge #2, and so on.

# Figures – Panel Referee 4

2023 MM	Event #1 Panel 1	10 and Under
Select One >>>	We begin with	10 and Under
	We continue with	10 and Under
Figure #1	101 Ballet Leg Single	
There is/are	0 1 2	pre-swimmer(s)
Pre-swimmer #	1	
Judges....Marks	read judges marks	
	if two Pre-swimmers, say	Pre-swimmer #2 ....Judges....Marks
Wait while judges conference then continue....		
	ONE panel, proceed when ready	
	TWO or FOUR panels, wait until Chief Referee blows whistle.	
Competitor #	1	<i>If scratched, say Competitor #x is scratched” then announce the next competitor</i>
Judges....Marks	repeat for all competitors in	10 and Under
That concludes	101 Ballet Leg Single	
Select One >>>	That concludes this event. Thank you judges and volunteers.	
	We will continue with the next figure in a moment.	Scorers need to switch paper.



# Figures – Judges

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# Figures – Panel Referee 5

## During the Event

- As each competitor number is said, flip the number on the “number flippy thing” to the number of the competitor in the water.
  - Be sure to flip an extra number when there is a scratch.
- Be sure to wait for all judges to have their marks up before reading the first mark.
- In between figures, update the Figure Binder to the right figure and change the number on the “number flippy thing” to the first pre-swimmer or first competitor in the event.



# Figures – Judges...Marks

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# Figures – Panel Referee <sub>6</sub>

## After the Event

- Leave pencil with on the scoring table.
- Return clipboard and papers to Chief Referee.

**\*\*\* Return lanyard to Volunteer Coordinator \*\*\***

# Figures – Marshall <sup>1</sup>

## **Marshall has two tasks.**

1. After warm-up and before the competition starts - line up all the competitors in draw order.
2. During the event - send each competitor to the judges at the right time.

Supplies - a clipboard with the rotation sheet for the event plus a pencil.

# Figures – Marshall



# Figures – Marshall 2

## **Before the Event**

- Check in with the Volunteer Coordinator to get your lanyard.
- Meet with the Chief Referee – review duties, review event specific details like the number of pre-swimmers, number of scratches, etc.
- Pick up the clipboard with the draws. Get a pencil from the scoring table.
- When working with the competitors, keep an eye out for elastics on wrists (or ankles), bracelets (or anklets), earrings (must be small), other jewelry and nail polish.
  - Ask competitor to give elastics to coach. Make a note about the other items and inform the Chief Referee after the event.

# Figures – Marshall <sub>3</sub>

## **Line up all Competitors in Draw Order <sub>1</sub>**

- Start lining up competitors as soon as they exit the pool after their warm-up.
  - Call the competitor's number. Put the first competitor at the start of the line.
  - If the competitor isn't immediately there, call for the next competitor. Don't wait for the competitor to arrive. Leave a space for them.
- The panel may have all or half the competitors shown on the draw.
  - All competitors when there is one panel for the age group.
  - Half the competitors when there are two panels for the age group.

# Figures – Marshall 4

## **Line up all Competitors in Draw Order 2**

- When talking with the competitor ask their number.
  - Don't ask if they are number 10. Even if they aren't #10, they might say yes!
  - Don't ask if they are a certain name. Even if that isn't their name, they might say yes!

# Figures – Marshall 5

## During the Event

- Send the competitor to swim to the judges panel so the competitor arrives in front of the judges when the Panel Referee announces their draw number.
- Start them moving as soon as the Panel Referee starts reading the marks.
  - 12U and older competitors can do eggbeater away from the wall to swim straight to the panel.
  - Younger competitors stay by the wall then swim to the panel.
- Be sure the athletes are sitting quietly on the edge.

# Figures – Marshall 6

## After the Event

- Leave pencil with on the scoring table.
- Return clipboard and papers to Chief Referee.
- Inform Chief Referee if there were any competitors with bracelets, earrings or nail polish.

**\*\*\* Return lanyard to Volunteer Coordinator \*\*\***



# Figures – Scorekeepers <sup>1</sup>

**Scorekeepers record all judges' marks for all competitors.**

- Two types of scoresheets.
  - Type 1 is portrait-oriented. One person has this sheet.
  - Type 2 is landscape-oriented. Two people have this sheet.
  - All scoresheets have the competition name, date, age group, figure and competitor numbers.

Supplies – package of scoresheets

- 1-18 competitors – 1 sheet per figure (2 pre-swimmers + 18 competitors)
- 19-38 competitors – 2 sheets per figure (20 competitors)

# Figures – Scorekeepers <sup>2</sup>

## **Scorekeepers record all judges' marks for all competitors.**

- All scorekeepers write down every mark announced by the Panel Referee. Action after all marks are announced is different.
- Write marks clearly on the scoresheets.
  - Do not erase marks.
  - Do not write over top a mark to change it. Cross out the old mark and clearly write the new mark.

