

Timer Instructions

Thank the Timers. Introduce Chief Timer.

Go over “Whistle Starts”, i.e., forward starts: 4 chirps, 1 long whistle; backstroke starts: 4 chirps, 2 long whistle.

Tell timers to:

- Check names, especially for younger swimmers, before the start of a heat to minimize confusion.
- Start watch at the instant of the flash (or sound if can't see the flash). Move if you can't see starting device. Can be anywhere for start except between blocks or interfering with Referee's and Starter's line of sight to the swimmers.
- Check the watch after start to make sure it is running.
- If the start is missed or watch malfunctions, raise hand with watch in it to signal Chief Timer for replacement watch.
- Stand directly over the assigned lane at the finish; watch for underwater touches.
- Stop watch **and button** (if in use) immediately when any part of the swimmer's body touches the wall. **Make sure to note if swimmer misses the pad or if late pad touch.**
- After stopping watch **and button**, put button down and take two steps back. Allow swimmer to get out of water quickly, so next heat can get started.
- Record watch times on the Timer sheets in same order. This will help identify any malfunctioning watches.
- Pay attention to changes in distances, so that swimmers always get times.
- Clear watches on the command “Clear watches” or when the Referee signals by blowing his whistle (long whistle) for the next race.
- Mini-Meets: 25 yard events go to other end of pool
- Long Course Meters: 50 meter events, swimmers start from other end.