



New Hampshire Track Officials Association

Horizontal Jumps: Long Jump and Triple Jump

Officiating Horizontal Jumps

Before the Competition

- Inspect landing area and runways
- Confirm what help, if any, you will have
 - Minimum: 1 raker and 1 marker
 - Ideal: 2 rakers, 1 marker, 1 tape puller
 - Review responsibilities with helpers

Officiating Horizontal Jumps

Before the Competition (continued)

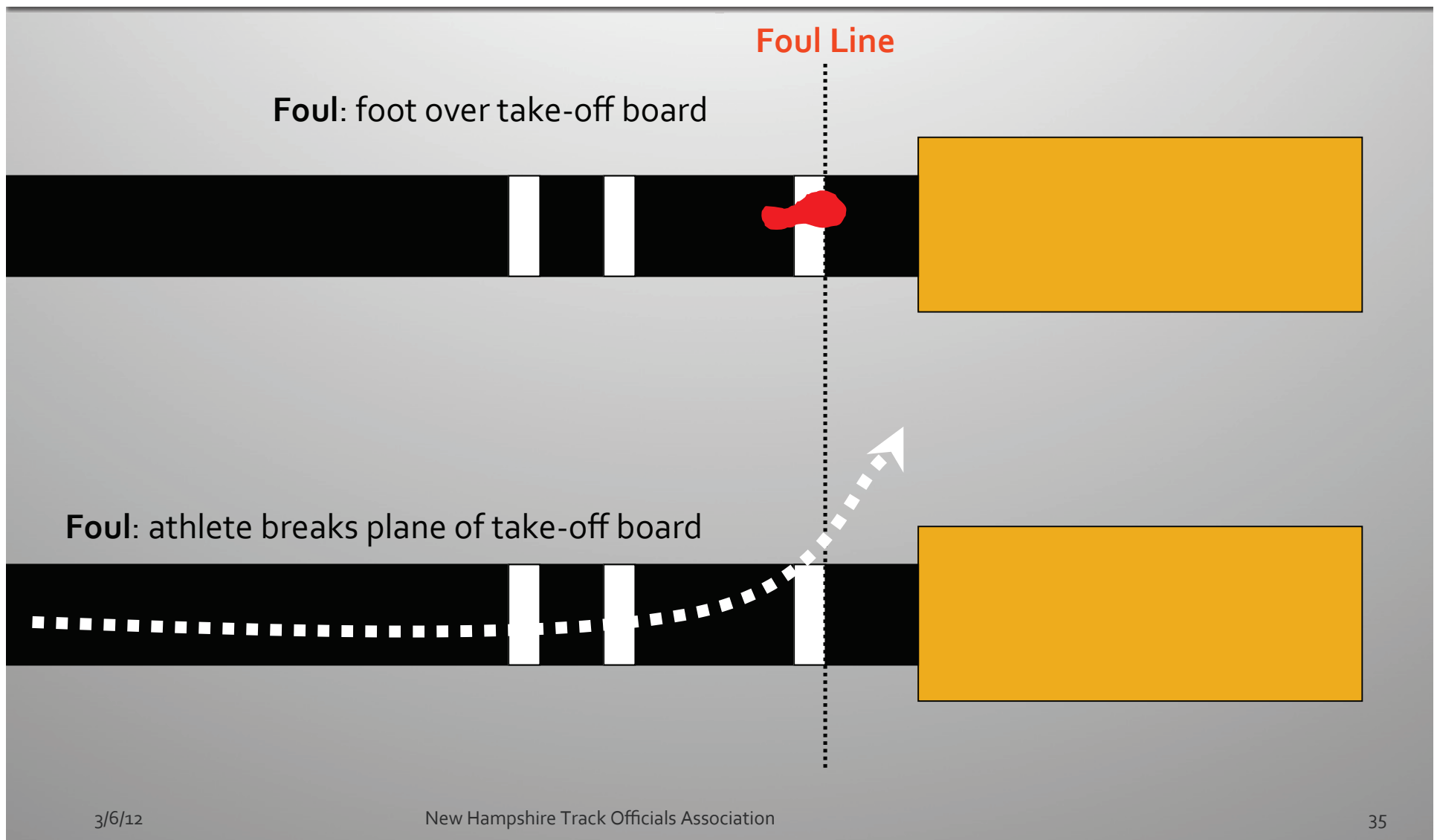
- Meet with competitors and communicate information about running the event (don't assume all athletes know the rules)
 - Remind jumpers that run backs are NOT ALLOWED
 - Inform the athletes what may be used for check marks
 - Check marks (2 max.) must NOT be on the runway (material determined by Games Committee/host school)
 - Find out if they will need to check-out for any other events
 - See if they want to get any or all of their jumps in before checking out (OK to run them out of order in preliminaries and finals)
 - Ask which board they will use
 - Use cones to indicate which board the jumper is using

