

Timer Job Description

There are two (2) timers for each lane of each session, plus 2 back-up timers. For a one-pool meet 18 timers are needed for each session. The timers provide the backup for the timing system by: 1. manually recording the swimmer's time on a stopwatch, 2. pushing the backup plunger when the swimmer touches the wall at the end of the event, and 3. writing both times on the lane timer sheet located on the clipboard at your lane. Before the session begins, decide which of your pair will write the times down after each heat. If you have not timed before, try to partner with someone who has experience as a timer.

Usually about 15-20 minutes before the session begins, the announcer will call a "Timer's Meeting". This will happen in the alcove at the end of the starting blocks at the southeast corner of the pool. One of the Officials will review the following tasks:

1. Check the lane timer sheet and ask each swimmer their name, then check it against the roster. Don't ask them if they are _____, because they are nervous and have swim caps over their ears so they may say "yes" to whatever name you say!
2. Younger swimmers sometimes get mixed up, so if you think you have the wrong swimmer in your lane for that event / heat raise your hand and get the attention of the nearest official.
3. If you end up with a different swimmer in your lane than is listed on your timing sheet, try to write the swimmer's name down and their times after the completion of the heat.
4. Always start your stopwatch by watching the light on top of the starter, not by listening for the sound of the start. Light travels faster than sound so that is more accurate. If the light does not work for some reason, use the sound of the start.
5. If the event is the backstroke and your swimmer used the backstroke ledge, remove it from the water after the start and place it back on the base of the starting block.
6. Pay attention to the event so you can count your swimmer's laps and be ready for the finish.
7. When your swimmer is about $\frac{1}{2}$ way back on their final lap, pick up the plunger and approach the starting blocks. When any part of the swimmer touches the wall, simultaneously stop your stopwatch and push down the plunger.
8. For shorter events or fly over starts, there might not be enough time to write down the times on the lane timer sheet. Use your second stopwatch to start the next heat and record the time from your first stopwatch after that heat begins.
9. The head timers both have two stopwatches they are using to start each heat. If you miss a start or your stopwatch isn't working properly, raise your hand and the head timer will trade you for one of their stopwatches that has been started correctly.
10. If you have to use the restroom or take an emergency call, raise your hand and the head timer will give you a short break so you may leave your lane.
11. When you have completed all heats of an event, the Meet Runner will come by to pick up your lane timer sheet for that event.

12. If you are timing a distance event (500 or longer), you will need to ring the cowbell by your block before your swimmer starts his/her last lap. Watch the counter at the other end of the pool so you know the lap count.
13. Do not text or use cell phones during the meet.
14. No cameras, cell phone cameras, or other recording devices are allowed behind the blocks at any time.
15. Someone will come by periodically with drinks and snacks. If you have specific dietary needs, let them know and they can usually accommodate requests.