

EBSL - Timer and Recorder Instructions

TIMERS & RECORDERS ARE VITAL AT MEETS: ACCURATE TIMING DATA IS CRITICAL.

As the swimmer approaches, stand up, and look down.

- Timers are required to stand at the edge of the pool looking straight down the wall to see the swimmer touch the wall to get an accurate time.
- Come prepared with clothing/shoes that you don't mind getting a bit wet.
- It is not possible to get an accurate time from your seat. Timers may sit down between heats and while waiting for the swimmer to near the wall.

There are 3 different types of Timing Devices used on EBSL meets:

1. Dolphin Stopwatches

- 2 or 3 Wireless stopwatches with digital displays per lane.
- Semi-automatic: They will automatically start with the race.
- Timer will only need to press once any side button to stop the watch the moment the swimmer touches the wall at the completion of their race.
- Then show the time to the recorder behind you.

2. Plungers

- Wired push-down-button usually available at collegiate pools (College and HS) - This type will be used at Champs.
- Semi-automatic as well - no need to start them.
- Just press down once the swimmer touches the wall at the completion of their race.
- No screen display on plungers, so no need to show/read times to recorders on plungers.

3. Manual Sport Stopwatches

- One manual stopwatch operator in each lane.
- For each heat the timer operator starts the watch as soon as they see the strobe flash on the starting horn - do not wait for the sound.
- All timers stop the watch at the moment the swimmer on their lane touches the wall at the completion of their race.
- Then show the time to the recorder behind you.
- Do not clear the time on the watch until you are certain the time has been

recorded. Remember to clear your watch after each heat and to start the watch on the flash of the starting horn strobe - do not wait for the sound.

- If you miss starting your stopwatch, immediately signal the head timer: they will provide you with a replacement watch for that heat.

Stop the Dolphin/Plunger/Stopwatch when any part of the swimmer's body touches the wall (hand/shoulder/head/etc) at the end of their race - regardless of the stroke. It is not a Timer's job to determine if a swimmer should be disqualified (DQ'd) due to a 2-hand touch issue. DO NOT WAIT FOR 2 HANDS TO TOUCH, STOP THE DEVICE AS SOON AS THE SWIMMER CONTACTS THE WALL, ABOVE OR BELOW THE WATERLINE. Each team Head Coach is responsible for DQ'ing their swimmers at Dual Meets, and Officials do so for all swimmers at Champs.

Flyover starts (for 11 and ups/50 yards) occur when the swimmer who just completed a race stays in the water until after the start of the next race.

Recorders:

- At the end of each heat ask Timers for the times on their devices, and record each time on the blank spots on the provided sheet next to the respective swimmer.
- Record all available times - even the ones on connect devices (Dolphin), and even the ones that seem "off". No need to collect times from plungers, as these do not have display screens to show them.
- If a swimmer doesn't show up to their heat, write down "NS" (no show) on at least one of the blank spots, do not write any times.
- If a timer fails to record a time, write "NT" (No Time) on that corresponding blank spot.
- If needed, you will be approached by the computer team to collect backup times. Allow them to take note (usually snap a phone picture of the sheet).
- Many swimmers want to immediately know their time, and be prepared to tell them.

****No cell phones, eating food, or children sitting with parents while Timing /Recording.**

*****No photography or recording behind the blocks (behind diving swimmers).**