# Type 1 Scoresheet

**CANADA ARTISTIC SWIMMING OFFICIAL FIGURE GRAPH SHEET**  
to be used by the middle scoring person

Date \_\_\_\_\_ Competition \_\_\_\_\_

Figure Name \_\_\_\_\_ Panel \_\_\_\_\_ Age Group \_\_\_\_\_

[illegible]

# Type 2 Scoresheet

[illegible]

# Figures – Scorekeepers 5

## **Before the Event 1**

- Check in with the Volunteer Coordinator to get your lanyard.
- Meet with the Chief Referee – review duties, review event specific details like the number of pre-swimmers, number of scratches, etc.
- Get your package of scoring sheets. Go to your scoring table.

# Figures – Scorekeepers <sup>6</sup>

## Before the Event <sup>2</sup>

- Check the figure sheets – confirm with Panel Referee as needed.
  - Check which type of worksheet you have.
  - Scratches – cross out ALL scratches in ALL figure sheets.
  - Pre-swimmers – there will be zero, one or two Pre-swimmers. Cross out the extra lines.
  - Make sure all scoresheets are in the correct order.
- Check supplies
  - Scorekeeper with Type 1 sheet needs pencils and a highlighter.
  - Scorekeepers with Type 2 sheet need pencils and a calculator.

A wiggly line works well  
to cross out scratches.



# Figures – Scorekeepers

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# Figures – Scorekeepers 7

## During the Event 1

- As the Panel Referee announces the marks, write marks on the scoresheet. Be sure the marks are written beside the competitor number announced by the Panel Referee.
  - **Type 1 Scoresheet** – write marks ACROSS the scoresheet. Include the decimal point.
  - **Type 2 Scoresheet** – write marks DOWN the scoresheet. Use the line between the boxes as the decimal point.
  - **Call “Re-read” if marks are not heard clearly. Do it immediately!**  
*More on re-reads later in the presentation.*



# Figures – Scorekeepers 8

## During the Event 2

- After all marks for the competitor are recorded.
  - **Type 2 Scoresheet** – use the calculator to add up the marks then write the total on the scoresheet. Check with the other person with this sheet to ensure it is the same total. If not, determine why it's different. When it is the same, tell the person with the Type 1 scoresheet.
  - **Type 1 Scoresheet** – write the total confirmed by the other two scorekeepers.

**Ask Panel Referee to STOP the competition if there is an issue.**

**Do it immediately!**

*More on stopping for issues later in the presentation.*

# Figures – Scorekeepers 9

## During the Event 3

- After one page is full, stack the three scoresheets with the Type 1 scoresheet on top and the Type 2 scoresheets on the bottom.
  - Chief Scorer or Chief Referee will pick up the papers and take to the scoring table.
- If the number of competitors in the event do not fill up the scoresheet, stack the scoresheets at the end of the figure.
  - If the last figure is complete and a stack hasn't been picked up yet, take it to the scoring table.

# Figures – Scorekeepers 10

## After the Event

- Leave pencil on the scoring table.
- Return any remaining scoresheets to the Chief Scorer.

**\*\*\* Return lanyard to Volunteer Coordinator \*\*\***

# Figures – Videographer <sup>1</sup>

**Videographer records all figures in the figure event.**

Figures for specific age groups are videoed for potential review by the Judging Panel.

- 12U – two figures – 227d Swanita Spinning 180, 363 Waterdrop
- Youth – all figures

Supplies – tripod and tablet. Tablet is in a waterproof case.

# Figures – Videographer 2

Videographer sits beside the judges' panel to record each figure individually using SAS-provided equipment.

- Recording starts as the competitor swims in front of the judges.
- Recording stops when the swimmer is finished the figure and starts to swim away.
- The camera remains stationary in one position unless the competitor is going to move out of the frame. **No zooming in and out!**

# Figures – Videographer <sub>3</sub>

## **Before the Event**

- Check in with the Volunteer Coordinator to get your lanyard.
- Meet with the Chief Referee – review duties.
- Get equipment (tablet and tripod) from the Volunteer Coordinator if it isn't already at the panel.
- Be sure you are familiar with using the recording device.
- Practice recording competitors as they practice during warm-up.

# Figures – Videographer 4

## During the Event

- Record each competitor individually including any pre-swimmers.
- The Head Judge on the panel may ask for a video review.
  - Depending on the location, you may need to move the equipment to a quieter location.
  - The Head Judge, one other judge and the Chief Referee will review the video. They will instruct you on what to do. The video may be stopped in the middle of a figure or may be run start to finish. The video may be viewed a maximum of three times.
  - During the review, you will hear a confidential discussion among the officials. **It must remain confidential!**

# Figures – Videographer 5

## After the Event

- Check with the Head Judge on the panel before leaving just to make sure the judges are done with the video.
- Return equipment (tablet and tripod) to the Volunteer Coordinator.

