

Officiating The High Jump

1. Pre-Competition

- *Read the rule book and case book!!!!!!!!!!!!*
- Show up at least 2 hours prior to the start of competition with the following: NFHS rulebook & casebook, 100' tape measure, 3 clipboards, pencils, Sharpie, athletic tape, at least a 20' steel tape measure, bar measuring device, shims, plumb bob (to find measuring point under middle of bar), traffic cone (preferably a tall one), pliers, small level
- Check with Meet Management about anything out of the ordinary – starting height, progressions, combining genders due to numbers, meet records, athletes competing in multiple events, backup bars?, time to open pit, get heat sheets, any ties other than 1st place that need to be broken – can also check to see what equipment is already available onsite, i.e., bar measuring device, etc...
- Check pit area for safety – pads interlocked, standard bases padded (not mandatory), any concrete around pit, rebar sticking out of ground, pit of legal size?, pit in proper spot?
- Mark all competition bars – use two people/two hurdles/two chairs to find bar sag and then adjust endpieces, put one mark on one side of the front of the bar (for bar judge/pit boss), make level marks on both sides of bar (either on top or back) for bar replacers to adjust when bar is displaced, be sure to mark all bars in case one breaks during competition (be sure to re-measure height if bar does break during competition)
- Make assignments – these are the jobs which must be assigned in order to have a competition: Bar Judge, Flight Coordinator, Recorder, Second Recorder, Timer, Bar Replacer (2)
multiple jobs can be held by one person:
#1: Flight Coordinator, Backup Recorder
#2: Recorder
#3: Bar Judge, Timer
#4: Bar Replacer
#5: Bar Replacer

2. Open The Pit

- Flight Coordinator checks in athletes, get opening heights (if opening height not set by Meet Management, poll the athletes to set an opening height)
- Inform athletes of time to start of competition, display on countdown clock if possible – inform athletes of time remaining every 10-15 minutes
- One official will need to be the “traffic cop” – coordinating both the left & right handed jumpers during warmup
- Have Flight Coordinator, Recorder, & Second Recorder people get their sheets in order (passes, standard settings)
- 5 minutes (maybe higher or lower, depending on # of jumpers) to start of competition, make last call for warmup jumps
- Once last warmup is made, call all jumpers (& Flight Coordinator) together, introduce Flight Coordinator, give instructions – in the meantime, pit crew should be setting opening height

3. Competition

- Flight Coordinator:
 - main point of contact for the athletes during competition
 - be positioned where all athletes can hear
 - announce jumping order **at every height** – this will keep you from missing a jumper in case you marked their initial passes wrong: “bar is being raised to ___, we have ___ jumpers jumping in this order – ___ will be the first jumper, ___ will be the second jumper, etc...”

- **main responsibility is the jumper on the runway** – if another jumper needs to talk to you, take care of the runway **first** then discuss with the other jumper
- call who is “up”, who is “on deck”, who is “on hold” while bar is being set/replaced - as soon as pit is ready, say “so-and-so is up” (to designate to jumper when pit is ready)
- if running 5-Alive: as a courtesy call who is the 4th & 5th jumpers, every time an athlete clears or is knocked out, call who is the 5th jumper just entering competition and who is the 6th jumper waiting to enter
- be sure to inform recorders about any passes during competition
- inform Timer when there are only 3/2/1 jumper(s) left in competition
- confer with Recorder at every height change to verify misses/makes and what jumpers are jumping at the next height
- Timer:
 - clock starts when pit is ready (provided Flight Coordinator has called the athlete up), not when jumper is called up
 - raise yellow flag when there is 15 seconds left on clock, do not raise it while jumper is beginning approach, rather wait until they cross you so as not to distract them
 - lower flag once time limit is reached signaling a foul jump
- Recorder:
 - confer with Flight Coordinator at every height change to verify makes/misses & to verify the jumping order for that height
 - when down to a few jumpers, ensure there is no tie for 1st place (or any places that should not be tied, according to Meet Management)
- Bar Judge:
 - is the sole determiner on whether it is a make or miss – on windy days can confer with pit crew as to final determination
 - needs to watch Timer to judge whether jumper initiated the attempt during the allowable time
 - allow bar to settle before raising flag – i.e., don’t be too quick on the draw (bar can fall before or as you are raising the white flag, remember it is your determination as to whether it is a fair jump or not)
- Bar Replacers:
 - Make sure endpieces are set correctly, & placed correctly on bar rests
 - with the Flight Coordinator determines how smooth & free-flowing the event will be
 - quicker the bar is put up, smoother the competition will be
- 4. **Post Competition**
 - Head Event Official should verify places according to the Recorder’s heat sheets (which will be turned in to Meet Management), and make sure Backup Recorder’s sheets reflect the same places (keep for yourself, in case Recorder’s sheets are lost by Meet Management)
 - Cover pit, drop standards all the way down, remove all tape or other markings, stack chairs, place equipment in neat pile on runway, i.e., make sure area is neat & tidy when you leave