

TIMERS AND LANE PICKERS

1. Determine the head timer and place picker.
2. Both will start a watch. The picker's watch is to be used only when a malfunction takes place.
3. At the end of the race, the timer stands on one side of the block and looks down for the finish of the race. Remember.....the swimmer can touch under water.
4. The picker should stand on the other side of the block and determine what order of finish your lane is.
5. The picker must mark the place on the card and then ask the timer what the time was and put the time on the card.
6. The runner will take the card from you and turn in to the scorer.

RUNNER

1. At the conclusion of the race, go to the farthest lane and begin to collect cards.
2. As you collect, look to see if a finish is marked.
3. After collecting all cards, arrange the cards according to the order of finish.
4. If there is a dispute, such as 2 lanes marking the same place or if a lane did not mark the order of finish, you must go to the head picker and write down his order of finish and the event number. (Some pools will use post-a-notes for this.)
5. Turn all the cards and the head picker's selections (if they were needed) to the score's table.