

Vertical Jumps

[High Jump & Pole Vault]

for beginners

-or-

Be thou not

Afraid

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THE VERTICAL WORLD

Vertical Jumps comprise two events:

- High Jump
- Pole Vault

They share many characteristics in set-up, procedures, and scoring. If you can officiate High Jump, you can officiate Pole Vault; if you can officiate Pole Vault, you can officiate High Jump.

Verticals differ from throws and horizontal jumps in that:

- The athletes are competing against a barrier: not, how far can you jump or throw against this limit, but can you pass this limit? And if you passed this one, how about the next one higher?
- In throws and long jump-triple jump, an athlete gets three, four or six attempts. But in Pole Vault or High Jump, the athlete earns another set of chances with each clearance of a bar.
- In “horizontal” events, each athlete takes her or his trial every time through the order; in Verticals, they do not.
- Fouls (“failed attempts”) figures in the scoring. (To be demonstrated below.)
- Especially in the Vault, the official may be thinking along with the athletes in terms of strategy and certain decisions
- The Vault, unlike anything else in track and field, requires the athlete to manipulate a tool: carry it, bend it, jam it into the ground, and use the energy it releases to meet the challenge of the event.

In essence, the Verticals are about the athlete throwing his or her body over a bar without knocking it down; and the highest jump wins (subject to certain tie-breaking rules, to be illustrated below).

Officiating the Verticals involves taking care of many-many little details. That’s the challenge and the charm. And what scares off some people. (Having started in the vertical world in about 1995, this writer is still learning nuances and details and techniques for both events.)

The best way to learn High Jump and Vault, is to work lots of meets with senior officials who know their stuff and like to teach it.

The writer of this document **HOPES** that it will give the reader ways into the Vertical World—give you confidence as you work on your first vertical-jumps crews and soon thereafter run your first High Jump or Pole Vault competitions.

Fortunately, there are a lot of resources on line. We will refer often to one on the Pacific Association website:

<http://pausatf.org/data/officials/fundamentalsvertjumps2013.pdf>

(Its graphics and charts are excellent. It was prepared by PA Master Official John Lilygren.)

There are more, going into detail on the details, on the national officials committee website:

<http://www.usatf.org/groups/officials/resources/best-practices/>

(Scroll to “Field Events–High Jump” and click on relevant monographs; and “Field Events–Pole Vault,” and...click on relevant monographs.)

And—fortunately or not—vertical jumps always draw crowds. There are bound to be people nearby—athletes, coaches, parents—with a lot of experience, who can lend a hand with the physical work and help you through dilemmas you may encounter.

BEFORE THEY COMPETE

SET UP: *it's all about the zero.*

Everything in vertical jumps revolves around “the zero.”

In High Jump this is the plane defined by the bar.

- Note that once you have positioned the standards that hold the bar (discussed below), they should never move, as the High Jumpers measure where to start their run-ups from one standard or another. The pit may (probably will) move as athletes land on it, and may need to be dragged back into position; but the standards stay put.
- The standards can, however, get knocked over by a jumper: they should be put back where they started—you will mark the ground with tape or thumb tacks when you set them up, to make this possible.

In Pole Vault, the zero is the plane defined by the back of the plant box (the box built into the ground into which the vaulters jam the pole as she or he jumps). All measurements in Vault come from the plane of the back of the box:

- The vaulters starting points on the runway.

- The height of the bar.
- The setting of the standards at the zero line or up to 80 cm behind it. (In Youth, NCAA and Masters athletics there are rules governing how close to Zero the standards may be set.)

There are excellent diagrams of how to make sure the zero lines and standards are set up correctly at:

<http://pausatf.org/data/officials/fundamentalsvertjumps2013.pdf>

(Go to page 23)

And, for Pole Vault, at:

<http://www.usatf.org/groups/officials/files/resources/field-events/Pole-Vault-Zeroing-Standards-Pit-Setup-Aug2011.pdf>

The first thing you do at a track meet is make sure that these things are squared away. Then you may open the venue for warm-ups.

