

INTERSCHOLASTIC MEET

INSTRUCTIONS TO OFFICIALS

While the efficiency of the meet depends upon the speed of the officials in performing their duties we must bear in mind that all contestants must be treated courteously. Any questions of rules should be taken to referee Hargiss.

Timers and Judges: Discuss your time with no one; report it immediately to the head timer who will report it directly to the assistant scorer on the track. Winners in the 440, 880, Mile and Relays will be determined on comparative times. In these events, each man or the team, as the case may be, must be timed.

Judges of Running Events: Take the man you have picked for the place assigned to you to the head judge. Numbers should be then given in order of place winners; first, second, etc., to assistant scorer on track. Get you man, do not depend upon getting his number as he goes by. The head judge will immediately notify the starter to whistle when ready for the next section or event.

Speed is Essential: In the field events, in order to prevent delay the recorder must call out the name of each contestant and the man "on deck". Check out your necessary equipment from the head judge of field events.

Shot Put

Measure all over 44 feet. Tag those between 40 and 44 feet the first round.....Line at a distance of 40-42-44.....If a bad day reduce the distances.....3 throws preliminaries - Pick 6 men preliminaries.....3 throws finals - 5 places count in finals.

Discus Throw

Lines 90 ft. -- 100 ft.....Tag everything between 90 and 100 feet..... On good day measure all above 100 feet..... If a bad day reduce the distances.....3 throws preliminaries - Pick 6 men preliminaries.....3 throws finals - 5 places count in finals.

Javelin

Lines 125 ft -- 140 ft. -- 150 ft.....Tag all between 140 ft. and 150 ft.....First round measure above 150 feet..... If a bad day reduce the distances.....3 throws preliminaries - Pick 6 men preliminaries.....3 throws finals - 5 places count in finals.

Broad Jump

Measure only jumps above the 18 foot line.....Three jumps preliminaries and 3 in the finals..... Pick 6 for the finals..... 5 places count in finals.

High Jump

Class A---Start 5ft 4in.....Raise two inches up to 5 ft. 8 in. Then 1 inch..... 6 qualify for finals unless some ties involved, then take group. 5 places count in finals.....On bad day reduce starting height.

Class B---Start 5ft 2in.....Raise two inches to 5 ft. 6 in. Then 1 inch..... 6 qualify for finals unless ties are involved.....5 places count in finals..... On bad day reduce starting height.

Pole Vault

Classes A & B --- Start 9 ft. 6 in., raise to 10 ft., then to 10 ft. 3 in. and from then on three inches at a time.....6 qualify for finals unless ties are involved... 5 places count in finals.

440, 880, One Mile, and Relay Races

All heats run against comparative time. Time each man or team, as the case may be, in each heat. 5 places awarded; winner determined by fastest time.