

TIMERS

1. Five (5) minutes before the start of their volunteer shift timer volunteers should report to the Stonegate Timers/Stroke Judge Committee Head, who will provide them with a stopwatch and clipboard (for recording times). If they are replacing a Stonegate Volunteer from the previous shift, they may be given the equipment in use in that lane during the previous shift.
2. At dual meets there will be one timer per lane. At Prelims and Finals there will be three timers per lane.
3. There will also be at least one back-up timer (two at Finals) who starts his/her watch(es) on every race. Their time is used only to substitute in the event of a failure of another timer's watch.
4. Before every event, the timer should collect the event card from the swimmer. The timer should make a final check to make sure the name of the swimmer and the name of the swimmer on the event card are the same, and that they are in the correct event, heat, and lane.
5. In the case of 25-meter events (6 & Under and 7-8 age groups only) the Starter will instruct the timers when to move to the other end of the pool (and return when the 25-meter events are completed). The timers should receive their event cards for these shorter events from the runners. They should make sure the event card they receive is for the proper event, heat, and lane.
6. Before every event timers should make sure their watches are cleared and reset. They should also make sure they understand the length of the event.
7. Timers should use their index finger, not their thumb, to start and stop the stopwatch.
8. Timers should start their watches with the blink of the strobe light on the starter system, not the beep signal for swimmers.
9. Immediately after the start of every event the timer should check his/her stopwatch to make sure it is operating correctly. In the event of a malfunction the timer should immediately raise their arm and call for a back-up timer.
10. Timers should follow the swimmers in to the end of the pool and stop their watches only when the swimmer touches the side. **DO NOT ANTICIPATE THE TOUCH.**
12. After the event the timer should record the swimmer's time on the event card and give the card to a runner.

13. In the event of a DQ (Disqualification), the timer should try to detain the swimmer until the Stroke Judge has an opportunity to discuss the infraction with the swimmer. The timer should also briefly surrender the event card to the Stroke Judge so the judge can record the infraction on the card. The timer should still record the swimmer's time on the event card even if there is a DQ.

14. Timers should check in at the volunteer check-in table on the morning of the swim meet between 6:30 am and 8:00 am. They should check off their name on the volunteer shift assignment schedule and claim a nametag. They should also listen for and attend any Timer's Meeting called for by the Starter/Meet Referee prior to the start of the meet.