Vault Standards—*they move!*

High Jump standards, once in place, stay there for the entire competition.

But Vault standards do move—the athletes get to place them at various distances behind the Zero line, based on how tall and fast the athlete is, how big the pole, the bending coefficient of the pole, how high up the athlete grips it, and, perhaps, where Saturn is in the night sky.

Typically, the vault standards are on rails, so they can roll back and forth. Either the side pads or the rails (or both) are marked with scales going back from Zero to 80 cm.

The back plate of the standard matches the front of the crossbar, and when an Athlete says “50” or some other number, the back plate should match up to that number on the centimeter scale.

Spacing and Measuring—*side to side and up and down*

How far apart should the standards be?

For High Jump, so that the 4-meter-long bar sits comfortably on them: when they rest on the little shelves, there should be about one finger’s width of space between the end of the bar and the upright.

For the vault, so that the 4.5-meter-long bar sits comfortably on the pegs sticking out the back of standards, and there is an equal amount of the blue sleeve showing outside either upright.

You measure vertically from the ground to the top of the bar at its lowest point. All bars sag. The bar must always go back up with its lowest sag downward. (The vault standards are brought to Zero for this.)

Beware: Never believe that the scales on standards are accurate! Because different bars have different sags, because of wear and tear, you have to measure at least the opening height. After that you can usually trust the “delta” on the standards—you can just count the centimeters or inches and fractions when moving from one height to the next.

NOW WE'RE READY FOR ACTION

SIGN INS - *do it as they warm up*

Generally, when you arrive at a meet, you will be given a score sheet that looks something like this:

Ex. 1

	1.70	1.75	1.80	1.85	1.90	BEST	PLACE
Pagan							
Scutaro							
Sandoval							
Posey							
Pence							
Belt							
Blanco							
Crawford							
Cain							

...names in a column down the left; the heights (metric) across the top. There are always more height columns to the right than are shown here (the meet never sets a maximum height); in theory, a Verticals competition can go on to an infinite number of bars. But we're limiting our examples to what will fit this page.

At some meets you will only get the list of athletes, and will set up the progression based on what they request; at All Comers meets generally you will get just a blank score sheet and you will enter the athletes' names and any other information

requested by meet management, and set up the progression based on what the competitors request.

This example is set up for an open High Jump, in 5 centimeter increments. Generally, an open Vault competition will go in 15 centimeter increments. Combined-events¹ High Jumps are usually in 3-centimeter increments, decathlon Vaults in 10-centimeter increments.

You will sign the athletes in and they will tell you at what height each one wants to start. You may do this while they are warming up.

By the time you're ready to start the competition, your sheet will look something like this:

Ex. 1a

	1.70	1.75	1.80	1.85	1.90	BEST	PLACE
Pagan							
Scutaro							
Sandoval	P						
Posey							
Pence	P						
Belt							
Blanco							
Crawford	P	P					
Cain	P	P	p				

Pagan, Scutaro, Posey, Belt, and Blanco plan to try the opening height.

Sandoval and Pence plan to wait out the first bar and join the competition at the second.

Crawford will join you on the third; Cain on the fourth.

KEY RULES

While the athletes are warming up, let's review a couple of key rules.

TIME

How long do the athletes have to start their trials? Usually one minute, but extended time under certain circumstances, which varies by rule book.

¹ "combined events" means decathlon for men (indoor pentathlon), heptathlon for women.

There is a good, simple chart of these special circumstances at page 5 of <http://pausatf.org/data/officials/fundamentalsvertjumps2013.pdf>

- Note that Athletes Remaining in the competition (“>3” in the fundamentals chart) includes those who have not yet jumped at all, who are waiting for the bar to reach their starting height. Their waiting time before entering is also part of the competition.²

But: when does their time *start*?

When the pit is ready: the bar is in place and steady; the standards (in the Vault) are where the athlete wants them.

WHAT IS A FOUL?

