

DUTIES OF EVENT JUDGES

The individual event judges are directly responsible to the head field judge. The following checklist should be reproduced and made available to each event judge. The event judges shall:

1. Report to the event site at least one hour before the event is to begin.
2. Be certain the competition area is properly prepared and ready for warm ups.
3. Prior to the beginning of the event, review the assignments of the judges and workers assigned to that event.
4. Inspect the jumping and vaulting areas, making sure all surfaces around the high jump/pole vault landing pad are padded, no metal crossbars are being used and vaulting standards are securely fastened.
5. Check in competitors early enough so warm-ups can be completed prior to the scheduled start of competition. Competitors must check in themselves. Coaches and other contestants may not check in other athletes into their events.
6. Conduct a pre-event meeting of all contestants prior to the start of competition. Use the "Head Field Judge Pre-Meet Meeting Agenda" as a guide.
7. Check and enforce uniform, visible apparel, jewelry and shoe regulations.
8. Use traffic control ropes, flags, or fences around the competition area.
9. Keep the competition area clear of all non-participating individuals.
10. Keep competitors out of the impact area during warm-ups and competition. Implements should be carried out of the landing sector by an official and then carried by the competitor to the waiting area.
11. Conduct the trials according to the procedures established by the games committee, including when athletes are excused to compete in another event.
12. During the competition call the contestant "up", "on deck", and "on hold"
13. Charge competitor with an unsuccessful trial if a trial is not initiated within the defined time period after being called. USE A STOP WATCH.
14. Check to see that the competitor is under control prior to leaving the circle.
15. Ensure that the competitor has not left the circle before the implement has landed and the "MARK" has been called. Emphasize that they must leave by the back of the circle.
16. Use a white flag to indicate a fair trial and a red flag to indicate a foul trial.
17. Announce measured distances in a loud and clear voice.
18. All implements are inspected. Know what the inspection mark is for that day and check it on the implement prior to each trial.
19. Have the head field judge sign the event card indicating the place winner for each event. If no head field judge, the event judge is responsible for this step. **These are the official results so accuracy is essential!**
20. At the conclusion of the event permit no practice, have all implements removed from the area and place a traffic cone or "event closed" sign in a position to indicate the area is closed.

Event judges should have in their possession: 1. Event card. 2. Copy of jewelry rule. 3. Copy of uniform rule. 4. Copy of procedures on excusing athletes to compete in another event. 5. Copy of procedures on breaking ties. 6. "Head Field Judges Pre-meet Meeting Agenda". 7. Stop watch. 8. Red and white flags.