

## Timers

### Lane Timer Sheet

The Timer who records the swimmer's times will have Lane/Timer Sheets listing the swimmers in their lane. Each Lane/Timer Sheet will have two events per page. This is similar to how it is done at champs.

**The Timer must always verify the swimmer's name** before the swimmer is allowed to step onto the block. This will prevent a swimmer from swimming in the wrong heat or lane. For the 25 yard/meter events, the Mite swimmer's name is verified as he/she **exits** the pool.

Deck Cards will not be used for the Individual Events unless it becomes necessary to add a swimmer to an event. If it is necessary to add a swimmer to an event, a Deck Card will be provided. The Timer will use this Deck Card to write the three watch times recorded for the swim. The Deck Card will be picked up by the Runner with the Lane/Timer Sheet after every two events.

If there is a change to a swimmer on a Lane/Timer Sheet, Clerk of Course will notify the Recording Timer of all the lanes involved about the change. The timer will make the change on the sheet prior to the swim. The Clerk will initial the sheet.

- This change may involve deleting a heat, changing a swimmer from one lane to another, or giving the timer a hand written Deck Card.
- If a swimmer just does not show for an event, the timer will write NS on the Lane/Timer Sheet in the three spaces provided. Clerk will **not** notify Timers of No Shows only of changes.

### Relay Cards

Relays will be printed on Deck Cards and seeded by Clerk of Course.

The three watch times recorded for the relay event will be written on the Deck Card and given to the Runner after each Relay Event.

### Timer's Check List

1. MAKE ANY CHANGES INDICATED BY CLERK OF COURSE.
2. ASK SWIMMER'S NAME.
3. MARK NS FOR ANY NO SHOWS.
4. WRITE 3 WATCH TIMES ON LANE/TIMER SHEET.
5. GIVE LANE/TIMER SHEET & / OR DECK CARD TO RUNNER.