There are four ways to foul in High Jump

- Knock the bar down
- Touch the ground or the pad beyond the plane of the crossbar
- Jump from more than one foot³
- Not start running up before time has expired.

There are five ways to foul in Pole Vault

- Knock the bar down
- Touch the pads beyond the plane of the back of the box, with body or pole
- Steady the bar while in the act of vaulting⁴
- Climb the pole (move the lower hand above the upper hand)⁵
- Not start running up before time has expired.

Athletes also earn fouls by using the area (runway or High Jump apron) for warm ups after competition starts—except when competing under NCAA, Youth, Masters, or High School rules, which designate extra warm-up periods.

² Another variation: in combined-events competitions, “one athlete” time does not apply. The three-four-five-six-minute time limits on the fundamentals chart are meant to reward the winner of the competition—to give the athlete extra recovery time while making extraordinary efforts. In pent-, hept-, and decathlon, even the single, final jumper, going it alone, gets “only” the 2-3 athletes time.

³ You can watch for this during warm ups. If you see a problem, talk to the athlete’s coach.

⁴ The definitions of “steadying the bar” vary from rule book to rule book; colloquially it is called “Volzing,” after Dave Volz, a vaulter who developed the technique during the 1980s. Then it was banned.

⁵ Having observed thousands of trials in the vault, both as fan and official, this writer has *never* seen someone do this.

GETTING UNDERWAY

You will instruct the athletes on the rules (including timing and fouls). You will review the jumping order and everyone's opening heights and make sure the bar is at the right starting height. (In vault, bring the standards to Zero to measure.)

Then you will call up each athlete who is trying that bar, in order. In our example above, Pagan, Scutarro, Posey, Belt, and Blanco.

You start the clock when the pit is ready: the bar is in place and steady; the standards (in the vault) are where the athlete wants them.

The athlete will make his or her trial; if successful, you will put an "O" in the score-sheet box and the athlete will wait until the next height to try again. If the athlete fouls, you will put an "X" in the box, and the athlete will have a second, and if necessary, a third trial at that bar. When an athlete fouls three times in a row, he or she is out: disqualified from further competition.

Under some rules, the athlete may foul one (or two) trials and take the remaining trials at the next height. Under some rules, the athlete must declare before his or her first trial, that he or she is passing all attempts at that bar and cannot change that decision. This is one (more) reason we review the proper rules book(s) before each competition, and make cheat-sheets for ourselves.

Once all athletes who want that first bar are done jumping (having earned an "O" or fouled out), you move the bar up to the next height and do it all over again.

<p>NB: except in jump-offs to break ties, the bar never moves lower. Ever. Not even for athletes who have arrived late or been excused to compete other events. Jump offs for places other than First are only very very very very very rarely conducted—usually when places on national teams are at stake.</p>

WHAT TO SAY

Following are scripts for High Jump and Pole Vault, devised by this writer for use in conducting vertical jumps where you have only helpers at the pit—not a full officiating crew of timers, standards-setters, bar technicians, pit bosses, etc.

SCRIPTS

Pole Vault

At height change

Official says:

The bar is going to 4 meters 50. *
that's about 14 feet 9. Vaulters at
this height are A, B,.....G, seven
vaulters. Does that sound right to
everyone?

< get consent >

*standing on the runway, Official
says:*

First three vaulters are A, B, C. A,
your standards?

*A tells Official his or her standard
setting, Official makes sure the pit
crew has set them correctly.*

Official says:

A, your standards are at 50; you have
one minute.

*Official steps off runway, starts
timer. vaulter makes attempt,
Official rules on the attempt (make
or miss), then*

Official says:

next three vaulters are B, C, and D,
B, your standards are...?

< and pattern repeats >

NOTE: AS WE START LAST ROUND OF
ATTEMPTS AT A HEIGHT, OFFICIAL TELLS
THE PIT CREW, "WE HAVE X NUMBER OF
TRIALS LEFT" SO THE CREW CAN BE
READY TO MOVE THE BAR UP
EXPEDITIOUSLY.

