



LANE TIMER

DESCRIPTION

- The LANE TIMERS are solely responsible for the timing their assigned lane of the Event Heats.

REQUIREMENTS

- A minimum of one and on-half (1½) LANE TIMERS per lane per shift per Team for are required for each Dual Meet, Home and Away. See chart below. A LANE TIMER should not be changed unnecessarily during either half of the Meet.

Pool Size	Lane Timers – Shift	Lane Timers – Meet
4 Lane	6	12
6 Lane	9	18
8 Lane	12	24

- LANE TIMERS are not required to participate in Swim Circuit's Official Clinic training. It is the responsibility of each Team to train their LANE TIMERS.
- Three (3) LANE TIMERS shall be assigned to each pool lane by the HEAD TIMER.
 - ❖ In assigning LANE TIMERS, the HEAD TIMER shall, whenever possible, avoid having all three (3) LANE TIMERS in any given lane associated with the same Team.

DUTIES

- LANE TIMERS will raise their arm when they are ready before each and every Event Heat in response to the STARTER's question, "TIMERS Ready?"
 - ❖ LANE TIMERS will listen carefully to the STARTER's instructions and press the stop watch 'start' button upon the sound of the STARTER's whistle or tone generator.
 - ❖ LANE TIMERS will immediately verify that their stop watches have started.
 - ❖ In the event that a LANE TIMER's stop watch malfunctions or the LANE TIMER failed to 'start' the stop watch accurately at the Starting Signal, the LANE TIMER shall immediately signal the HEAD TIMER so that a backup stop watch can be used.
 - ❖ LANE TIMERS will press the stop watch 'stop' button as the Swimmer (or final Swimmer in the case of Relays) touches the wall or Starting Block. The LANE TIMER will stop the watch when any part of the Swimmer's body touches the wall above or below the water's surface. The STROKE JUDGE will determine if the touch is legal.
- LANE TIMERS shall keep an accurate time recording of the Swimmer in their assigned lane.
 - ❖ The LANE TIMERS will ask the Swimmer's name at the conclusion of the Event and verify the Swimmer's name, lane number and Heat number on the Event Card is correct, where applicable.
 - ❖ The LANE TIMERS will record the time from each of the three (3) LANE TIMERS stop watches assigned to the lane in the on the Event Card, where applicable, at the end of the Heat.



- ❖ The LANE TIMERS time will be recorded in the same order on the Event Card, where applicable, – LANE TIMER 1, LANE TIMER 2 and LANE TIMER 3. There will be no deviation from this practice.
- ❖ In the event that a time is not available, the LANE TIMER will indicate this fact on the Event Card, where applicable.
- LANE TIMERS will clear (reset) their stop watches before each and every Event Heat.
- If a False Start infraction in a DQ is called by the STARTER, the LANE TIMER will write “DQ” on the Event Card.
 - ❖ Always record the time, if a Swimmer swims, regardless of the infraction.
 - ❖ DQ Slips will be filled out by the STROKE JUDGEs.
- LANE TIMERS will pass the Event Cards, where applicable, to the RUNNERS when completed and the RIBBONS and SCORING Group will determine the order of the Heat finish from the times entered on the Event Cards.