

## Deck Staffing for S&T & Assignments

Staffing the deck should use the chart below as a guide only (all venues are different). This assumes a full deck staff of Meet Ref, Deck Ref, Starter and CJs are in place and assigned on an 8 lane pool.

# of S&T Officials	Start End	Turn End	Stroke Judges	Relief (use relief for RTO)
6	2	2	2 (1 + 1)	0
7	2	2	2 (1 + 1)	1
8	2	2	4 (2 + 2)	0
9	2	2	4 (2 + 2)	1
10	3	3	4 (2 + 2)	0
11	3	3	4 (2 + 2)	1
12	4	4	4 (2 + 2)	0
13	4	4	4 (2 + 2)	1
14	4	4	4 (2 + 2)	2 (each take an end and a side)
15	4	4	4 (2 + 2)	3 (1 for start end, 1 for turn end, 1 for stroke judges)
16	4	4	4 (2 + 2)	3 (1 for start end, 1 for turn end, 1 for stroke judges) + 1 reserve (jumps in to cover S&T making a call)
17	4	4	4 (2 + 2)	3 (1 for start end, 1 for turn end, 1 for stroke judges) + 2 reserve (jumps in to cover S&T making a call – one at each end)
18	4	4	4 (2 + 2)	4 (1 for start end, 1 for turn end, 2 for stroke judge one each side) + 2 reserve (jumps in to cover S&T making a call)
19	4	4	4 (2 + 2)	4 (1 for start end, 1 for turn end, 2 for stroke judge one each side) + 2 reserve (jumps in to cover S&T making a call) + 1 Head Timer
***20	8	8	4 (2 + 2)	0 (see full rotation summary)

\*\*\* For 20 or more (even numbers, consider two teams. Rotate teams by gender, event, or time – whatever is the most even.

## Deck Staffing for S&T with CJ & Assignments

Staffing the deck should use the chart below as a guide only as all venues are different and Age Groups at the competition require different attention (10&U vs Seniors). This assumes a full deck staff of Meet Ref, Deck Ref, and Starter are in place and assigned and this helps guide using additional officials for S&T and CJ on an 8 lane pool.

# of S&T Officials	Start End	Turn End	Stroke Judges	Chief Judge	Relief (use relief for RTO)
6	2	2	2 (1 + 1)	0*	0
7	2	2	2 (1 + 1)	0*	1
8	2	2	2 (1 + 1)	1 (Turn End opposite corner from Start corner)	1
9	2	2	2 (1 + 1)	2* (1 Start End at Start Corner and 1 Turn End opposite corner from Start corner)	1
10	3	3	2 (1 + 1)	2* (1 Start End at Start Corner and 1 Turn End opposite corner from Start corner)	0 (CJ may give relief when needed and serve dual role as CJ and S&T)
11	3	3	2 (1 + 1)	2* (1 Start End at Start Corner and 1 Turn End opposite corner from Start corner)	1
12	3	3	4 (2 + 2)**	1* (1 Turn End opposite corner from Start corner)	1
13	3	3	4 (2 + 2)**	2* (1 Start End at Start Corner and 1 Turn End opposite corner from Start corner)	1
14	3	3	4 (2 + 2)**	2* (1 Start End at Start Corner and 1 Turn End opposite corner from Start corner)	2 (each take an end and a side)
15	4	4	4 (2 + 2)**	2* (1 Start End at Start Corner and 1 Turn End opposite corner from Start corner)	1
16	4	4	4 (2 + 2)**	2* (1 Start End at Start Corner and 1 Turn End opposite corner from Start corner)	2 (each take an end and a side)
17	4	4	4 (2 + 2)**	2* (1 Start End at Start Corner and 1 Turn End opposite corner from Start corner)	3 (1 for start end, 1 for turn end, 1 for stroke judges)

18	4	4	4 (2 + 2)**	4* (1 Start End at Start Corner and 1 Turn End opposite corner from Start corner)	2 (each take an end and a side)
19	4	4	4 (2 + 2)**	4* (2 Start End at Start Corner and 2 Turn End opposite corner from Start corner)	3 (1 for start end, 1 for turn end, 1 for stroke judges or as reserve (jumps in to cover S&T making a call)
20	4	4	4 (2 + 2)	4* (2 Start End at Start Corner and 2 Turn End opposite corner from Start corner)	3 (1 for start end, 1 for turn end, 1 for stroke judges) + 1 reserve (jumps in to cover S&T making a call)
21	4	4	4 (2 + 2)	5* (1 Lead CJ, 2 Start End at Start Corner and 2 Turn End opposite corner from Start corner)	3 (1 for start end, 1 for turn end, 1 for stroke judge one each side) + 1 reserve (jumps in to cover S&T making a call)
22	4	4	4 (2 + 2)	5* (1 Lead CJ, 2 Start End at Start Corner and 2 Turn End opposite corner from Start corner)	3 (1 for start end, 1 for turn end, 1 for stroke judges) + 1 reserve (jumps in to cover S&T making a call) + 1 Head Timer
23	4	4	4 (2 + 2)	5* (1 Lead CJ, 2 Start End at Start Corner and 2 Turn End opposite corner from Start corner)	4 (1 for start end, 1 for turn end, 2 for stroke judges) + 1 reserve (jumps in to cover S&T making a call) + 1 Head Timer
24	4	4	4 (2 + 2)	5* (1 Lead CJ, 2 Start End at Start Corner and 2 Turn End opposite corner from Start corner)	4 (1 for start end, 1 for turn end, 2 for stroke judges) + 2 reserves one at each end (jumps in to cover S&T making a call) + 1 Head Timer
***25	8	8	4 (2 + 2)	5* (1 Lead CJ, 2 Start End at Start Corner and 2 Turn End opposite corner from Start corner)	0 (see note)

\* CJs/S&T may serve in dual capacity as S&T/CJ. These officials may be assigned as turn judges and CJs and debrief in between heats or when athletes are out of their jurisdiction. They cannot leave their position to deliver DQ slips so a volunteer runner (not official) should be assigned to assist officials in this capacity to deliver slips to the meet ref/deck ref and then AO.

\*\* If short course, you may opt to keep 1 stroke judge per side to opt for additional S&Ts, CJs or relief help when less than 2 relief.

\*\*\* For 25 or more (even numbers, consider two teams. Rotate teams by gender, event, or time – whatever is the most even.