Timer Guide

Lane Timer A	Lane Timer B	Lane Timer C

Dolphin Timers -

☑ Do NOT ever press the reset button
☑ Dolphin starts Automatically at the beginning of every race
  ◯ Hang around neck, out of hand, to not accidentally start the Dolphin Timer
  ◯ If it does NOT start, wave to the starter & computer table.
☑ Do NOTHING if there is no swimmer in your lane!
☑ <u>Stand up</u> & <u>look down</u> over the <u>edge of the pool</u> to see the swimmer finish.
☑ The race is complete when any part of the swimmer touches the wall.
☑ Press either side button at the completion of the race to stop the timer.
☑ If you miss the finish, DO NOTHING, do not stop the dolphin timer.

Manual Stopwatch -

☑ Watch the light FLASH on the starter device to START your watch
☑ <u>Stand up</u> & <u>look down</u> over the <u>edge of the pool</u> to see the swimmer finish.
☑ The race is complete when any part of the swimmer touches the wall.
☑ Push the stop button when any part of the body touches the wall.
☑ *Don't forget to also stop your Dolphin timer!!!*
☑ Record the time from the manual watch on the clipboard (call out to clipboard)
☑ Reset the watch and start again, and again, and again :)
☑ If you MISS a start, raise your hand and get a replacement stopwatch from the head timer so you may record the finish.

Clipboard -

☑ Check the names of the swimmers (when they start 50s/100s or finish 25s)
☑ Note any corrections and notify the head timer. They will notify computer desk.
☑ Write down the manual stopwatch time at the completion of every race.
☑ If there is NO SWIMMER, put NS or — through the line.
☑ If the swimmer DID NOT FINISH, put DNF on the line.
☑ If any of the of the times are very wrong, note it on the timing sheet.

Welcome! Thanks for being a timer, one of the many critical volunteer jobs that makes a swim meet possible!

⚙ Timer's primary job is to ensure the swimmer's times are all recorded as best as possible.

⚙ A race is complete when any portion of the swimmer's body touches the wall.

⚙ The swimmers work hard, please stay in your lane, focus and do your best so we don't miss any times. None of the swimmers want to have to repeat a swim.

⚙ We need to make sure times are assigned to the correct swimmer. Check the names of the swimmers against the timing sheet. If not the correct person, please write down the name and notify the head timer and/or starter.

⚙ Please do not help the swimmers from the pool. If they are unable to climb out, they should swim to the ladder or stairs at the sides of the pool.

⚙ Timers are not stroke judges. Determining a DQ is strictly the job of the stroke judge. If they didn't touch the wall, please just write DNF on the line.

⚙ What time is "official"?
  ⚙ If all watches for a lane are within 0.3 seconds of each other, the system will automatically pick the middle time. This is what will be displayed on the scoreboard.
  ⚙ If all three watches did not finish and are not within 0.3 seconds, averages are used.
  ⚙ The manual stopwatch is ONLY for backup, it will generally be faster due to reaction time.
  ⚙ Please, try to keep the times accurate!

⚙ Special case: If the dolphin watches do NOT start at the beginning of the race, notify the starter as quickly as possible. If we get the dolphins started, please stop the race as normal and computers will adjust the times.

Head Timer -

☆ Responsible for ALL the timers!
☆ Will watch the starter light flash and start TWO manual stopwatches at every race.
☆ If any lane timers miss the start, they should wave to the head timer. The head timer will either trade your stop watch or record the finish time of your lane.
☆ Relay issues from the timing team to the computer desk and/or starter.

THANK YOU FOR VOLUNTEERING!!!!