

High Jump Officials Instructions

- **Scratches:** Athletes need to be checked in 15 minutes prior to the event start time or they will be scratched. See attached schedule for scratch and start times.
- **Alternates** to trials may replace athletes from their own league who withdraw (see attached alternate list). Alternates may be inserted 15 minutes prior to event start time. If the league alternate is not present then the next alternate available by rank from the same division may be inserted.
- **At Large Qualifiers From League:** If an at large qualifier from any of the league finals does not check in they cannot be replaced by an alternate. Alternates can only replace automatic qualifiers (top 6 from league finals). If any athletes qualified for this event from their league finals with an at large mark their names have been included in this packet.
- **Qualifiers** The top six by place will qualify to the Masters Meet plus any athlete who achieves an SJS Masters at large mark. At large marks are posted in the meet format which can be found in your team packet. There are no alternates to the Masters Meet.
- **Opening Heights** are posted on the recording form.
- **In the high jump** during warm-ups the bar will be placed four inches (4") below opening height. Ten minutes before competition begins, the bar will move to opening height. Once competition has begun, the bar will be raised two inches (2") per round until one more than the number of places (7 competitors or fewer) remains. At that time, the bar will be raised one inch (1") per round.
- **High jumpers competing in other events:** Competitors who must check out of a vertical event may request the event official to complete his/her trials at the current height out of order or opt to return to the event with the number of trials remaining he/she was excused with. In both above cases, the competition will continue and the athlete will return at wherever the crossbar has been raised during his/her excused absence. Once the bar has been moved up in a vertical event it can't be moved down again.
- **Time Limits:** High jumpers have one minute to complete a trial. If 2 to 3 competitors remain in the competition they have three minutes and if only one remains they have 5 minutes.
- **Passing:** If an athlete chooses to pass an attempt, they must do so BEFORE their name is called by the official.
- **How to break ties:** 1. The competitor with the fewest number of trials for the height at which the tie occurs shall be awarded the higher place. 2. If the tie still remains, the competitor with the fewest total number of unsuccessful trials throughout the competition shall be awarded the higher place.
 - If a tie still remains a jump-off must be contested but only if there is a tie for 1st, or 6th place. All athletes in the jump-off will first take one attempt at the lowest height at which they were eliminated. If more than one makes a height the bar goes up 1 inch. If no one clears a height then move the bar down the same increment. Those that miss are eliminated unless all miss the height. This pattern continues with each jumper attempting one jump at each height until a winner is determined. Jump-offs take place after the competition is complete.
- **How to run continuing flights of five or "Five-Alive":** The high jump and pole vault must be run using continuing flights of five or the "five alive" system. Using the order listed on the recording form, five athletes at a time will be in the jumping rotation. 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. When nine (9) or fewer participants remain in the competition one continuous flight will be used.
 - **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.
- **Please bring completed results** to the finish line tent.