



TIMEKEEPING

Timing a lane with the Swim Club Connect app

YOUR WHOLE JOB IS THREE TAPS, EVERY HEAT

1 START

When the race begins. Late is fine, the app locks to the starter's clock.

2 STOP

The moment any part of your swimmer touches the wall, usually a hand.

3 SAVE

Check the name on screen is your swimmer, then press Save.

Stopping alone records nothing. No Save, no time for your swimmer.

BEFORE RACING STARTS

- 1 Open Swim Club Connect and tap **Meets**. Leave your role as Parent/Guardian.
- 2 Wait for the **race starter** to open the meet. You'll get a notification.
- 3 Open the meet, tap the green **Keep time** button (bottom right) and choose your lane.
- 4 An **empty lane is normal**. Your swimmer's name appears when the heat opens.

Stay on this screen all night.

The next swimmer, heat and event appear on their own. Start, Stop, Save, repeat.

IF SOMETHING GOES WRONG

Stopped too early, not saved

Press the blue Continue button.

Stopped too early, already saved

Press Start, then Yes to time the same race again.

Missed the touch

Don't guess a time. Tell the race starter.

Wrong swimmer in your lane

Time them anyway, save, then tell the race starter.

False start

Press nothing. The app picks up the restart.

No swimmer in your lane

Do nothing. The app already knows.

Phone locked or switched apps

Reopen the app. Nothing is lost.

BEFORE YOU START

- Charge your phone
- Turn brightness up
- Keep a towel handy

NOT SURE? ASK THE RACE STARTER.

They can see every lane from their phone and can fix a time on the spot. A missing time is always better than a wrong one.

SCAN FOR THE FULL GUIDE

