

# Timers Briefing

## Introduction

- Introduce yourself and the Head Timer.
- Ask volunteers to turn off or silence all cell phones while timing.

## Before the Race

- Verify that the correct swimmer/relay is present and in the correct lane, heat, and event.
- If a swimmer's name is not listed, please write the first/last name of the swimmer on the line for that heat.
- For relays, verify the order of the swimmers on the relay team. For 10U relays, only the #1 and #3 swimmers will be at the starting block. The #2 and #4 swimmers will be at the opposite end of the pool.

## At the Start (N/A if using Dolphin Wireless Timing System)

- Make sure you can see the strobe; observe the strobe light and start the watch when you see the flash.
- Strobes do fail occasionally; in that case, start the watch on the sound.
- Please start the watch even if your lane is empty, just in case a backup is needed.

## Immediately After the Start (N/A if using Dolphin Wireless Timing System)

- Check the watch to ensure it has started and is working properly.
- If you miss the start or if the watch malfunctions, raise watch overhead to signal the Head Timer. The Head Timer will bring you a new watch in trade for yours.

## During the Race

- Keep track of the race and the distance completed by your swimmer.
- Timer with the clipboard should be verifying the swimmer in the next heat.
- If a swimmer misses a heat, send the swimmer to the Meet Referee or Starter for reseeding.

## At the Finish

- Come forward to the edge of the pool, look directly down the wall.
- Stop the watch when any part of your swimmer touches the end of the racing course.

## After the Finish

- Step back to make space for the next swimmer.
- Timer with the clipboard records the watch time(s) on the sheet to the hundredth place. Examples: 1:04.29 or :36.87. Remind timers that the hundredths are VERY important!
- Record "NS" if the swimmer missed the race.
- Verify the swimmer's name after each 25 yd race.

## Additional Instructions

- Cameras not permitted behind the blocks.
- Timers will move the opposite (turn) side of the pool for all 25 yd races.