TIMEKEEPER, MARSHAL & SAFETY MARSHAL (LEVEL 1) QUESTIONNAIRE

Please circle the true statement(s) or fill in the appropriate answer(s). There may be more than one true statement for each question.

- 1. The correct dress for Officials is:
 - a. their own club T-shirts:
 - b. matching shirts, if provided by meet management;
 - c. all white clothing;
 - d. shorts or tennis skirt;
- 2. Before a meet, you should report to the designated officials' area:
 - a. in time for the first race;
 - b. at the time requested by the meet manager;
 - c. two hours before the start of the meet;
 - d. 45 minutes before the start of the meet unless otherwise instructed.

TIMING

- 3. After signing out your manual digital watch, you should:
 - a. secure the lanyard around your neck;
 - b. make sure the batteries are charged and video display works:
 - c. test operational features (start, stop, split etc.);
 - d. place the watch in your pocket or purse.
- 4. Ideally, as a timer you should be stationed:
 - a. on the deck at the finish end of your assigned lane;
 - b. on the side deck, midway along the pool;
 - c. in the bleachers, at the finish end of the pool.
- 5. If a swimmer reports to your lane after the heat is under Starter's orders, you should:
 - a. wait until the race has started and then inform the Referee through the Chief Timekeeper;
 - b. wave your hands and shout to get the Starter's attention;
 - c. put the swimmer into the next available empty lane;
 - d. direct the swimmer to wait and not interrupt the start.
- 6. As soon as you become aware that you have a swimmer in your lane with an incorrect time card (wrong name, lane, heat etc.), you should:
 - a. inform the Referee and/or Chief Timekeeper;

- b. adjust the time card;
- c. do nothing;
- d. inform the Chief Finish Judge.

- 7. At the commencement of the race, you should start your watch:
 - a. at the sound of the gun;
 - b. at the flash of the gun;
 - c. when the swimmer leaves the block;
 - d. at the sound of the horn;
 - e. at the flash of the strobe light on the automatic system;
 - f. whether your lane is occupied or not.
- 8. When starting or stopping a manual digital watch, you should:
 - a. swing it in an arc;
 - b. snap your wrist as you depress the button;
 - c. hold it firmly and motionless;
 - d. use the same finger to start and stop it.
- 9. If you missed a start, or the watch malfunctions during a race or you failed to get a finish time, you should:
 - a. report to the Chief Timekeeper:
 - b. record the same time as another timer on your lane;
 - c. record NO TIME (NT) for your watch;
 - d. record an estimated time;
 - e. record the time on the automatic system score board.
- 10. For the finish of a race, you should position yourself:
 - a. looking down over your lane, at the finish end of the pool;
 - b. with your foot on top of the touch-pad;
 - c. seated behind the starting block of your assigned lane.
- 11. When the required distance has been completed, you should stop your watch when:
 - a. the swimmer's hand touches the end wall of the pool;
 - b. any part of the swimmer's body touches the end wall;
 - c. any part of the swimmer's body passes through the vertical plane of the end wall;
 - d. the swimmer makes contact with the touch-pad;
 - e. the swimmer touches with one hand on the breast stroke.
- 12. If the swimmer in your lane does not finish the required distance, you should:
 - a. report DID NOT FINISH (DNF) on the time card;
 - b. record what time the swimmer left the water;
 - c. record what time the swimmer stopped swimming.
- 13. If your manual digital watch reads two minutes, ten seconds and one-one hundredth, the correct time to record on the time card is:

- a. 2:1 0.01
- b. 2:10.0
- c. 2:1 0.1
- 14. Rewrite the following times in the correct numerical form:
 - a. one minute, two and ten one-hundredths seconds;
 - b. four minutes thirty-six hundredths of a second;
 - c. two minutes and one second;
 - d. thirty four point two-five seconds;
 - e. one minute, fifteen and forty-three hundredths of a second.
- 15. If the swimmer in your lane is disqualified for any reason, you should:
 - a. record his finish times on the time card anyway;
 - b. tell the swimmer his finish time but not record the times on the card;
 - c. record the time when the disqualification took place.
- 16. The lower left-hand portion of the card should be used for:
 - a. preliminary heats;
 - b. time final heats:
 - c. finals;
 - d. split times.
- 17. When three watches are being used on one lane, the official time is:
 - a. the average time of all three watches;
 - b. the intermediate time if all three watches differ:
 - c. the common time if two watches are identical.
- 18. When two watches are being used on one lane, the official time is:
 - a. the average time of the two watches, to the slower hundredth;
 - b. the faster of the two watches:
 - c. the slower time of the two watches.
- 19. Determine the official time for each of the following sets of manual digital watches on one lane:

a.	52.32	52.32	52.13	
b.	4:51.12	4:51.19		
c.	56.46	56.81		
d.	2:59.93	2:59.80	3:00.06	
e.	54.21	54.16	54.39	
f.	1:02.43	1:02.18		
g.	59.89	1:00.03		
h.	2:07.21	2:06.95	2:07.12 CT	
i.	4:21.06	4:20.97	4:21.18	4:20.91 CT

