



# Aqua Culture Swim Team

*A parent run, recreational swim team participating in the Harford Swim League*

## Instructions for Aqua Culture Timers

- Check your watch and know how to operate; practice before meet starts
- Check swimmer and swimmer's card/name; make sure it is the correct swimmer in the correct lane in the correct heat.
- Do not distract the swimmer with conversation except to confirm it is the correct swimmer. Do not provide suggestions to the swimmers. You may assist swimmers climbing out of the pool but do not touch the swimmer until they have completed the final touch.
- Check relay swimmers to ensure swimmers are all named on the card and the swimmers swim in the stated order. Verify the swimmers name as they leave the water after swimming their leg to ensure that the correct swimmers swam in the posted order. For 100 yd relays confirm the swimmer on the start end prior to their leg on the start end and after they climb out of the water at the start end.
- Do not stand between starting blocks at the start of the race
- Start watch at strobe/horn. Look at watch to make sure it's running—if not, immediately raise hand for head timer. The head timer will have back up watches and will switch your watch for a watch that was started.
- Start your watch even if you don't have a swimmer. Another lane may need a backup.
- Be in position at the finish to see the touch. Be able to look straight down the side to the bottom of the pool. Keep in mind that there are Stroke & Turn officials on deck who need to observe the swimmer including the final touch.
- Stop the watch at the finish of the race when the swimmer makes contact with the wall. It does not have to be a legal touch.
- Record the watch times on the card or timer's sheet in the same order for every heat. Record time only to hundredths of a second; if your watch displays thousandths (most won't) simply drop the thousandths digit (do not round). If there is time offer a view of your watch or the clipboard to the swimmer exiting the water.
- Note any timing problems on your card/sheet, e.g., watch didn't start, did not push button at final touch. We don't want to average a bad time with a good one.
- Remind relay swimmers to get out of water at the finish of their leg.
- Feel free to cheer, but pay attention so you stop the watch. Do not involve yourself in other activities, talking with your children or checking your own phone.