* or, of course, whatever the height actually
is, ditto for number of competitors and
standards setting.

High Jump

At height change

Official says:

The bar is going to 2 meters even,*
that's about 6 feet 6 ¾ inches
Jumpers at this height are A, B,.....G,
seven jumpers. Does that sound
right to everyone?

< get consent >

First three jumpers are A, B, and C.

*Official makes sure bar is set
correctly and area is clear, then*

Official says:

A, you have one minute

...and starts timer

*Jumper makes attempt; Official
rules on the attempt (make or miss),
then*

Official says:

The next three jumpers are B, C, and
D...

< and pattern repeats >

NOTE: AS WE START LAST ROUND OF
ATTEMPTS AT A HEIGHT, OFFICIAL TELLS
THE PIT CREW, "WE HAVE X NUMBER OF
TRIALS LEFT" SO THE CREW CAN BE
READY TO MOVE THE BAR UP
EXPEDITIOUSLY.

Created by Bruce Colman

COMPLETING THE COMPETITION: *How long, oh, lord, how long?*

A verticals competition goes on until every competitor's line ends in three xxx's.⁶ Could be a few minutes; could be several hours. As in baseball, we can predict, but we can't be sure--another part of the charm of the Vertical World.

RECORDING and SCORING—*X's, O's, 1's and 2's*

The highest jump wins the competition. The next highest is second, and so on.

But often two athletes finish jumping (or “go out”) at the same height. Then we invoke “tie-breakers.” These are defined the same way in all rule books.

- Tie-break # 1: who has the fewest misses at the last height they both (or, all) cleared?
- Tie-break # 2: If that doesn't sort it out, who has the fewest misses through-out the competition?

Let's illustrate this by simplifying the example above. Let's mock-up a competition with three jumpers.

Ex. 2 Who is in first place after one bar (height)?

	1.70	1.75	1.80	1.85	1.90	BEST	PLACE
Pagan	x0						
Scutaro	0						
Sandoval	P						

Answer: Scutaro, because he has fewer misses at 1.70, the bar he and Pagan cleared. Sandoval doesn't count because he hasn't jumped yet.

Ex. 2a Let's go up a bar. Who is in first now?

	1.70	1.75	1.80	1.85	1.90	BEST	PLACE
Pagan	x0	0					
Scutaro	0	x0					
Sandoval	P	Xxx					

⁶ Exception: when you are conducting a qualifying competition where athletes are earning their ways into a Finals....but these happen only at championship events.

Answer: Pagan, because he cleared 1.75 on the first trial and Scutaro cleared on the second.

Sandoval has missed three times in succession and is out of the competition; he will not figure in the final standings.

Ex. 2b Let's go to the end with these three guys. All three athletes are out, and the competition is over. How do we place it out?

	1.70	1.75	1.80	1.85	1.90	BEST	PLACE
Pagan	x0	0	x0	0	Xxx		
Scutaro	0	x0	0	0	Xxx		
Sandoval	P	Xxx					

Answer: Pagan and Scutaro both cleared 1.85 on their first trials so appear to be tied.

But we apply our first tie-break rule and find that Scutaro is in first because he has only one miss throughout the competition. Pagan has two misses throughout the competition. Again, Sandoval never cleared a bar and gets, in effect, no credit. So:

Ex. 2c

	1.70	1.75	1.80	1.85	1.90	BEST	PLACE
Pagan	x0	0	x0	0	Xxx	1.85	2
Scutaro	0	x0	0	0	Xxx	1.85	1
Sandoval	P	Xxx				NH	--

Ex. 3 Let's go back to our original starting list and give everyone makes and misses (kind of arbitrarily) and score it out. The sheet you turn in to the referee or results station may look like this:

	1.70	1.75	1.80	1.85	1.90	BEST	PLACE
Pagan	x0	0	x0	0	Xxx	1.85	2
Scutaro	0	x0	0	0	Xxx	1.85	1
Sandoval	P	Xxx				NH	
Posey	0	P	x0	xxx		1.80	5
Pence	P	0	0	x0	Xxx	1.85	4
Belt	0	P	xx0	xxx	Xxx	1.80	6
Blanco	x0	xx0	Xxx			1.75	7
Crawford	P	P	xx0	0	xxx	1.85	2
Cain	P	P	P	xxx		NH	

Note that Pagan and Crawford are tied for second, because they both cleared 1.85 on their first trials, but have the same number of misses throughout the competition *even though these are at different heights*. They tied for second, so the next place awarded or earned or won is 4th.

