

CHASE CLUB SHARKS

TIMER

To the athlete, the most important part of the swimming event is his or her time. Some finishes are quite close and difficult to call visually and will come down to the times. Make every effort to provide accurate times. There are three timers in any lane to ensure the fairest possible results. If all three are properly focused, the resulting time should be accurate and fair.

1. Be in position in your lane prior to the start of the first event. Generally, the Head Timer will call for timers about 5 minutes prior to the start in order to give instructions and assign lanes.
2. Swimmers will have their cards with them and should hand them to the designated clipboard holder/recorder. For 25 m/yd events, a runner will bring the cards to the timers. Verify that you have the right card for the right swimmer when the swimmer reaches you at the end of the race.
3. Start watches with the strobe light. You can position yourself anywhere on the deck that you can see the strobe as long as you are not in the way of the swimmers or the other officials.
4. If your watch does not start, raise your hand and alert the head timer who will have started two watches and will give you one of the back-up watches.
5. Stop the watch when any part of the swimmer's body touches the end of the pool. It does not matter if the finish is legal or illegal, the officials will call that. Timers should be leaning over the edge of the pool to clearly see the wall since some swimmers will finish with their hands underwater.
6. Record times in the same order on the card each time.
7. List the middle time as the official time. If there are only two times, average them for the official time.
8. Clear watches when the Head Timer indicates to do so. The Head Timer will look to make sure that all timers are ready and the Referee will wait for the Head Timer's thumbs up to begin the next event.
9. Timers should not cheer for any team or competitor. This is a bit more relaxed at developmental meets.