

EVENT JUDGE FOR LONG AND TRIPLE JUMPS

INFORMATION NEEDED

1. The board should be 4' long, 8" to 24" width, and level with runway.
2. The scratch line is the edge of the board nearest the pit.
3. The sand should be moistened to permit accurate marking, and level with the board.
4. Jumpers may place 1 or 2 markers (as approved by games committee) alongside the runway, to assist in the run-up and take-off, but no markers on the runway or marks in the pit.
5. Meet management may place markers to the side of landing pits for marking meet records.
6. Measure all fair jumps. Do not measure illegal jumps. Jumpers may pass any attempt.
7. Measure at right angles to the scratch line or its extension to the nearest break in the sand made by any part of the body. Measure to the nearest lesser ¼" or CM.
8. When preliminaries are held, one (1) more competitor, then there are places, qualify for the finals
9. The order of competition in the finals is the reverse of the standings after the preliminaries.
10. Scratch line shall be located by measuring from the nearer edge of the landing pit with a distance of approximately: Long Jump: Boys – 12'; Girls – 8'.
Triple Jump: Boys – 32'; Girls – 24' .
11. At the conclusion of any jumping event, there shall be no further practice.

BREAKING TIES

1. To break ties, use the #2 best jump or if still tied, the #3 best jump of any tied competitor. All ties in the preliminaries, advance to the finals.

INFORMATION TO TELL ATHLETES

1. Everyone gets three jumps. There will be three more in the finals. The number of Contestants in the finals will be 1 more than the places, determined by games committee. Your best jump counts, whether in the prelims or finals, unless changed by Games Committee
2. Notify the event judge, if you wish to change the foul line / take-off board, you are using during competition, if it is different from a previous jump.
3. You must complete your jump within one (1) minute after your name is called.
4. It is a foul if the competitor:
 - a. Allows any part of his/her shoe to extend over the scratch line, or line extended.
 - b. Runs across the scratch line or scratch line extended.
 - c. In the long jump does not keep head in the superior position (no somersaults)
 - d. In the process of landing or leaving the pit, touches the ground outside the landing pit nearer the scratch line than the nearest mark made in the landing pit.
 - e. Walking back toward the board through the pit.

Triple Jump – is the same as above with these additions:

- a. Foul if hopping does not land on the same foot used in the takeoff or if in stepping does not land on the other foot from which the jump is performed.
- b. It is not a violation if the trailing foot touches the ground.

Please read over this information carefully. If you have any questions, see the Field Referee before your event begins.

OFFICIATING THE TRIPLE JUMP

EVENT RULES:

Competitors must take-off, or begin to jump, on or before the take-off board. No part of their foot can extend beyond the edge of the take-off board. If this happens, "Foul" is called and no measurement is taken.

Each attempt must consist of a hop, a step and a jump - in that order - if a competitor does not perform all three components, in order, "Fault" is called and no measurement is taken.

Competitors may choose the board they wish to begin their triple jump at; if they want to change their take off board, they must inform the head official of this before their next attempt. Before each attempt, the head official should place a pylon beside the take off board of the next competitor. This will ensure that everyone can tell where the competitor should begin his/her jump.

If a competitor does not reach the sand pit on a jump, it is a fault.

MEASUREMENT:

- a) Measurements are to be made, in metric, after each jump.
- b) Measure from the competitor's mark to the foul line - the edge of the take-off board closest to the pit. The "0" goes at the competitor's mark - the mark in the sand that is closest to the board that is made with any part of the body (e.g. if a competitor falls back on his/her hands at the end of a jump, the mark is taken from the end of the hand mark closest to the board).
- c) Use a screwdriver or other pointed instrument to clearly indicate the "0" mark in the sand.
- d) Make sure the tape measure is held tightly, **in a straight line**, from the mark in the sand to the edge of the board. Measure to the nearest centimetre (ex. 14.97m).

RUNNING THE EVENT:

1. Start your event on time. Please be there 20 minutes early to supervise athletes that are practicing and warming up.
2. 10 minutes before the event time:
 - a) Check athletes in on the event sheet. Indicate which board each competitor will be taking off from beside his/her name.
ALL ATHLETES MUST WEAR A SCHOOL TOP AND A COMPETITION NUMBER.
 - b) Explain the rules and event procedures.
 - c) Ask about athletes having other events at the same time.
3. There are no practice rounds after the scheduled starting time.
4. Ensure that the head official is positioned at the most important judging location - at the take-off board.

5. If an athlete is in a track event simultaneously, you can change the order of the round - but, once the round is over, it's over. You may suggest that someone report for the athlete at the track event and return to get him/her 5 - 10 minutes before the race begins.
6. Designate an area where athletes must stay while competing.
7. Call out measurements after each attempt.
8. To keep the event moving quickly, use the following method:
 - I) Smith, "Up" - she is jumping
 - II) Jones, "On deck" - she is jumping after Smith.
 - III) Brown, "third" - she is after Jones.
 - IV) For the next jump, it will be "Jones, up; Brown, on deck; and Bailey, third.
9. Field Officials are reminded that if a record is set, they should not allow any more competitors to jump until the record distance has been verified by the field referee.

Extra Trials:

After 3 trials, the top eight competitors are given 3 additional trials. These trials are taken in the original order. If there is a tie for eighth place after the first three rounds, the tie is broken using the procedure below. **All six attempts are used to establish final placing in the event.**

TIES:

For the final placing in the event of a tie, the second best performance of the tying competitors will break the tie. If the tie still remains, the third best performance will break the tie, and so on. See the field referee if there are any problems.

PLEASE BRING WITH YOU:

1. Long clipboard
2. A tape measure (long enough for your event)
3. A rule book
4. Pencils
5. A flag or marker to indicate the record distance for your event.

PLEASE NOTE:

You will need three assistants to help you officiate your event. One must be another adult or senior student. One person marks the jump (with the screwdriver) and holds the "0" of the tape at the mark.

Another person pulls the tape, in a straight line, to the foul line and holds it while the measurement is read and recorded by the head official.

The third person rakes the sand pit after each jump so that each competitor's mark can be clearly discerned.

Please bring all results to the press box as soon as the event has been completed.