Officiating Horizontal Jumps

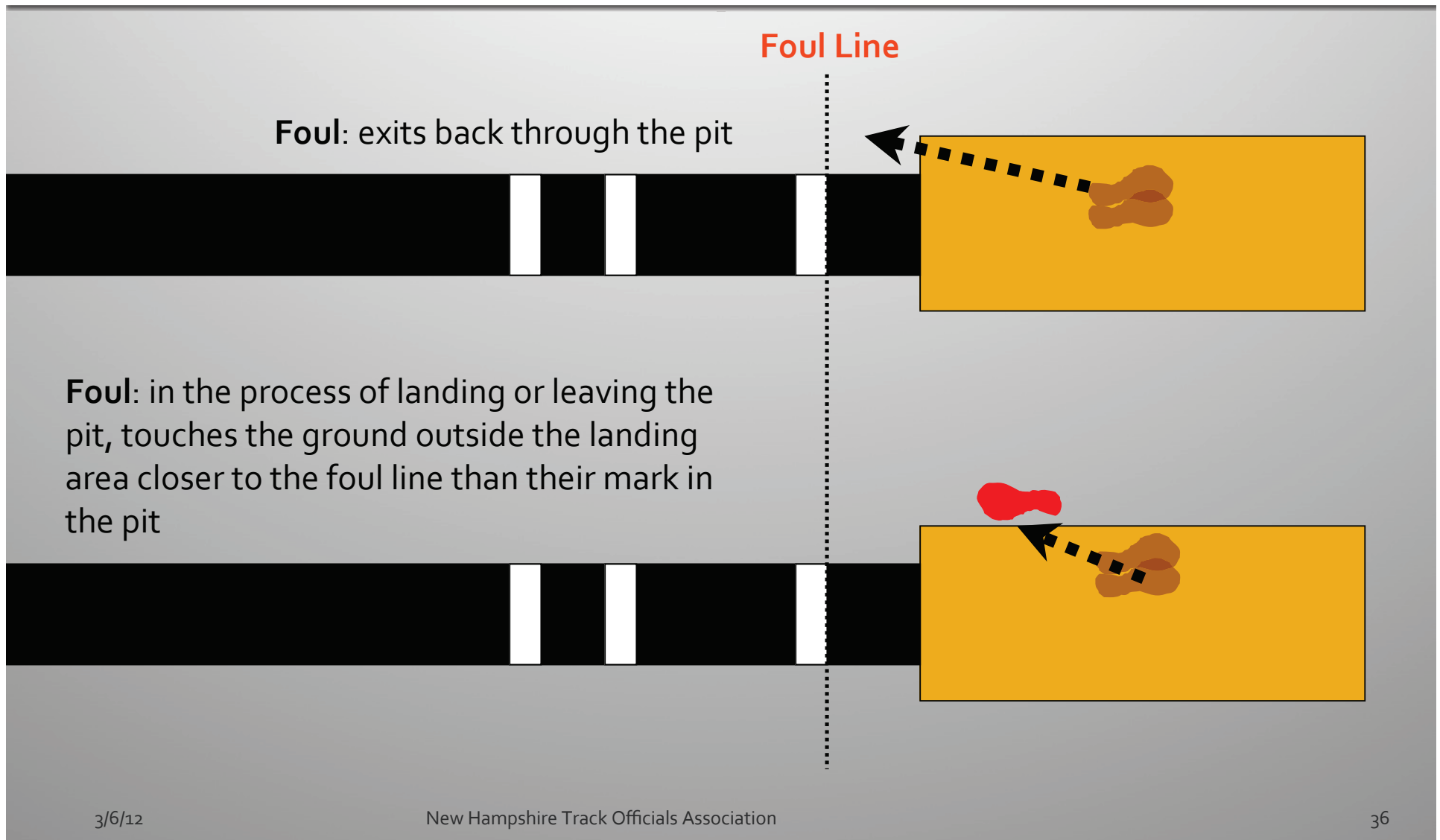
During the Competition

- Measure properly
 - Read at the board at the edge closest to the pit
 - Lesser 1/4" (or lesser cm)
- "Close" the runway between jumps
 - Stand in the middle of the runway until pit is raked and clear before calling next competitor
- Follow tie-breaking procedure if necessary
- If preliminaries and finals, the finals are conducted in reverse order (worst to best)

Officiating Horizontal Jumps



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Fouls (continued)

- Failure to initiate trial to completion within 1 minute of being called
- In the triple jump:
 - In hopping, does not land on the same foot used in takeoff
 - In stepping, does not land on the opposite foot of the hop