



Guide To Timekeeper

A very important job! It sounds simple, press the button on the stopwatch when the music starts and again when the music stops. However, it is one that requires total concentration throughout the whole class.

The job is named as a Competition Official in the L Regulations; it is a job that must be done at every Premier and Open Competition:

"L 13g - All routines must be timed by an official timekeeper appointed by the competition organisers, who will record the duration of each routine and advise Judges of any over run. The routine starts when the music begins and ends when the music finishes."

Before starting the job of timekeeping make sure you are provided with not only the stopwatch but some means of recording each routine time. Most clubs provide a way for you to show the judges the times, it may be a white board or a pad of paper.

L Regulations state: L 10h -The duration of the routine should be a maximum length as detailed below. An over run of 5% is permitted, but 2 marks will be deducted from the final score for any time taken in excess of this:

The timekeeper needs to know what the 5% over run is; it is not stated in the regulations so here the calculated times;

- ***Starters maximum time - up to 2½ minutes (max 2:38)***
- ***Novice maximum time - up to 3 minutes (max 3:09)***
- ***Intermediate maximum time - up to 3½ minutes max 3:41)***
- ***Advanced maximum time - up to 4 minutes (max 4:12)***

It is not the timekeeper's job to deduct any marks for an over-run; they must inform the scorekeeper and they will deduct the necessary 2 points.

Some judges are not always interested in the length of music of each routine. However, CFGB ask that you confirm with the Head Judge, **AFTER** they have handed in their scores if there was an overrun as points will be deducted and will result in a significantly lower place for that competitor.

Sometimes it is a very close-run thing. A 1 second over-run would cost the competitor a 2-point deduction, so the task becomes much more important.

Press the stopwatch at the exact moment that the music starts and the exact moment that it finishes regardless of what the handler is doing; your job is to concentrate on timing the music.



The competitor signalling to the DJ for the start of the routine is a good indication that the music will begin. Some competitors do not finish their routines until after the music stops, but you must stop the stopwatch the moment the music stops!

If you want to confirm the actual time you have recorded is correct, please report immediately to the CFGB DJ who will then recheck the actual playing time.

Music Failure - It is important that you stop the stopwatch at the moment that the music fails making a note of the time. The handler may restart their routine at any point, they may choose to start from the beginning or ten seconds before the music stopped, whichever they choose you must be able to tell the judges the point at which they must start marking again.

L 10o - If the music stops during a routine the competitor must be given an opportunity to complete the routine. The handler's back up music may be used and/or alternative equipment, if this was the reason for failure. The Judges should continue marking from the point at which the music stopped. If the Competitor chooses to withdraw from the class, no marks will be awarded.

It is the job of the timekeeper to know this and tell the judges when to start marking again.

Yes, it all sounds a little bit daunting but, as with all things, it just takes a little practice.

If you know that you are going to be a timekeeper at a competition, take a few moments to familiarise yourself with the stopwatch, and if you do not feel able to do the job then do not be pressured into doing it, it is your choice. Remember, you do have another source of help - the DJ. At CFGB Competitions Pete Finney will be able to confirm times if you find that you need a little help, but remember it is your responsibility as the Official Timekeeper.