

WHAle Meet races are judged by timing the swimmers. It is vital that the timing is done properly AND that all information about the race and swimmer are recorded correctly. The meets move fast and there is strict protocol. If our Volunteer timers do not appear to be doing their job right, the opponent team can ask for them to be replaced. We must get into good habits and clearly show that we know what we are doing. Home team timers and Away team timers are combined per lane so we will have experienced people among us to learn from.

Basically, all the timers have to do is follow the rules below.

Timer/Writer Procedure for WHALe Meets

1. All - STAY SEATED unless a race is finishing
2. Timers – Watch for strobe light on starter – start watch
3. Timers – RAISE HAND if in need of back up watch
4. Timers - Get up and LEAN OVER edge to see first touch – stop watch
5. Writer - Check swimmer number
6. All - Return STRAIGHT to seat to do the writing
7. Writer - Write 3 times down, circle all event elements
8. Writer - Hold slip up for Runner to collect WHILE Timers – preparing to repeat for next race (sit quietly to show you are ready)

Tips : Writer get ahead by circling lane number on many sheets; enter event & heat details ahead of time (a few races). There may be a 4th person per lane just for the writing part.

This is the section from the Policy and Procedure manual about the Timers:

4. *Timers record swimmers time during the meet:*
 - a. *Visiting team timers will have two timers in the even lanes and one timer in the odd lanes and home team timers will have two timers in their odd lanes and one timer in the even lanes.*
 - b. *You will be assigned a lane. This is the only lane that concerns you.*
 - c. *Sit at the end of the pool in your lane with 2 other timers. Only one person will be assigned to record the swimmer's time on a timing slip clipped to a clipboard.*
 - d. *Make sure your stopwatch is at 0.00. Listen for the Starter to start the race. Watch the starting system for the start of the race. There is a light that will flash and a beep that will sound when the race is started. Since light travels faster than sound, stopwatches are started as the light flashes. The Starters usually say "Swimmers take your mark!" Then the starting system will be activated.*
 - e. *Check your stopwatch to make sure it started.*
 - f. *As the swimmer approaches the end, get up, stand as close to the pool's edge as possible, and watch as the swimmer finishes his/her race. The race is finished when he/she touches the wall with ANY part of his/her body. This can be the head, hand, fingernail, etc.*
 - g. *The moment the swimmer touches the wall, stop the stopwatch.*
 - h. *Return to your chair and the Recorder will record the times off the stopwatches onto the timing slip. The Recorder will also write the swimmer's "identification number", lane, event number, and heat number on the timing slip. The swimmers will have these id numbers written on their hands.*
 - i. *Timers do not circle any time. Circlers and scorekeepers take care of this.*
 - j. *A Runner will pick up the cards and take them to the scoring table.*
 - k. *Clear your stopwatch. You are now ready for the next race.*
 - l. *Repeat.*