ROANOKE VALLEY AQUATIC ASSOCIATION HEAD TIMER

BEFORE MEET

- 1. Hold an instructional meeting for timers to cover what is expected of timers. (Suggestion: read rules for timers aloud.)
- 2. Hold a watch check to insure that watches are synchronized.
- 3. Have a minimum of two backup watches in case watches malfunction.
- 4. Assign timers to lanes.
- 5. Remind timers to keep watches running even if a swimmer has been DQ'ed; record all times.

DURING MEET

- 1. Start watch according to starting procedures as if you were timing. The only function of the head watch is a backup for a malfunction, or a missed start. Never will three times be entered on a swimmer's time card.
- 2. Notify the starter when all timers are ready for an event start.
- 3. Notify the starter when replacement timers are required.
- 4. Insure proper instruction of replacement timers.
- 5. If notified by the results table workers about excessive time differentials, the head timer will check synchronization of watches and reinstruct the timers involved about the "How To's" of timing.
- 6. Notify each timer preceding a change in the number of lengths of the pool to be swum in the next event.