

RHST Timer Instructions

App: Swimmingly Timer **WIFI:** Swimmingly **Password:** swimmingly **Scan:** QR code

Review the following with 1st and second half timers:

1. Log on and Scan the QR code. After the meeting, keep **APP open and logged on.**
2. Head/Back up timer review the following items:
 - a. You never have to start your clock with swimmingly
 - b. False starts will automatically reset
 - c. Event heat will always update
 - d. Verify your swimmer by their number prior to the heat starting**
 - e. Ensure you are watching your specific lane when the swimmer is touching the wall**
3. **How to use the app:**
 - a. **Stopping your clock:** tap the screen to stop your clock
 - i. If you stop too early, hit the back button at the top or bottom of your phone. The clock will stay going.
 - b. **Setting your lane:** Once stopped you will see the official time with your lane (this will occur after your first race).
 - i. Double check the correct lane if you move a lane
 - ii. Let scorekeeper know if you choose the wrong lane
 - c. **Empty lane?**
 - i. Two options: 1. Leave it on the running clock screen and it will reset or 2. stop the clock (tap the screen), no swimmer ID, save and continue, then click my lane is empty, reset clock
 - d. **Setting Swimmer ID:**
 - i. Stop the clock then tap on the empty 3 boxes and type in the Swimmer ID
 1. Confirm the swimmer name with the ID and heat sheet
 - ii. Save and continue and it is complete
 1. If the ID is wrong the score keeper will be notified and make the change
 2. Setting the ID Can be done during the race by:
 - a. Upper left hand corner (swimmer icon)
 - i. For Relays type in all 4 swimmer ID's
 - ii. Choose done when you have completed putting in the swimmer ID's
 - iii. Timer has a clipboard in the top right hand of the screen
 1. Can see all times you have taken
 - iv. If you miss the stop: treat it like the lane was empty
 1. Stop the clock, press back and the next heat will reset your clock
 - v. If you phone battery is running low
 1. Head timer will provide external batteries (not guaranteed)
4. **If the app closes:** open the app backup, it may ask you to select your role again

- a. Let the starter know so they can wait to start the next race until you are able to reconnect
- 5. At the end of the Heat:**
 - a. Toward the end of the race, stand directly over the assigned lane to observe the touch. Stop the watch when any part of the swimmer's body touches the wall. One timer in your lane documents the times on the heat sheet.
- 6. After you have completed your half of timing:**
 - a. Close the App and turn off the WIFI for the next timers.
- 7. Head/ Back-up Timer:** Must be an experienced timer. Oversees all of the lane timers, helps with lane assignments for the timers and ensures all timers are aware of their responsibilities. You start two stopwatches for each heat to provide a backup if a lane timer has a technical issue.
 - a. Set up 4 clipboards with the following items:**
 - i. One clipboard, one stopwatch, one pencil or pen, and one set of heatsheets
- 8. One timer per lane with a stopwatch:**
 - a. If your stopwatch isn't started, let the head/back-up timer know as soon as possible to get a new stopwatch.
- 9. One timer per lane writes down times of all three timers.**