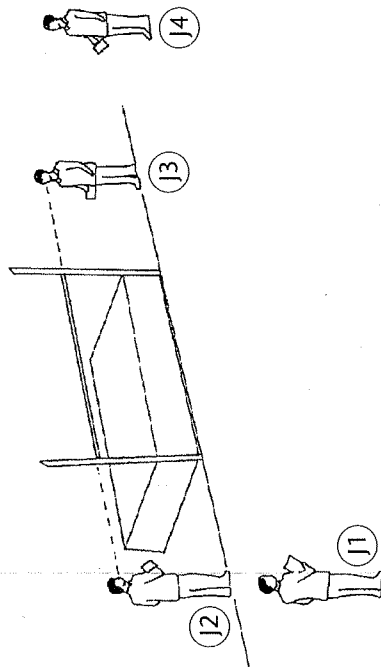


HIGH JUMP

DUTIES OF OFFICIALS

- Minimum number of Officials: 4
- Judge 1 (Leader) – Card 1: Keeps record of trials, warning horn, time lapse, measures.
- Judge 2 – Card 2: Holds – end of tape on the ground, checks take-off, setting up and replacing bar.
- Judge 3: Measures – reading of height, checks take-off, setting up and replacing bar, flags.
- Judge 4: Call-up, keeps record of trials, supervises warm-up, serves as Recorder. The Recorder records all decisions taken, or instructions given, by the Chief Judge. These notes must be accessible during and after the competition for reference.

DEPLOYMENT OF OFFICIALS FOR HIGH JUMP



GENERAL RULES

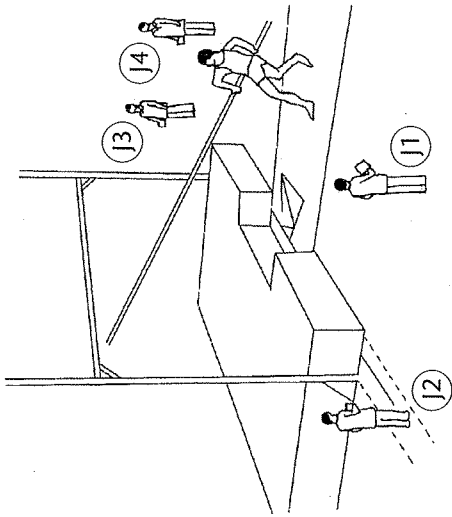
1. Although a competitor may commence jumping at any height at his/her own discretion:
 - 1.1 Three consecutive failures, regardless of the height, disqualify a competitor from further jumping except in the case of a tie for the first place.
 - 1.2 If a competitor forgoes a trial at a certain height, he/she may not make any subsequent attempt at that height, except in the case of a tie for the first place.

2. At the competition area and before beginning the event each competitor may have practice trials, in draw order and always under supervision of the judges.
3. Once the competition has begun, competitors are not permitted to use the runway or take-off area for practice purposes.
4. A competitor fails if:
 - 4.1 He/she touches the ground, including the landing area, without first clearing the bar beyond the plane of the nearer edge of the uprights, either between or outside the uprights, with any part of his/her body, whether running up without jumping or in the act of jumping.
 - 4.2 After the jump, the bar does not remain on the supports because of the action of the competitor whilst jumping.
5. Measurement of each height shall be made before competitors attempt such height. In the case of records it shall be re-checked before and after each attempt.
6. A competitor may place two markers alongside the runway.
7. Before the start of the competition, starting height and the subsequent heights shall be announced to the competitors.
 - 7.1 The bar should never be raised by less than 2 cm after each round.
 - 7.2 The increment of the raising of the bar should never increase.
 - 7.3 In a combined event competition each increase shall be uniformly 3 cm throughout the competition.
 - 7.4 After a competitor has won the competition, the heights to which the bar is raised shall be decided by the competitor.
8. The crossbar must be marked in some way so that after a failure it can always be replaced with the same side facing the runway and the same side at the top.
9. The competitor shall take off from one foot.
10. Time allowed for a trial is 1 minute.
 - 10.1 When two to three competitors continue the time should be increased to 1.5 minutes.
 - 10.2 If only one competitor is left the time should be increased to 3 minutes.
 - 10.3 For consecutive trials by the same athlete when more than three athletes are still competing the time is 2 minutes.

POLE VAULT

DUTIES OF OFFICIALS

- Minimum number of Officials: 4.
- Judge 1 (Leader) – Card trials, warning horn, time lapse, measures.
- Judge 2: Measures – reading of height, checks take-off, setting up and replacing bar, flags, serves as Recorder. The Recorder records all decisions taken, or instructions given, by the Chief Judge. These notes must be accessible during and after the competition for reference.
- Judge 3 – Card 2: Measures – end of tape at ground, checks take-off, setting up and replacing bar.
- Judge 4: Call-up, keeps record of trials, supervises warm-up.



DEPLOYMENT OF OFFICIALS FOR POLE VAULT

GENERAL RULES

1. Although a competitor may commence jumping at any height at his/her own discretion:
 - 1.1 Three consecutive failures, regardless of the height, disqualify a competitor from further jumping except in the case of a tie for the first place.
 - 1.2 If a competitor forgoes a trial at a certain height, he/she may not make any subsequent attempt at that height, except in the case of a tie for the first place.
2. At the competition area and before the start of the event, each competitor may have practice trials, in draw order and always under supervision of the judges.
3. Once the competition has begun, competitors are not permitted to use the runway or take-off area for practice purposes.

