

Long Jump / Triple Jump Officials Instructions

- **Scratches:** Athletes need to be checked in 15 minutes prior to the event start time or they will be scratched. See attached schedule for scratch and start times.
- **Alternates** to trials may replace athletes from their own league who withdraw (see attached alternate list). Alternates may be inserted 15 minutes prior to event start time. If the league alternate is not present then the next alternate available by rank from the same division may be inserted.
- **At Large Qualifiers From League:** If an at large qualifier from any of the league finals does not check in they cannot be replaced by an alternate. Alternates can only replace automatic qualifiers (top 4 from league finals). If any athletes qualified for this event from their league finals with an at large mark their names have been included in this packet.
- **Warm-ups:** General warm-ups start at reporting time one hour before start time when official arrives. The first flights warm-ups begin at scratch time 15 minutes before start time. After completion of a flight the next flight gets 15 minutes for warm-ups.
- **Qualifiers:** The top seven by place from the combined results of division 2 and division 3 will qualify to the Masters Meet plus any athlete who achieves an SJS Masters at large mark. At large marks are posted in the meet format which can be found in your team packet. There are no alternates to the Masters Meet.
- **Time Limits:** Long and Triple Jumpers have 1.0 minute to complete a trial.
- **Competitors who must check out** in the horizontal jumps must complete all of their first three attempts by the end of their assigned flight. They may compete out of order in their flight by permission of the event official. Attempts in the finals must be taken in order per NFHS rule 7-2 ART 7.
- **Flights:** In the trials, there will be one flight of division 2 and one flight of division 3 with each competitor having three attempts.
- **Trials and Finals:** Nine competitors will move from trials to finals in division 2 and nine competitors move from trials to finals in division 3. In the finals, each finalist shall receive three additional jumps with all competitors being re-ordered by mark and having three more attempts to determine place. **Marks from all six jumps shall be noted for place.**
- **Ties:** If the distance resulting from the best performance of competitors is identical, the higher place is awarded to the tying competitor whose second best performance is better from either the preliminary trials or the finals. If a tie still remains use the third best performance etc.
- **How to use the wind gauge:**
 - The wind gauge is already set up for you but in case it gets moved here are its placements. The wind gauge is placed 20 meters from the takeoff board, parallel to and within 2 meters (6 feet 6¾ inches) of the runway, and should be about 1.22 meters (4 feet) off the ground (there is a notch on the gauge to show how high it should sit.)
 - The mode button changes the time the gauge will run. It should be set to run for five seconds for the long and triple jump.
 - To operate press the “on” button when the jumper begins his/her approach. The gauge will count down from 5 seconds then give a reading as a positive (aiding or coming from behind) or negative (hindering or coming at the jumper).
 - Record the reading as a positive or negative on your recording form to the tenth (example 2.1 or -1.8 etc).
- **Please bring completed results** to the finish line tent.