

High Jump Officials Duties

Plan arrival time

- At least ½ hour before the start of a dual meet
- At least 1 hour before the start of a relay meet

Check in at Meet Site

- With referee (Dual) or Meet Director (Relay Meet)

Get meet information

- Dual Meet
 - Get clipboard (if provided)
 - Get measuring tape
 - Get Score sheet(s) for HJ competition
- Relay Meet
 - Get event information
 - * Starting time of event
 - * Order of jumping (boys/girls) and/or Division
 - * Opening heights for boys/girls
 - * Pick up clipboard(s) and measuring tape

Equipment List

- Uniform
- Rule and Case Book
- Pens/Pencils
- Chalk
- White Athletic Tape
- Duct Tape (to differentiate boys marks from girls if back to back)
- Tape Measure
- Stop watch and Regular watch
- Plastic bag (for clip board in case of inclement weather)
- Small Step ladder (if you CANNOT comfortably reach 7')

Inspect Area

- Check all equipment
 - pads
 - pad cover
 - standards
 - crossbar
 - score sheets
- Check surrounding area for obstacles and remove or cover any
- Mark standards with tape/chalk so you can have consistent placement
- Check crossbar (make sure it is straight) and mark with chalk/tape for proper placement (top of bar vs bottom)

- Measure initial starting height on standards and crossbar (middle of crossbar / lowest point)

Check in the competitors

- Get names and competing schools (Dual)
- Record opening height on score sheet
- Collect cards (relays, invitationals, etc)
 - separate boys and girls
 - seed by heights (lowest to highest)

Verify your paperwork

- Athletes name and starting height
- Schools entered (especially for meets contested by divisions)

Clear Runway of jumpers (warm-ups)

Before Competition begins, call athletes together and review rules

- Introduce officials
- New state rules
- Proper Uniform
- No Jewelry
- Opening heights
 - verify the height the athlete will enter the competition
- Clarify the jump rule
 - Unlimited – dual meets
 - 6 jump rule – relay meets
- 60 seconds after called
- Within 10 minutes of completion of other event(running)
- If they pass 3 consecutive heights, they receive 1 warmup (w/out bar) at next height
- 3 – 5 alive competition

Fouls

- Two foot takeoff
- Exceeds time to jump (60 seconds)
- Displaces bar
- Clears height but knocks bar off when exiting
- Touches ground or landing area beyond plane of crossbar without clearing bar

Ties

- Fewest number of attempts at which tie occurs
- Next, fewest number of total misses throughout competition
 - passes do not count as misses
- If first place is tied – jump –off

- Other than first – split the points

Jump Off for 1st place

- 1 more attempt at last height
- Lower bar 1” – 1 attempt until winner is determined
- If 2 or more clear ‘lowered bar’
 - raise bar 1” – 1 attempt until winner is determined
 - competitors best jump can come during a jump-off

Measurement

- Measure from lowest point of crossbar
- Measure nearest lesser $\frac{1}{4}$ inch
- If record attempt, measure before and after each attempt

Meet conclusion

- Verify results with other officials
- Finalize by signing score sheet
- Give results to Head Field Judge
- Clean up area of tape marks – cover pads

Other important points

- Be friendly, yet professional
- Work with your colleagues
- Be encouraging
- Don’t hesitate to consult the rule book