Note that Sandoval and Cain, having no-heighted, do not figure in the final standings.

Ex. 3a Let's change this so Scutaro and Crawford's records were the same—cleared 1.85 on their first trial and had one miss lower down.

	1.70	1.75	1.80	1.85	1.90	BEST	PLACE
Pagan	x0	0	x0	0	Xxx	1.85	3
Scutaro	0	x0	0	0	Xxx	1.85	1?
Sandoval	P	Xxx				NH	
Posey	0	P	x0	xxx		1.80	5
Pence	P	0	0	x0	Xxx	1.85	4
Belt	0	P	xx0	xxx	Xxx	1.80	6
Blanco	x0	xx0	Xxx			1.75	7
Crawford	P	P	x0	0	xxx	1.85	1?
Cain	P	P	P	xxx		NH	

Scutaro and Crawford would be tied for first, so you would hold a jump-off. This doesn't happen very often; and the rules and procedures for jump offs are to be found in the rule books at:

NFHS (high school)	Rule 7, Section 3, Article 2.b.4
NCAA (collegiate)	Rule 7, Article 6.c.1
USATF (open, youth, masters)	Rule 181.9(d)
IAAF (international)	Rule 181.9

Ties lower down are almost always let stand.

Actually, though, jump-off situations are relatively rare.

More likely is an outcome like this:

Ex.3b

	1.70	1.75	1.80	1.85	1.90		BEST	PLACE
Pagan	x0	0	x0	0	Xxx		1.85	2
Scutaro	0	x0	0	0	x0			1

Sandoval	P	xxx					NH	
Posey	0	p	x0	Xxx			1.80	5
Pence	P	0	0	x0	Xxx		1.85	4
Belt	0	p	xx0	Xxx			1.80	6
Blanco	x0	xx0	xxx				1.75	7
Crawford	P	p	xx0	0	xxx		1.85	2
Cain	P	p	p	Xxx			NH	

Scutaro has won by clearing 1.90—and has not yet earned his three X’s.

Now what?

Answer: Scutaro may go on jumping—and he can pick the next height he wants to try.

Perhaps he wants to set a personal record; or a school record; or even a national record. Maybe he wants a qualifying height for some future competition; or bragging rights in his family or on his team.

This height does not need to be in the progression.⁷ It can be 1.92. It can be two meters; it can be virtually any height above the 1.90 at which he has won.

IN THE END

When the last athlete earns the final 3x’s, note the time on the score sheet, place out the finishers, and turn in your sheet as directed by meet management: to the field referee or to the results station.

Advice from a great senior official: sit down when you go to place out large fields; sit down, and have a colleague or friend or innocent bystander keep the athletes, coaches, announcers, gentlecreatures of the press, parents and other civilians from distracting you.

Also: once everyone has cleared a bar or failed to clear a bar, even though the competition is still going on, you may start placing people out as they finish (i.e. once you know how many places there actually will be; in our example when Cain no-heights, we know we’ll have seven places and that Blanco is in seventh, Belt in sixth, etc.).

⁷ The exception (as ever) is in Combined Events. There, the last athlete “alive” may continue to try bars, but, for reasons having to do with scoring tables and fair competition, those bars must be in the original progression.

Always double-check this after the competition, and whenever possible, have another official check your work.

CONCLUSION: Don't be afraid to ask

We started by advising newbies to the Vertical World to apprentice under experienced officials.

Let's underline that point: Most of us Vertical officials *love* to talk about High Jump and Vault. We love to tell war stories, answer questions, to give advice, to "teach them by telling parables."

