**The Duties Explained**

**Long Jump**

Leader – This official is in charge of the team of officials and keeps control of the progress of the event. It is their responsibility that the event starts at the advertised time.

Card 1 – This is the main score card for the event and is retained after the competition in the event appeals. As the event progresses, the leader completes the score card with the performance of each athlete.

Take off board – The leader (and official 2) watches this board to make sure that the athlete jumps without touching the ground between the take off board and the sand pit. There is a usually wooden board placed across the width of the runway immediately after the board, with a strip of plasticine on one or both long edges. The plasticine should have been placed so that a mark is left if it is touched by an athlete’s shoe. This helps the official to see if an athlete has crossed the take off line. If a board and plasticine are not available then these can be replaced with wet sand, earth or anything else that leaves a clear mark if touched with a shoe.

Measure – The leader is responsible for taking and recording the performance of an athlete after each jump. A tape measure is placed so that the distance jumped can be measured from the take off line. Except for when a measurement fall exactly on a centimetre line, the measurement recorded is always to the nearest centimetre below that on the tape measure – e.g. 3.465m would be recorded as 3.46 metres

Card 2 – This is a score card that has the performance of each athlete recorded and should tally with Card 1 at the end of the event. This is completed independently from Card 1.

Check measure – Take measurement independently of the leader and agree (or otherwise) and record on Card 2.

Flags – Used to indicate to spectators whether a jump is valid or not. If none of the judges have called a foul jump, then a white flag is raised, if there is a foul jump, a red flag is raised.

Tape pull through – The tape measure is laid out across the take off board to give an accurate measurement. This official makes sure that the tape measure crosses the take off line at 90 degrees. This means that the distance recorded is not too long.

Runway control – This duty makes sure that only one athlete is preparing to jump and nobody can jump if the sand pit is being raked. At some competitions a cone is placed on the runway to show that it is closed and nobody can jump, but usually the official stands on the runway so that athletes cannot run past.

Repair no jump indicator – If an athlete’s shoe lands on the no jump indicator, then it will leave a mark in the plasticine strip. This mark needs to be repaired before the next jump. At some competitions, more than one indicator is available so that a repaired one can be put in while the marked one is repaired.

Scoreboard – The official puts the round number, athlete’s number and performance on the scoreboard so that spectators are able to see the performance.

Call up – This official makes sure that the athletes jump in the correct order. If there is a change in order, then this can be told to the officials doing Card 1, Card 2, and the scoreboard.

Tick sheet – this is a copy of the score card and is used to keep a check of which athletes have jumped.

Check marks – an athlete can place marks by the runway to help mark their start and other points. No mark is allowed to be placed on the runway, including the white lines and no mark is allowed to be placed after the take off line.

Check shoes & numbers – The maximum number of spike allowed in each shoe (if worn) is 11. If a competition is held on a synthetic surface, the length of the spike must not exceed 9mm. On non-synthetic surfaces, this length can be 25mm. The maximum diameter of any spike is 4mm. Some stadia limit the length of stud – this length must not be exceeded. An athlete must be wearing numbers that are clearly visible from both the front (on the breast) and back. The numbers are not allowed to be cut, folded or in any other way altered.

Wind gauge – This records the speed of the wind in the direction of the runway and is used for record or best performance purposes. When an athlete crosses a point 40 metres from the take off board, the wind speed is measured for a period of 5 seconds. If the athlete’s run up is less than 40 metres, then the wind gauge is started as the athlete starts their run up and records for 5 seconds.

Time lapse– An athlete is allowed the following times for each attempt:

* If more than 3 athletes competing – 1 minute
* If less than 3 athletes competing – 1 minute
* Consecutive attempts by the same athlete – 2 minutes

Supervise warm up – Athletes are not permitted to practice without an official being present at the event site. The official supervising the warm up will make sure that only one athlete jumps at a time, the position of the athlete’s take off foot is told to the athlete (if asked for), and that each athlete gets sufficient practice jumps.

Pit judge – Makes sure that the athlete lands completely within the sand pit and does not cause a foul jump on landing. There are often two officials carrying out this duty, one on each side of the landing area. On landing, if an athlete falls forward then this is ok, but if they fall backwards, then the nearest mark to the take off line becomes the performance. If any part of the athlete (hand, foot, hair etc) touches the outside of the sand pit close to the point of landing, then this is a no jump and is called out.

Spike – This is used to mark the position of the first mark in the sand made by the athlete.

Zero end of tape – Most tape measures used for the Long Jump have a ring at the end. The spike is passed through the ring so that the measurement of the jump can be taken accurately.

Pit exit – Once an athlete has attempted their jump they must leave the sand pit correctly. It is a foul jump if the athlete first touches the ground outside of the pit closer to the take off line than the mark left in the sand or if the athlete walks back through the sand.

Rake – After each jump the sand is raked over to provide a suitable surface for measuring. With practice, the sand can be raked to an almost level surface. If the level of sand is too high, then the distance jumped is less – if it is too low, then the distance jumped is more. By raking after each jump, the official with the spike will not get confused by more than one mark in the sand.

Tidy site on completion – During the event, sand gets kicked out of the sand pit and walked back up towards the start point. At the end of the event, sweep sand back into the sand pit and remove any marks from the runway. This will ensure that the Long Jump area is in a clean and tidy condition for the next competition.

**Triple Jump**

All of the duties explained above for Long Jump apply, with the following additions:

Change board as necessary – different athletes use different take off boards. The officials change the position of the take off board by lifting it from the runway and replacing it with a blank board, then inserting it at the correct take off point. The athletes will advise the leader during warm up of their take off distance. The take off markers also need to be changed.

Supervise warm up at board – because the take off board is a distance from the sand pit, an additional official supervises the warm up at the board, to watch for foot position, and control the runway so that only one athlete jumps at a time.

Supervise warm up at pit – working with the official supervising warm up at the board, this official ensures that the athlete is landing sufficiently with in the pit, and that the pit is raked as required.

Foot sequence – unlike the Long Jump where an athlete just takes off and lands in the pit, in the Triple Jump an athlete performs a Hop then a Step before jumping into the sand pit. The foot sequence will be either; Left, Left, Right then jump OR Right, Right, Left then jump.

Wind gauge – operation is exactly the same as in the Long Jump, but measurement is started when an athlete crosses a line 35 metres from the take off point.