

LONG/TRIPLE JUMP OFFICIALS

- All athletes must sign up prior to the start of the meet, no late adds
- One official is stationed at the take off board and two are beside the pit.
- Try to give all jumpers time to get their marks if it doesn't interfere with the start of competition.
- For each jump, the official at the take off board verifies that no portion of the jumper's foot goes beyond the board. If it does, the official calls out "foul" and the jump is a scratch.
- For a fair jump, the official beside the pit holds the measuring tape at the end placing the "0" at the mark in the sand closest to the take off board. The front official pulls the tape in a straight line to the take off board. The distance of the jump is measured to the front of the take off board (the side closest to the pit). The official calls out the distance so the jumper can hear and records the jump on the event sheet.
- The officials by the pit rake the sand smooth after each attempt and signal to the next jumper when it's clear for them to jump.
- Each jumper gets four attempts.
- It is not mandatory for jumpers to jump in the same order, but the front official usually calls out which jumper is next up in the rotation.
- After all divisions are complete in the long jump, please take the event sheets to the scorekeeper at the finish line. After triple jump is complete, please give results and clipboard to the scorekeeper.

SHOT PUT/DISCUS OFFICIALS

- There should be three officials, one by the throwing area recording results, one by the ring watching for fouls, and one in the landing area.
- After each contestant has checked in, the throwing order should be established and maintained throughout the event.
- The official with the clipboard calls out before each throw which thrower is up, which is on deck and which is in the hole.
- The official by the ring makes sure each throw is fair which means the thrower doesn't go beyond the toe board in the shot put or outside the discus ring for the discus. In both events, the thrower must exit from the rear of the ring.
- If a throw is fair, the official in the landing area puts the "0" end of the tape at the point where the implement first hit the ground at the mark closest to the throwing area. The official in the throwing area pulls the tape in a straight line to the inside of the toe board for shot put or the inside of the ring for discus and the distance is called out to the thrower and recorded on the event sheet.
- Each contestant is allowed a maximum of 4 throws.
- Officials in both areas should make sure the area is clear and safe before signaling for the next contestant to throw.
- **PLEASE STRESS SAFETY TO ALL THROWERS**
- At the end of each division's competition, please take the event sheets to the scorekeeper at the finish line.

HIGH JUMP OFFICIALS

- There should be two officials, one with a clipboard calling the jumping order and recording results, and one by the pit helping with the crossbar and watching for fouls.
- After each contestant has checked in, each person's opening height should be recorded.
- Starting with the jumpers entering at the lowest height, the official with the clipboard calls out before each jump which jumper is up, which is on deck and which is in the hole.
- The official by the pit makes sure each jump is fair which means the crossbar hasn't fallen off of the standards by the time the jumper comes off the pads.
- A cleared height is indicated on the event sheet with a circle, a miss is indicated with an x.
- Once a competitor has three consecutive misses (at any combination of heights), they are finished and their final height is recorded.
- Ties are broken by who has fewer misses at the tied height. It may be necessary to go back to previous heights to break the tie.
- A jumper may choose to pass on a height with no penalty.
- If a jumper crosses the invisible plane between the crossbar and the ground, it is considered a miss.
- A jumper may make several approaches to the bar in their allotted time as long as they don't cross the invisible plane.
- For each increase in height, the distance from the ground to the top of the crossbar should be measured and recorded on the performance indicator.
- After competition has started, the bar should not be lowered unless a jump off is needed.
- At the end of each division's competition, please take the event sheets to the scorekeeper at the finish line.

POLE VAULT OFFICIALS

- There should be two officials, one with a clipboard calling the jumping order and recording results, and one by the pit helping to replace the crossbar and watching for fouls.
- After each contestant has checked in, each person's opening height should be recorded.
- Starting with the vaulters entering at the lowest height, the official with the clipboard calls out before each vault which vaulter is up, which is on deck and which is in the hole.
- The official by the pit makes sure each vault is fair which means the crossbar hasn't fallen off of the standards by the time the vaulter comes off the pads.
- A cleared height is indicated on the event sheet with a circle, a miss is indicated with an x.
- Once a competitor has three consecutive misses (at any combination of heights), they are finished and their final height is recorded.
- Ties are broken by who has fewer misses at the tied height. It may be necessary to go back to previous heights to break the tie.
- A vaulter may choose to pass on a height with no penalty.
- If a vaulter or their pole crosses the invisible plane between the crossbar and the ground, it is considered a miss.
- A vaulter may make several approaches to the pit in their allotted time as long as they don't cross the invisible plane.
- Each increase in height should be recorded on the performance indicator.
- After competition has started, the bar should not be lowered unless a jump off is needed.
- At the end of each division's competition, please take the event sheets to the scorekeeper at the finish line.