Feel free to contact this writer with questions. If he cannot help you he will try to send you on to someone who can:

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And PA Master Official John Shirey annually publishes tables of Verticals rules in Excel spread-sheet form. See Appendixes III and IV.

To get on his e-mailing list, write to: jshirey1@comcast.net

Appendix I: *The Bugbear*: “FIVE ALIVE”

(A/k/a “rotating flights”)

Don’t be intimidated by “Five Alive.” It is used only rarely in very specific circumstances. Many vertical-jumps officials (the author of this paper, for example) go year after year without needing to run Five Alive.

But you do need to understand what it is.

The proper term is “rotating flights.” It is a way of organizing very large groups of jumpers—defined differently by the different rule books—so that once an athlete starts jumping at a given bar, if she or he misses, the athlete only has to wait a short time before being called up again. That way, the athlete doesn’t cool off and the competition keeps moving briskly, as athletes are not spending so much time taking off sweats, selecting poles, etc.

A monograph on-line deals with rotating flights in depth:

<http://www.usatf.org/groups/officials/files/resources/field-events/Vertical-Jumps-Five-Alive-Feb2012.pdf>

Appendix II: *A caution*

If you get involved in vertical jumps, don’t become “verticals goofy.”

Athletes who compete verticals tend not to compete other events (unless they are combined-eventers); likewise, officials who work High Jump and Pole Vault can find these events so much fun, so challenging and rewarding, that we lose touch with other events. We get seduced into the cult of the verticals.

Don’t let this happen to you. Work the occasional throw or long jump/triple jump competition. Umpire.

Don’t become Verticals Goofy.

APPENDIX III: High Jump Rules chart

2013 HIGH JUMP RULES COMPARISON				
GOVERNING BODY	IAAF	USATF	NCAA	NFHS
MARKS ON APPROACH	2 Markers max. No Indelible Marks, Chalk	2 Markers max. (3-Youth) No Indelible Marks, Chalk	2 Markers 7 X 15 cm max. not within 2 m of standards	ALLOWED