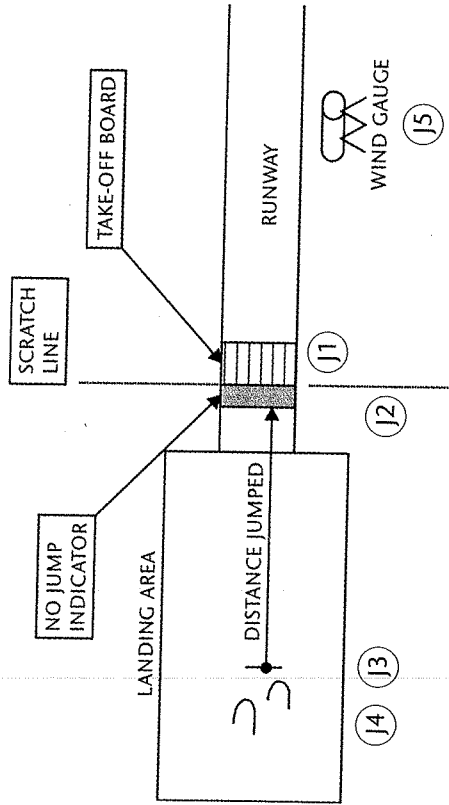
4. A competitor fails if:

- 4.1 He/she touches the ground, including the landing area, without first clearing the bar beyond the plane through the upper part of the stop board, either between or outside the uprights, with any part of his/her body or pole, whether running up without jumping or in the act of jumping.
- 4.2 After the jump, the bar does not remain on the supports because of the action of the competitor whilst jumping.
- 4.3 After leaving the ground the athlete places his/her lower hand above the upper one or moves the upper hand higher on the pole.
- 4.4 During the jump the athlete replaces deliberately with his/her hands or fingers the bar, which is about to fall off the supports.
- 4.5 The athlete touches the pole unless it is falling away from the bar or uprights. If the pole is touched and the Judges' opinion is that the bar should have been knocked off, the vault shall be recorded as a failure.
5. Measurement of each height shall be made before competitors attempt such height. In the case of records it shall be re-checked before and after each attempt.
6. A competitor may place two markers alongside the runway.
7. Before the beginning of the competition the starting height and subsequent heights shall be announced to the competitors.
 - 7.1 The bar should never be raised by less than 5 cm after each round.
 - 7.2 The increment of the raising of the bar should never increase.
 - 7.3 In a combined event competition each increase shall be uniformly 10 cm throughout the competition.
 - 7.4 After a competitor has won the competition, the heights to which the bar is raised shall be decided by the competitor.
 - 7.5 Competitors may have the uprights, or supports, moved not more than 40 cm in the direction of the runway or not more than 80 cm to the landing area.
8. The crossbar must be marked in such a way that after a failure it can always be replaced with the same side facing the runway and the same side at the top.
9. Competitors may put a substance on their hands and or pole.
10. Time allowed for a trial is 1.5 minutes.
 - 10.1 If two to three competitors continue the time should be increased to 2 minutes.
 - 10.2 If only one competitor is left the time should be increased to 5 minutes.
 - 10.3 For consecutive trials by the same athlete when more than three athletes are still competing the time is 3 minutes.

DUTIES OF OFFICIALS

- Minimum number of Officials: 5.
- Judge 1 (Leader) – Card 1: Call-up, take-off board, warning horn, time lapse, measures.
- Judge 2 – Card 2: Take-off board, checks measure, exit from runway. Judge 2 serves as Recorder. The Recorder records all decisions taken, or instructions given, by the Chief Judge. These notes must be accessible during and after the competition for reference.
- Judge 3: Landing area judge, spike, zero end of tape.
- Judge 4: Landing area judge, spike, rake.
- Judge 5: Wind meter reader.

DEPLOYMENT OF OFFICIALS FOR LONG JUMP AND TRIPLE JUMP



GENERAL RULES

1. A competition may be decided in one of the following ways:
 - 1.1. Each competitor is allowed between three and six trials.
 - 1.2. Each competitor is allowed three trials and the three to eight best are allowed three more trials in the inverse order of the ranking of their performance.

2. At the competition area and before the start of the event, each competitor may have practice trials, in draw order and always under supervision of the judges.
3. Once the competition has begun competitors are not permitted to use the runway or take-off area for practice purposes.
4. A competitor fails if he/she:
 - 4.1 Touches the ground beyond the take-off line with any part of his/her body, whether running up without jumping or in the act of jumping.
 - 4.2 Takes off from outside either end of the board, whether beyond or before the extension of the take-off line.
 - 4.3 In the course of landing, touches the ground outside the landing area nearer to the take-off than the nearest break in the landing area made by the jump.
 - 4.4 After a completed jump, walks back through the landing area.
 - 4.5 Employs any form of somersaulting whilst running up or in the act of jumping.
5. Measurement of each jump shall be made immediately after the jump from the nearest break in the landing area made by any part of the body or limb to the take-off line, or take-off line extension. It shall be taken perpendicular to the take-off line or extension.
6. A competitor may place two markers alongside the runway.
7. The Triple Jump shall consist of a hop, step and jump in that order. The hop shall be made so that the competitor lands first upon the same foot as from which he/she has taken off; in the step he/she shall land on the other foot from which the jump is performed.
 - 7.1 It is not a failure if the 'sleeping' leg touches the ground while jumping.
8. Time allowed for a trial is 1 minute.
9. Remember to fill in and attach the Wind Measurement readings to the official result card.