

Mentoring Judge Level 2S Candidates



- a) Put the candidates at ease and always talk to them and explain what is going on.
- b) Always check equipment works **at least 1 hour** before start in order to check the starting equipment and become familiar with the pool layout. (National Advice)
- c) **Before the Event**
 - Check the start signal, recall button, strobe light. PA
 - Check the starting platforms (Blocks) for sharp edges, tightness, correct numbering
 - Check whether you need to hold down the microphone switch when pushing start button
 - Set and Test the volume levels
 - If the strobe light fails to work and there are swimmers with a hearing impairment, you will have to make arrangements with the swimmer/coach regarding the start signal.
 - Have you got a whistle?
- d) **Briefing with the Referee**
 - Liaise with the Referee to see if there are any local operating requirements
 - How many starters are there, are there any races to be started from the turn end of the pool?
 - Problems entering the pool on backstroke (timing boards on deck pools)
 - Is there over the top starts in operation
 - Is the starter clearing the pool after each backstroke race?
 - Establish the procedure for unfair starts / recalls
- e) Check to see if you have the correct number of swimmers at the start of the race or disability swimmer – deaf swimmer / partially sighted.
- f) Stand where you can see & be seen, don't stand in front of light or speaker.
- g) In races involving AOE, the timing pads are not activated until 10-15 secs after the start signal is given, do not waste time asking the swimmers in the water to remove their hands off the pads as it delays the start and has no effect whatsoever on the pads anyway.
- h) When starting make sure that the swimmers have at least one foot at the front of the blocks. (this would be after the command "take your marks" need to make them aware of this as many qualified starters don't seem to know the rules want the foot there before they will give the command) If starting in the water ensure that they are holding on with at least one hand (except backstroke when it's both hands (masters one hand)).
- i) When you are going to start make sure that the swimmers are ready.
- j) If the start is faulty or someone falls in stand the rest of the swimmers down **quickly**.

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- k) When starting vary your timing **very** slightly
- l) The starter will not start the race until all swimmers are stationary.
- m) Once the race has started watch the swimmers until they have all surfaced (and the referee until you are sure they are not going to recall).
- n) Be careful when you put the hand set down so that you don't accidentally press the recall button
- o) If you are going to report a disqualification, ensure that the swimmer actually false started (SBS) and didn't just slip or fall in. Fill in the DQ report and hand it personally to the referee.
- p) Show disqualification slips and how they should be completed.
- q) How to deal with a deaf or blind swimmer
- r) What about if the AOE start box doesn't work, start on whistle. Make sure that you have the decision announced, advise everyone including officials. Do a test start with the whistle first to ensure everyone is aware of what it sounds like (you will also know if you need to blow louder as well).