SHOE RESTRICTIONS	HEEL 19 mm SOLE 13 mm SPIKES 12 mm, 25 Non-Syn	HEEL 19 mm SOLE 13 mm SPIKES 12 mm, 25 Non-Syn	HEEL 19 mm SOLE 13 mm (0.51") SPIKES 12 mm, 25 Non-Syn	Shoes must be worn No aids
DISTANCE BETWEEN UPRIGHTS	4.00-4.04 m 10 cm min. to landing area	4.00-4.04 m 10 cm min. to landing area	4.00-4.04 m	12' Minimum
LANDING SURFACE	6 m x 4 m x 0.7m	6 m x 4 m x 0.712m 19'8" x 13'1" x 28"	4.88 m x 2.44 m x 66cm 16' x 8' x 26"	4.80 m x 2.40 m x 60cm 16' x 8' x 24"
CROSSBAR LENGTH	3.98-4.02 m	3.98-4.02 m	3.98-4.02 m	3.66 - 4.52 m 12'-14'10"
LATE ARRIVAL AFTER COMPETITION STARTS	START AT CURRENT HEIGHT IF ENTERED	START AT CURRENT HEIGHT IF ENTERED	CAN'T JUMP	CAN'T JUMP
PASSES	PASS HEIGHT	PASS HEIGHT	PASS ATTEMPT	PASS ATTEMPT
DURING ATTEMPT JUMPER LEAVES GROUND BUT DOESN'T COMPLETE JUMP	ALLOWED IF JUMPER INITIATES JUMP WITHIN TIME PERIOD	ALLOWED	ALLOWED	ALLOWED
4-5 ALIVE SYSTEM ABANDONED	NOT USED	12 or fewer in competition	Fewer than 9 at height	Fewer than 9 at height
LOWERING BAR AFTER THE COMPETITION STARTS	NOT ALLOWED EXCEPT TO JUMP OFF FIRST PLACE	NOT ALLOWED	NOT ALLOWED	NOT ALLOWED
WARM UPS AFTER THE COMPETITION STARTS	NOT ALLOWED	NOT ALLOWED	1.5 MINUTES ALLOWED	1 JUMP AFTER 3 CONSEC. PASSED
ELECTRONIC DEVICES	NOT ALLOWED	NOT ALLOWED	NOT ALLOWED	NOT ALLOWED
TIME RULES				
4 OR MORE JUMPERS	1 MINUTE	1 MINUTE	1 MINUTE	1 MINUTE
2-3 JUMPERS	1.5 MINUTES	1.5 MINUTES	2 MINUTES	3 MINUTES
1 JUMPER IN COMPETITION	3 MINUTES	3 MINUTES	4 MINUTES	5 MINUTES
CONSECUTIVE JUMPS	2 MINUTES	2 MINUTES	2 MINUTES	2 MINUTES
COMBINED EVENTS-4 or more	1 MINUTE	1 MINUTE	1 MINUTE	1 MINUTE
COMBINED EVENTS-2 OR 3	1.5 MINUTES	1.5 MINUTES	2 MINUTES	3 MINUTES
COMBINED EVENTS-1 JUMPER	2 MINUTES	2 MINUTES	2 MINUTES	5 MINUTES
COMBINED EVENTS CONSECUTIVE	2 MINUTES	2 MINUTES	2 MINUTES	2 MINUTES
BAR RAISE INCREMENTS	2-5 cm	2-5 cm	3-5 cm	NOT ADDRESSED
COMBINED EVENT INCREMENT	3 cm	3 cm (5 cm-Youth)	3 cm	NOT ADDRESSED
TIE BREAKER INCREMENTS	2 cm	2 cm	2 cm	1 inch
TIME EXPIRATION WARNING	At 15 seconds left	At 15 seconds left	At 15 seconds left	NOT ADDRESSED
METHOD	Raise Yellow Flag	Raise Yellow Flag At end, drop flag	Raise Yellow Flag	
SCORING SYMBOLS				
CLEARED/FAILED	O/X	O/X	O/X	O/X
PASSED/DID NOT JUMP	In first column –	P or –	P	P
Prepared by John F. Shirey, Pacific Association, 3/26/2013				

