



Vancouver Island Athletic Association



HIGH JUMP

Official in charge

- Register athletes using recording sheets provided by host
- Note top ten or records for that age group(s) and gender. If a jump exceeds #10, remeasure. If record broken, call for field referee to confirm.
- Before competition starts, review with competitors the rules (valid jump, number of jumps, etc.)

Starting heights

- As specified by the host club at the competition site or in the meet literature.
- If not given then left to the discretion of the head official.
- For the Junior Development categories (particularly the youngest ones) it is best to be flexible.

Valid Jump

- 1) Athlete must jump from one foot.
- 2) Bar must stay on stand after athlete has passed over it.
- 3) Athlete faults if they break the vertical plane of the bar and do not jump.

Times allowed each athlete (measured from when official says bar is ready)

Competitor faults if they have not started final run within time limit.

Scoring

More than 3 competitors	1 min each
2 or 3 competitors	1 ½ min each
1 only	3 min
Consecutive trials by same competitor (if others already successful)	2 min

Competitor	YoB	105cm	110cm	115cm	120cm	125cm	128cm	Best	Place
Joe Leggie	M94	O	O	XO	XO	XXX		120	2
Bob Height	M94	- - -	O	O	XO	XO	XXX	125	1
Ivor Spring	M94	XO	O	XXO	XXO	XXX		120	3

Ties

- Look at the number of attempts where tie was made (last successful height).
- Lowest number misses wins tie (e.g. Joe Leggie at 120).
- If still tied count number of misses back to START of competition.
- Lowest number wins. Passes are not misses. If still tied they finish as tied except for 1st place.

1st place tie breaker

- Competitors have one more jump at the height they failed on.
- If all miss, the bar is lowered 2 cm and 1 attempt is given each competitor.
- If two or more make it the bar goes up 2cm and all misses drop out.
- If all miss, then bar goes down 2cm and procedure is repeated until only one is left.

Athletes leaving to go to other event

- Must get permission from official in charge before leaving and may be allowed to jump out of order (i.e.early).
- Competition may proceed without them.
- Must report when they return and may re-enter competition but at the CURRENT height, although not necessarily required to jump in the original order.
- (Athletes should try to minimize their absence by leaving only when other event is called and returning IMMEDIATELY after completing it).
- When the Athlete tells you they have another event to go to ask them if they have someone that can check in for them and tell the athlete **WHEN** IT IS ABSOLUTELY NECESSARY TO GO TO OTHER EVENT

Necessary Equipment

- 8m steel tape for jumps
- Flags (red, white, yellow)
- Duct tape
- Thumb tacks
- Cone
- Hockey Tape
- 2 Sharp Pencils with Erasers
- Clip Board (one is usually supplied but it is handy to have)
- Stop Watch

These are necessary at the site and can be kept their all day for your members to share though it would be good if every one had a pencil with eraser.