IPod Timer’s Meeting

1. There are 2 timers per lane. Mix of teams.
2. Do not leave your lane while timing
3. Leave the device with the lane if you are relived to take a break
4. All timers receive a device
5. Keep devices cool and in the shade
6. **You do not start the device.**
7. Your job is to put swimmer ID and team in anytime, before, during or after race. Touch the swimmer icon at the top. DO NOT GET A NUBMER OFF THE HEAT SHEET.
8. The swimmer number must be 3 digits. So if a swimmer is 42, put in 042.
9. Please be in position. Up over the side. Swimmers can touch at, above, below the surface. When the body part touches stop the watch. You are not the Stroke and Turn official so it does not matter if they touch with 1 hand, 2 hands, or a head!
10. To stop, just tap anywhere on the screen. Light tap will do.
11. Brings up the lane. Pick your lane. It remembers the rest of the meet. Please check the lane number occasionally.
12. You are not under a time crunch, because the next race will start and your device will too.
13. If you stop your clock too early don’t worry. Just tap the back button and your clock is still running.
14. **If you missed the stop then send nothing in. Don’t put numbers in and it will say VOID race.**
15. **If you have NO one in your lane…Do nothing. Don’t touch your device. It will start over for the next heat.**
16. If you have a swimmier with no number or blurry number you can’t read, hold the swimmer to the side and signal the head timer.
17. For relays it will ask you for multiple numbers. You can put them in at ANY time. The watch will keep going. DO NOT GET NUMBERS OFF THE HEAT SHEET.
18. For Combined heats both options will come up on your screen and you just need to tap it in.
19. Most experienced timers please do middle lanes
20. If you need help, raise your hand to signal the head timer.
21. After the meet, timers need to bring the devices to the bleachers and plug them in.
22. If you are using your own device and jump off to check your email you will crash the meet!!!!