

# AMS STARTERS GUIDELINES

9/23/03

- A.
  - 1. Arrive 45 to 60 minutes prior to the start of each session.
  - 2. Introduce yourself to the Deck Referee, Admin Referee and Head Timer.
  - 3. Familiarize yourself with the starting system and how the timers will be recording times.
- B. Have timers meeting 30 minutes prior to the start of the meet. The Head Timer should assign the timers to each lane and the place judges.
- C. Review the Timers duties:
  - 1 Determine that the proper swimmer is in their lane - acknowledge to the starter that a "no show" is not present when the long whistle is blown.
  - 2 Verify that the relay swimmers are in the same order as appears on the relay card. The swimmers and/or coach may change the order of the swimmers PRIOR to the start of the heat.
  - 3 **FOR THE START**, the timer should be standing behind their block, in a position to see the strobe, and should ONLY be holding their stopwatch. The watch should be started with the index finger of their primary hand
  - 4 Start their watch with the (1) sight of the strobe, or (2) sound of the horn
  - 5 Glance at watch after the start. If it is NOT running, raise a hand to get the head timers attention.
  - 6 **FOR THE FINISH**, the timer should be standing directly over their lane, at the edge of the pool, looking directly down, with the electronic pickle in their primary hand and the watch in their secondary hand. The index finger of both hands should be used to activate the pickle and stop the watch. BOTH should be activated simultaneously as soon as any part of the swimmer touches the wall.
  - 7 Record the watch time on the sheets provided, note a "BT" (bad touch) on the sheet when the swimmer has missed the electronic touch pad.
- D. Timer's authority:
  - 1 The timers are responsible to have the right swimmer in the right heat. On deck swimmers should stay behind the blocks. The timers have the right to ask the swimmers to move back out of their way.
  - 2 The timers may give their "unofficial" watch time to the swimmers. All other questions should be directed to the deck referee.
- E. Stopwatch/Electronic Pickle Operations
  - 1 Get familiar with the buttons prior to the start of the session.
  - 2 Always use the index finger to activate the watch and/or button.
  - 3 Watches should be cleared on the series of short whistles and no later than the long whistle.
- F. Place Judges should be positioned on the sides of the pool and record the order of finish (across the board) and the first and/or last place times.
- G. Explain the starting procedures.