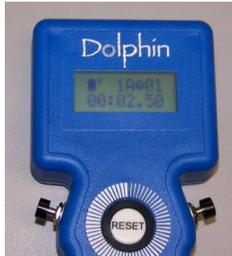


Schaumburg Barracudas Lane Timer

1. Two timers per lane. Both timers are responsible for the operation of the lane.
2. Verify all equipment: Clip board, writing utensil, lane sheets, Dolphin timer, Stopwatch
3. Designate a timer to take responsibility of the lane clipboard and record the scores.
4. Designate one person to use the Dolphin timer and the other to use the stopwatch.



A. Dolphin Timer Operation



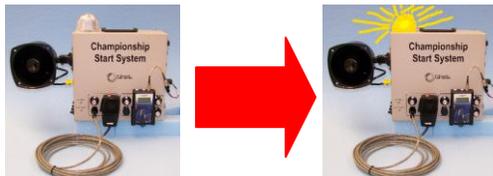
The Dolphin timer will start automatically at each heat's starter signal. While the swimmer approaches the wall at the end of the heat, check the time display on the device to make sure it is advancing. One of the black buttons on the Dolphin timer needs to be pressed when the swimmer touches the wall at the end of the heat. The time display will stop advancing when one of the black buttons is pressed. The time on the display at the end of the heat will need to be recorded. If the time display is stopped while the swimmer is still swimming, press one of the black buttons again and check for the time display to be advancing.

B. Stopwatch Operation

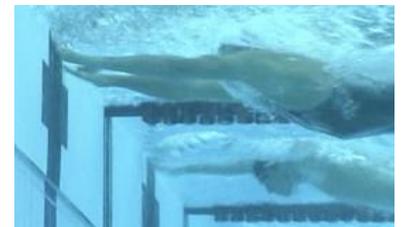


Press the reset button on the stopwatch to set the display to zero. The stopwatch needs to be started with the strobe flash of the starter signal. The stopwatch needs to be stopped when the swimmer touches the wall at the end of the heat. The time on the stopwatch at the end of the heat needs to be recorded. After the time is recorded, the reset button on the stopwatch needs to be pressed. Verify the time display is reset to zero.

5. Ask the swimmer in each heat their name. Be sure the correct swimmer is in your lane. Instruct the swimmers as necessary.
6. Swimmers can step up on the block, or enter the water for the back stroke, after the one long signal whistle is blown.
7. Each heat will begin on the starter's signal. Look for the strobe light of the starter signal. If you are using the stopwatch, start the time when you see the light flash on the starter signal.



8. Both the Dolphin Timer and Stopwatch need to be stopped when the swimmer touches the wall at the end of the heat.
9. Record the times from both the Dolphin timer and stopwatch.
10. Four short whistles signals the end of the heat.
11. Repeat step 5 through 10 until all events of the meet have been completed.
12. If the completed lane sheets are not collected during the meet, bring them to the scoring table at the completion of the meet.



[Dolphin Quick Reference](#)