

LANE TIMER INSTRUCTIONS

Timers are a key part of the Officiating team.

***There is a Photography rule in USA swimming.
Absolutely no cell phone may be used behind the blocks.***

Equipment:

Starting system is a box that records a sound when the button is pushed by the starter. It also flashes a bright light (strobe light) when the button is pushed.

Roles & Duties:

One of the timers records the watch time
Second timer pushes the Pickle (timing button).

Head Timer operates two watches in case of malfunction of late timers watch.

Lane Timer should always check to make sure correct swimmer is in correct lane. **This should always be done** prior to the whistles being blown.

Sequence of Events & Heats:

Series of short whistles 4 – 6

This alerts swimmers to get ready. Put on goggles; take off jackets, etc...

Announcer or starter will announce event.

Solid long whistle tells the swimmers to get up on the block or in the water. On the backstroke there is a second long whistle to tell the swimmers to place their feet. (At this point timer should be looking at watch and placing themselves in a position to see the strobe light).

Starter says "Take your mark"

The strobe light goes off and the sound of the start

At this point you start the watch.

Position yourself for the finish. Make sure that you see any part of the swimmer touching the pad or the wall is when you stop your watch. **A hand breaking the plane of the wall is insufficient-they must touch something. Record the time exactly as it appears on the watch to the hundredth of a second.** Do not round up. Record exactly as it is and DO NOT look at the board to see if your time is the same.

Do not pull a swimmer out of the water. Encourage them to go to the side if they have trouble exiting their lane.

LANE TIMER INSTRUCTIONS

Timers are a key part of the Officiating team.

***There is a Photography rule in USA swimming.
Absolutely no cell phone may be used behind the blocks.***

Equipment:

Starting system is a box that records a sound when the button is pushed by the starter. It also flashes a bright light (strobe light) when the button is pushed.

Roles & Duties:

One of the timers records the watch time
Second timer pushes the Pickle (timing button).

Head Timer operates two watches in case of malfunction of late timers watch.

Lane Timer should always check to make sure correct swimmer is in correct lane. **This should always be done** prior to the whistles being blown.

Sequence of Events & Heats:

Series of short whistles 4 – 6

This alerts swimmers to get ready. Put on goggles; take off jackets, etc...

Announcer or starter will announce event.

Solid long whistle tells the swimmers to get up on the block or in the water. On the Backstroke event there is a second long whistle to tell the swimmers to place their feet. (At this point timer should be looking at watch and placing themselves in a position to see the strobe light).

Starter says "Take your mark"

The strobe light goes off and the sound of the start

At this point you start the watch.

Position yourself for the finish. Make sure that you see any part of the swimmer touching the pad or the wall is when you stop your watch. **A hand breaking the plane of the wall is insufficient-they must touch something. Record the time exactly as it appears on the watch to the hundredth of a second.** Do not round up. Record exactly as it is and DO NOT look at the board to see if your time is the same.

Do not pull a swimmer out of the water. Encourage them to go to the side if they have trouble exiting their lane.

