

Your event is the most important event being contested at the meet. It requires attention to detail in all phases of the jobs being performed.

Be prepared to assume any of the duties that you may be asked to do. If you are not comfortable with the position assigned tell the head event judge.

You should be able to do any of the jobs at the event. Get out of your comfort zone and try something new. We cannot all be recorders or pit people.

The flight coordinator keeps the event going by having the athletes on the runway and ready. Pit personnel keep the area level, check phases (TJ), watch for pit fouls, pin the mark, and work fast to keep the event rolling. The second recorder reads the tape quickly and accurately, calls out measurement and records numbers after they have checked the "pull of the tape". The first recorder keeps the official record of the event. The individual calling the board signals the flight coordinator by white flag that the pit is ready, typically it should take about one minute for each athlete to complete their turn in the competition.

Pit: Level landing area

Pin- Watch foot placement when marking, do not disturb the mark.
Work with tape puller by holding tape in hand and drop after vertical placement of pin is in place.

2nd Recorder: Read tape to lesser 1/4 inch (HS) and lesser cm (others)
Call out number / 1st recorder is to repeat for accuracy.
At the end of each round of attempts compare recordings.

1st Recorder: Official document. At the end of the competition, sign.
May sure head official signs after they have reviewed.
Keep start and stop times on document.
Review, prior to competition any record distances that may need to be certified by steel tape or other method chosen by the games committee.
If a palm pilot is being used compare to it for accuracy only.

Attempts and Distance Recording

F = foul (time/pit/foot)

P = pass (decline attempt for round)

Record distance jumped

After the 3rd attempt circle the best (highest) number attained

Keep a running tally on a separate sheet of paper so that moving to the finals will occur quickly - especially if there are multiple flights.

Rank order of best jump to final jumper that will advance to the finals. In the event of a tie, during the preliminaries, all go to finals (it may be more than the usual number taken). Finals start with athletes jumping in reverse order. The athlete who has the best jump of the prelims will jump last in the finals. Continue to mark any betterment of distance by circle during the finals. Record the best jump in the column provided. Compare recordings with other record keepers, sign sheets, give to head event judge who will review and sign before giving them to the field referee.

Single attempt - 1 minute

Consecutive attempt - 2 minutes

No less than 5 in a flight

Mark at place touched by the person or apparel nearer the foul line. Includes hair, or anything that the jumper starts the attempt with.

Foul jump - not measured

*Some meets may require all jumps (fair/foul) to be measured in the event of protest. The "board" should record the distance without announcement, by flight/round/jumper # or bib, and place in pocket. It is not to be put on the recorders records.

Excused to go to another event: Record time of leaving event area. Inform them of time constraints for returning/offer consecutive jumps. Rules involving pass/changing order of participation.

READ AND REVIEW THE EVENT PRIOR TO THE MEET. CHECK WITH MEET MANAGEMENT FOR SPECIFIC EVENT INFORMATION. 4 total jumps...etc.