

Tips for Timers

- Two home team and one away team timer in each lane, each timer with their own stopwatch.
- Locate where the 'back-up timer' will be positioned before meet begins.
- Be familiar with how to stop, start and reset your watch.
- Place yourself in a position to see the starter and starting box. The only people between you and the starting box should be the swimmers on the blocks - all other swimmers should be standing behind you.
- At the beginning of each race, start your watch by the strobe light on top of the starting box, not by the sound of the buzzer (unless instructed otherwise). Start your watch at the beginning of each heat, even if you do not have a swimmer in your lane.
- Look down at your watch to verify that your watch started. If you miss starting or are late in starting your watch, raise your hand to alert the back-up timer and obtain a replacement watch.
- **Place yourself in a position to see the swimmer touch the wall. Sometimes the touch is not at water level so you will need to lean out over the water. Please do not "hide" behind the block - this is the most important aspect of timing.**
- Stop the watch when any part of the swimmer touches the wall: hand, arm, leg, back, bottom, or head. Don't worry if it's a legal touch - the stroke and turn official will judge that.
- One home timer is responsible for recording the time, the other timers use the electronic buttons as well as their watches. Electronic buttons should be placed in your dominant hand and be pressed at the end of the swim, at the same time the watch is stopped when the swimmer touches the wall.
- Before each event, check each swimmer's name with that on your timer's sheet. If you don't have a match, let the swimmer swim noting the swimmer's name and notify the head timer or starter.
- If a swimmer doesn't show up, mark 'NS' next to the swimmer's name for "no show".
- DQ slips may be filled out by judges indicating a disqualification. However, if a judge notifies you a swimmer is disqualified, mark 'DQ' next to the swimmer's name.

Other things to know:

- Announcer will ask timers to raise their hands to verify all timers present before meet can begin.
- Exhibition heats always run before scoring heats.
- Most races are timed from the 'block' end. 8 and under races are timed from the turn end as they only swim one length.
- A 'runner' will come by regularly to pick up completed sheets.
- Second half timers take over after event #34, this will be announced.
- Second half timers should stay in their lane until the end of the meet, even if you have no more swimmers, as the announcer may redistribute swimmers into otherwise empty lanes.