**\*\*\* Return lanyard to Volunteer Coordinator \*\*\***

## **Confidentiality Alert**

**Video review discussions between the Head Judge and Chief Referee about potential penalties are confidential!**



# Figures – Things That Can Go Wrong 0

## **Many things can go wrong!**

The Chief Referee or Assistant Chief Referee is assigned to every panel and provide assistance as needed.

A good guideline is to stop the competition and sort out the situation before moving onto the next competitor.

The following pages describe some of the different scenarios that may be encountered.

# Figures – Things That Can Go Wrong <sup>1</sup>

## Re-read Judges Marks

- Panel Referee reads the marks.
  - Panel Referee says a wrong mark and realizes it.
    - Panel Referee says “re-read” and start reading the marks again starting with Judge #1.
    - All Scorekeepers write down the marks. Be sure the changed mark is clear.
  - Panel Referee says a wrong mark and doesn’t realize it.
    - Judge calls out “re-read”. Same action as above.
  - Scorekeepers did not clearly hear the marks.
    - Scorekeeper calls out “re-read”. Same action as above.

**Panel Referee initials the Type 1 scoresheet regardless of the reason for the re-read.**

# Figures – Things That Can Go Wrong <sup>2</sup>

## **Panel Referee Announces the Wrong Competitor Number**

- Sometimes, the Panel Referee will immediately correct it and no further action is needed.
- Sometimes, the competitor might stop and look at the Panel Referee saying “that’s not my number” or “my number is \_\_\_\_”.
  - Pause to sort out what competitor number is correct.
- If it hasn’t been corrected by the Panel Referee or competitor, the Scorekeepers should say something.

# Figures – Things That Can Go Wrong <sup>3</sup>

## **Penalty - General**

- Panel Referee calls “Judges ... Marks” but the judges do not flash a mark. The competitor swam a “wrong figure”.
- Many different actions may happen when the judges don’t flash marks.

**Panel Referee signs the Type 1 scoresheet AND  
Scorekeeper with this scoresheet highlights the row on the scoresheet  
for every penalty regardless of the action taken.**

# Figures – Things That Can Go Wrong <sup>4</sup>

## **Penalty – Action 1 – Re-swim**

- Head Judge on the panel calls the competitor over to discuss the figure they swam.
- The competitor is given the opportunity to re-swim the figure a second time.
- Panel Referee announces the competitor again. Competitor swims.
- Panel Referee announces the marks then signs the Type 1 scoresheet.
- Scorekeeper with Type 1 scoresheet highlights that row on the paper.

# Figures – Things That Can Go Wrong <sup>5</sup>

## **Penalty – Action 1 – Re-swim continued (1)**

- If the competitor refuses to do a re-swim
  - Head Judge instructs the Scorekeepers to record zero as the mark.
  - Panel Referee signs the Type 1 scoresheet. Scorekeeper with this sheet highlights the line.
- If the competitor makes a second attempt and it is still a wrong figure
  - Head Judge instructs the Scorekeepers to record zero as the mark.
  - Panel Referee signs the Type 1 scoresheet.
  - Scorekeeper with Type 1 scoresheet highlights that row on the paper.

# Figures – Things That Can Go Wrong <sup>6</sup>

## **Penalty – Action 2 Video Review \*\* NEW \*\***

- Panel Referee calls “Judges ... Marks” and judges do not hold out flashcards – even though most judges have a mark prepared.
- Head Judge on the panel asks for a video review of the figure before asking the competitor to do the figure again. This occurs according to the video review process.
- Panel Referee asks the competitor remain at the panel while the review is done.

# Figures – Things That Can Go Wrong 7

## **Penalty – Action 2 Video Review 2**

- After the review is done, the Head Judge on the panel will instruct to do one of the following.
  - No penalty. Call out the marks as usual but one or more judges may not have a mark.
    - Panel Referee signs the Type 1 scoresheet.
    - Scorekeeper with Type 1 scoresheet adds a note to their scoresheet – “Average Marks” then highlights the row.
  - Penalty with re-swim – follow the actions outlined under Action 1.



# Figures – Things That Can Go Wrong <sup>8</sup>

## **Scorekeepers Run Into Difficulties <sup>1</sup>**

Panel Referee takes IMMEDIATE action by saying “Judges, there will be a brief pause while we sort out scoring”.

- Do NOT make this announcement while a competitor is in front of the judges. Wait until after the competitor is done.
- It’s a judgement call if you ask the judges to flash their marks or hold their marks.
- Judges cannot provide marks for previous competitors so the Scorekeepers always must be on the right competitor.