20. The correct time to clear your watch is:

- a. when your Chief Timekeeper tells you;
- b. if you are not instructed, then when the Referee blows his/her whistle, to put the swimmers on the block:
- c. when the Starter says "take your marks";
- d. after your time is recorded on the time card;
- e. whenever your time is substantially different from the other timers.

21. When judging relay takeovers, your duties are to:

- a. observe the "touch-out" and "take-off" of relay team members in your lane;
- b. after, consultation with the Referee/Chief Timekeeper disqualify teams as appropriate;
- c. not touch any swimmer while he is on the starting blocks;
- d. report disqualifications through the prescribed channels;
- e. inform offending team members immediately of their disqualification (prior to informing the Referee);
- f. consider a relay take-off to be fair if a swimmer who starts early returns to touch the wall before swimming his leg.

22. Until the touch-out of one relay team member, the next swimmer on the team:

- a. may be in motion;
- b. must be absolutely motionless;
- c. must maintain contact with the starting block.

23. If you are appointed the Head Lane Timekeeper, your duties shall be to:

- a. determine that the correct swimmer is in your lane;
- b. ensure that split times are recorded correctly;
- c. report light touches to the Chief Finish Judge;
- d. act as Relay-Take-Over Judge if so directed;
- e. disqualify swimmers who false start.

24. When ringing the bell lap, you should:

- a. ring the bell as the swimmer approaches/leaves the wall (from backstroke flags to wall and back);
- b. ring the bell over the right hand lane rope;
- c. ring the bell throughout the last lap of the race;
- d. ring the bell after consultation with the Referee/Chief Timekeeper.

25. The time taken by the Chief Timekeeper should be included on the time card for your lane:

- a. always;
- b. only if it is different from the others;
- c. whenever there are fewer than three good times for your lane;
- d. only if your swimmer won his heat.

26. The "official time" is written on the lane card only when:

- a. electronic timing is in use;
- b. manual watches are used as the primary timing system;
- c. there are preliminaries and finals;

- d. all events are timed-finals;e. when instructed by the chief timekeeper.

Marshal: (assistant to Clerk of Course)

27. The duties of the Marshal are to:

- a. assist the Clerk of Course in all matters relating to those duties;
- b. supervise and control the marshalling area and working deck;
- c. report undisciplined acts to the Clerk of Course;
- d. be deputy Clerk of Course;
- e. report observed stroke infractions to the Referee.

28. The intent of the rules of seeding and lane assignments is to:

- a. allow faster swimmers to swim in the centre of the pool, where the water is faster;
- b. require the slower swimmers to swim in the outside lanes where their strokes can be more effectively judged;
- c. ensure that no swimmer is more than half the width of the pool away from the fastest entered swimmer in the heat;
- d. ensure that no two swimmers from the same club swim in adjacent lanes.

Safety Marshal:

29. The Safety Marshals' responsibilities include:

- a. being in charge of the deck from the start of the warm-up until the pool is cleared for the start of the meet:
- b. monitoring warm-up procedures to ensure that they meet safety rules;
- c. ensuring the officials are on deck for the start of the meet:
- d. ensuring that no diving takes place until the proper time and in the proper lane(s);
- e. ensure the swimmers enter the pool in a safe manner;
- f. ensuring that only the appropriate equipment is used during warm-up

30. The Safety Marshals' area of responsibility includes:

- a. the portion of the pool/deck assigned to them by the Referee/Meet Management;
- b. the change rooms;
- c. the entire deck during warmups.

31. If the Safety Marshal(s) observes an infraction of the safety rules:

- a. inform the swimmer of the breach of the safety rules;
- b. remove the swimmer from the warm-up and escort him/her to their coach;
- c. remove the swimmer from the meet:

d.	inform the R	Referee of any s	safety infract	tion.		
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LEVEL ONE ANSWER SHEET

Please circle the true statement(s) or fill in the appropriate answer(s). There may be more than one true statement for each question.

1.	a	b	c	d		2.	a	b	c	d
3.	a	b	c	d		4.	a	b	c	
5.	a	b	c	d		6.	a	b	c	d
7.	a	b	c	d	e	f				
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27.	a	b	c	d	e					
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31. a b c d