

INSTRUCTIONS TO HEAD HIGH JUMP JUDGE

HIGH JUMP STARTING HEIGHTS AND RAISES (State Meet) GIRLS: Class "B" – 4'6" Class "A" – 4'8" Class "AA" – 4'8"
BOYS: Class "B" – 5'8" Class "A" – 5'9" Class "AA" – 5'9"
Two inch raises until 3 are left, then one inch raises
(Region Meet): Girls – 4'2" Boys - 5'2" (Class A & B)

COMPETITORS CHECK-IN

Check in competitors early enough so warm-ups can be completed prior to the scheduled start of competition. Competitors must check in themselves. Coaches, student managers, or other contestants may not check in other athletes into their events

CHECK FOR UNIFORMS: Refer to SDHSAA Track Uniforms

NUMBERS: Each competitor is to wear a paper number pinned to the front of the jersey. Any special issued uniforms within a squad must have a number affixed to the front of the jersey also. PENALTY for not wearing a jersey with a competitor's number or wearing a jersey with an incorrect number at the State Track and Field Meet shall be a one point team deduction.

PRACTICE: Contestants may continue to warm up outside of competition area. Warming up without a coach or event official at the venue shall lead to a warning, and if repeated, disqualification from the event.

INDIVIDUAL CHECK MARKS: No more than two will be allowed, one at the start of the approach (if on the surface) and one at mid-point. There will not be any tape allowed near the bar (pad).

FLIGHTS AND PROCEDURES

1. (See Starting Heights Above.)
2. High Jump will be conducted in continuing flights of the "Five Alive" system as described in Article 10 of the Track Rule Book. (Copy to be found on front side of clipboard.)
3. The High Jump judge may permit a warm-up jump, without bar in place, and after the competition has begun, to a competitor who has passed three consecutive heights but the competitor shall enter the competition at that height.
4. Award eight places.

MEASUREMENT

1. The top of the cross bar shall be marked.
2. Measurement shall be from the take-off area directly underneath the bar to the top of the bar.
3. It shall be read to the nearest lesser quarter inch.
4. After competition has started the bar may not be lowered. Exception – Tie breaking procedure for first place.

TIME: A contestant has 1 minute for his/her trial after he/she has been called. A COMPETITOR SHALL INITIATE A TRIAL THAT IS CARRIED TO COMPLETION WITHIN 1 MINUTE OR A TRY WILL BE RECORDED! However, when three competitors remain in the competition, the high jumpers will be allowed three minutes to initiate a jump. When one competitor remains, he/she will be allowed up to five minutes to initiate a jump. A competitor must indicate a desire to pass immediately after their name has been called.

RECORDS:

1. Call head field judge to witness measurement of records and to attest to them on the judge's sheet.
3. An accurate measurement shall be made before each record attempt.

BREAKING TIES: Refer to information on front side of clipboard

GUIDELINES FOR A COMPETITOR WHO HAS BEEN EXCUSED FROM A FIELD EVENT TO COMPETE IN ANOTHER EVENT.

- A. Athlete must receive permission from event judge.
- B. Judge must record time excused and indicate to the competitor what time they are expected back for their next trial.
- C. Judge may allow/encourage competitor to take a trial out of turn before being excused.
- D. Judge will use some discretion in extending the time excused under special circumstances, e.g. 3200 meter run, reruns, injury, etc.
- E. If a competitor fails to return in the allotted time and all other remaining competitors have either passed, failed or cleared the existing height, the crossbar will be raised to the next height and the judge will automatically pass the excused competitor to the new height.

AFTER EVENT: EVENT CLOSED SIGNS MUST BE USED

1. Sign judge's sheet and turn it in to headquarters booth. If clipboard contains sheets for more events you are to judge, keep the clipboard.
2. After you have completed final event for which you are responsible, turn in clipboard at headquarters booth.

SOURCES OF HELP: For further details on procedure refer to your Track and Field Rules. If you run into problems you can't handle, call the head field judge.

HIGH JUMP

Rule 7-4

Article 10...When the number of entries dictates, the games committee may assign competitors to flights of four to twelve for preliminary competition or may conduct the event in continuing flights. In continuing flights, the first three to five competitors, as determined by the games committee constitute a flight. As a participant clears the bar, passes a turn at the height or is eliminated, the next competitor in order will be moved up so that the number of competitors in the active flight remains constant.

Illustration: If competitors A, B, C, D, E, F, G, H, I, J, K, L, M and N were entered, the first five (A,B,C,D and E) would be grouped to begin competition. F would be moved into the continuing flight whenever one of the competitors cleared the height, passed the remaining turns at that height, or was eliminated. G would be the next competitor to move into the continuing flight under the same conditions and would be followed by H, I, J, K, L, M and N in order. This procedure would be repeated for each height, with five the maximum number to begin an active flight. The competitors would be assigned in order as they appear on the event card.

Rule 7-4

Article 17...Breaking ties for places in high jumping:

- A. The competitor with the fewest number of trials for the height at which the tie occurs, i.e., the last height successfully cleared, shall be awarded the higher place.
- B. If the tie still remains, the competitor with the fewest total number of unsuccessful trials throughout the competition (up to and including the height last cleared) shall be awarded the higher place.
- C. Passed trials shall not count as misses.
- D. If the tie remains after applying A and B above and:
 1. If it concerns first place, the competitors tying shall make one more attempt at the height at which they failed. If not decision is reached, the bar shall be lowered by one inch. If tying contestants fail to clear the height see note 1.
 2. If two or more of the tying contestants cleared the height the bar will be raised by intervals of one inch, and each competitor shall attempt one trial at each height until the winner is determined.

Note 1: If the height which the tied competitors last attempted is not the same (because of a passed height by one or more of the remaining competitors), the bar shall be lowered to the lowest height last attempted by any of the remaining competitors to begin the jump-off.

Note 2: No pass heights will be permitted in the jump-off
3. If the tie concerns any place other than first, the competitors shall be awarded the same place.
4. A competitor shall be credited with his/her best achievement if it occurs in the jump-off for first place.