# Figures – Things That Can Go Wrong <sup>9</sup>

## **Scorekeepers Run Into Difficulties <sup>2</sup>**

Discuss whatever happened and determine how to fix it.

Some potential issues.

- Scorekeepers with Type 2 scoresheet cannot get the same total.
  - Try adding the marks again.
  - Check all three scoresheets if the written marks are the same. If not, use the marks on two of the scoresheets.

# Figures – Things That Can Go Wrong <sup>10</sup>

## **Scorekeepers Run Into Difficulties <sup>3</sup>**

Some potential issues.

- Scorekeepers are not keeping up because it's going so fast.
  - Some figures are very fast so there isn't a lot of time to add marks. Slow down reading the marks.
  - If it's still a problem, the Scorekeepers can stop adding the marks. The total on the scoresheet is a double check with the scoring program for the Chief Scorer. If necessary, the Chief Scorer will adapt their process to include this extra check.

# Figures – Things That Can Go Wrong <sup>11</sup>

## Scorekeepers Run Into Difficulties <sup>4</sup>

Some potential issues.

- Scorekeepers are on the wrong competitor number.
  - This might happen when there are scratches so the Scorekeeper gets on the wrong row/column for the competitor.
  - This might also happen if there is not a pre-swimmer or only one pre-swimmers so the marks for the first competitor went into the wrong row/column.
  - It might be because the Panel Referee announced the wrong number.

# Figures – Things That Can Go Wrong <sup>12</sup>

## **Judges Feel the Pace is Too Slow**

- Marshall sends the competitor to swim to the judges panel so the competitor arrives in front of the judges when the Panel Referee announces their draw number.
- Competitors don't always cooperate so they arrive late to the judges.
- The Head Judge may signal for the Marshall to “hurry up” with the competitors.
- Marshall should start the competitors moving sooner.
  - Younger age groups may need lots of encouragement to start moving.
  - Older age groups just need reassurance they should start moving.

# Figures – Things That Can Go Wrong <sup>13</sup>

## **Running Out of Competitors in the Line-up**

Reasons for running out of competitors

- There was an issue on the other panel that caused a delay.
- The figure on the panel is much faster than the figure on the other panel. An example is Barracuda (fast) and all other figures.

Action

- Panel Referee says: “we’ll take a short break until we have more competitors”. Wait until there are 8-10 competitors in line or there will be another break soon.

**Contact the Chief Referee to assist.**

# Figures – Things That Can Go Wrong <sup>14</sup>

## **Missing Competitor <sup>1</sup>**

A competitor may not be visible on deck. It could be due to several possibilities such as in the bathroom and running late getting back to deck or dealing with some sort of injury.

**Contact the Chief Referee to assist.**

# Figures – Things That Can Go Wrong <sup>15</sup>

## **Missing Competitor <sub>2</sub>**

- If the competitor cannot be located or cannot swim.
  - Panel Referee calls the competitor number as usual then waits.
  - Panel Referee calls the competitor number a second time then waits.
  - Panel Referee calls the competitor number a third time then waits.
  - Panel Referee says competitor number is scratched.
- In rare situations, a competitor may be moved to a swim at a different time. The draw number stays the same. They just swim later.

**Contact the Chief Referee to assist.**



# Figures – Things That Can Go Wrong <sup>16</sup>

**Stop the competition and ask the Chief Referee or Assistant Chief Referee to assist!**

One referee is assigned to each panel.

- If there are two panels, one referee is assigned to each. If there are three or four panels, one referee covers two panels.

# Poll #2

What is your favorite Volunteer Role?

Panel Referee

Marshall

Scorer

Announcer

Timer

Videographer

Runner

# Resources <sup>1</sup>

## **SAS Competition Planning Guide**

- Comprehensive document on all aspects of planning and holding an artistic swimming competition in Saskatchewan. The full package includes over 40 supporting documents.

## **Volunteer Task Sheets – one for every Volunteer position**

- One (or two) page document for each volunteer document available on deck at the competition.

# Resources <sup>2</sup>

## Volunteer Training Presentation

- This presentation will be sent to all attendees and will be made available to Host Club Volunteer Coordinators to use at the competitions.
- We will hold the presentation for every competition this season.

## Rulebooks

- Saskatchewan Artistic Swimming  
<https://www.saskartisticswimming.ca/governance/rulebooks>
- Canada Artistic Swimming  
<https://artisticswimming.ca/resources/competitions/rulebooks/>
- World Aquatics <https://www.fina.org/artistic-swimming/rules>

# Resources <sup>3</sup>

## **Future – short videos for each volunteer position**

- Verbal presentation of information specific to a volunteer position to use by individuals to learn more about their role.