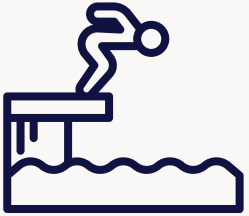


TIMER

Cheat Sheet

TIMER ROLE CAN HAVE EITHER AN IOS DEVICE OR AN ANDROID DEVICE

GETTING STARTED:



- ☐ Open the Swimmingly app
- ☐ Check the small grey numbers in the top left corner to ensure you're running the most up to date version of the app.
- ☐ Select the Timer role and ensure your local network and location services are enabled. Enter your pool deck nickname and click "Ready to Huddle"

THE HUDDLE:

- ☐ With the Swimmingly app open, scan the QR code shown on the Scorekeeper's iPad.
- ☐ If you're having issues scanning, ensure you are in a shaded area and using the Swimmingly app to scan the QR code.



ADDITIONAL NOTES:

- ☐ HOW DO I START A RACE?
 - There is nothing you need to do at the start of the race.
 - When the STARTER begins the race, this will automatically start the clock on your device.
- ☐ HOW DO I STOP THE CLOCK?
 - When the swimmer touches the wall at the end of the race, tap anywhere on the screen to STOP your clock.
 - If you accidentally stop your clock at the wrong time, DO NOT PANIC! Tap the back button on your device (iOS: On screen upper-left hand corner. ANDROID: Actual "back" button on the device). You will be taken right back to the running clock!
- ☐ HOW DO I CHOOSE MY LANE?
 - Then tap the BLUE BAR to enter your lane (You only have to do this ONCE per meet) Pro Tip: select your lane during a test event before the meet starts.
 - If you change lanes, you can update this by clicking the Blue Bar again (when you're on the screen to enter a swimmer's ID).
- ☐ HOW DO I ENTER A SWIMMERS ID?
 - Enter the Swimmer's (3-Digit) ID # > Tap "Save and Continue". Times will automatically send to the Scorekeeper! If you don't know the swimmers ID, enter 000 and the scorekeeper can update this later.
- ☐ IF NO SWIMMER IS IN YOUR LANE, YOU HAVE TWO OPTIONS:
 - Don't do anything, the time will automatically reset when the next race begins.
 - Stop the clock > Do NOT enter ANY Swimmer ID > Tap "Save and Continue" > Tap "My Lane is Empty"