APPENDIX IV: Pole Vault Rules chart

GOVERNING BODY	2013 POLE VAULT RULES COMPARISON			
	IAAF	USATF	NCAA	NFHS
LANDING SURFACE	6 m x 6 m x 0.8 m	6 m x 6.15 m x 0.813 m x 32"	6 m x 5 m x 0.813 m	6 m x 5 m 19'8" x 16'5"
CROSSBAR LENGTH	4.48-4.52 m	4.48-4.52 m	4.48-4.52 m	4.52 m (14'10")
DISTANCE BETWEEN PINS	4.30-4.37 m	4.30-4.37 m	4.30-4.37 m	4.16-4.48 m (13'8"-14'8")
BAR SUPPORT PINS	55 mm	55 mm	55 mm	76 mm (3")
MARKS ALONGSIDE RUNWAY	2 Markers max. No Indelible Marks, Chalk	2 Markers max. (3-Youth) No Indelible Marks, Chalk	2 Markers max.	2 Markers max. ALLOWED
ELECTRONIC DEVICES	NOT ALLOWED	NOT ALLOWED	NOT ALLOWED	NOT ALLOWED
POSITION OF STANDARDS TOWARD LANDING AREA	0-80 cm	0-80 cm 45-80 cm Youth	45-80 cm 18-31.5 inches	45.7-80 cm 18-31.5 inches
PASSES	PASS HEIGHT	PASS HEIGHT	PASS ATTEMPT	PASS ATTEMPT
TAPE ON HANDS/FINGERS	ALLOWED	ALLOWED Not Allowed-Youth	NOT ALLOWED	NOT ALLOWED
WEARING GLOVES	ALLOWED	ALLOWED	ALLOWED	NOT ALLOWED
VAULTER STEADIES BAR	NOT ALLOWED	NOT ALLOWED	NOT ALLOWED	NOT ALLOWED
VAULTER LEAVES GROUND BUT DOES NOT COMPLETE VAULT	ALLOWED	ALLOWED	ALLOWED	NOT ALLOWED; OK IF ABORTED RUN-UP
4-5 ALIVE SYSTEM ABANDONED	NOT USED	12 or fewer in competition	Fewer than 9 at height	Fewer than 9 at height
WARM UPS ON RUNWAY AFTER THE COMPETITION STARTS	NOT ALLOWED	NOT ALLOWED MASTERS/YOUTH: 1 JUMP AFTER 3 PASSED HEIGHTS	2 MINUTES ALLOWED AFTER ONE HOUR w/o crossbar AT ENTRY HEIGHT	2 MINUTES ALLOWED AFTER 3 CONSEC. PASSED HEIGHTS w/o crossbar AT ENTRY HEIGHT
LATE ARRIVAL AFTER THE COMPETITION STARTS	START AT CURRENT HEIGHT IF ENTERED	START AT CURRENT HEIGHT IF ENTERED	CANT JUMP	CANT JUMP
TAPE ON POLE	IAAF, USATF, NCAA & NFHS HAVE NO RESTRICTIONS ON TAPE AT GRIP EXCEPT MUST BE UNIFORM UNLIMITED LAYERS OF TAPE (OR SUITABLE MATERIAL-IAAF/USATF/NFHS) ON PLANTING END			
<u>TIME RULES</u>				
4 OR MORE VAULTERS	1 MINUTE	1 MINUTE	1 MINUTE	1.5 MINUTES
2-3 VAULTERS	2 MINUTES	2 MINUTES	3 MINUTES	4 MINUTES
1 VAULTER	5 MINUTES	5 MINUTES	5 MINUTES	6 MINUTES
CONSECUTIVE JUMPS	3 MINUTES	3 MINUTES	3 MINUTES	3 MINUTES
COMBINED EVENTS - 4 OR MORE	1 MINUTE	1 MINUTE	1 MINUTE	1.5 MINUTES
COMBINED EVENTS--2 or 3	2 MINUTES	2 MINUTES	3 MINUTES	4 MINUTES
COMBINED EVENTS--1 VAULTER	3 MINUTES	3 MINUTES	3 MINUTES	6 MINUTES
COMBINED EVTS--CONSECUTIVE	3 MINUTES	3 MINUTES	3 MINUTES	3 MINUTES
BAR RAISE INCREMENTS	5-15 cm	5-15 cm	5-15 cm	NOT ADDRESSED
COMBINED EVENT INCREMENT	10 cm	10 cm (15 cm-Youth)	10 cm	NOT ADDRESSED
TIE BREAKER INCREMENTS	5 cm	5 cm	5 cm	3 inches
TIME EXPIRATION WARNING METHOD	At 15 seconds left Raise Yellow Flag	At 15 seconds left Raise Yellow Flag At end, drop flag	At 15 seconds left Raise Yellow Flag	NOT ADDRESSED
<u>SCORING SYMBOLS</u>				
CLEARED/FAILED	O/X	O/X	O/X	O/X
PASSED / DID NOT JUMP	In first column —	P or —	P	P

Prepared by John F. Shirey, Pacific Association, 3/26/2013

Appendix V: Staffing and Assignments

At very big-deal meets, your crew may be as many as eight officials, each with a narrow and specific set of responsibilities.

Most of the time, though, it will be you and one, possibly two other officials, plus volunteers assigned by the meet (or recruited by you out of the stands or from the crowd of bystanders).

Most likely, your first few meets with senior officials, you will be on the pit crew or assigned as a back-up scorer—good places from which to observe and ask questions!

For high jump...

The crucial tasks are putting the bar up and raising the bar up when going to a new height

If it is you and one other person, you'll position yourself along the plane of the bar, so you can judge take offs and put the bar back when it's knocked down; and move the bar up when you go to a new height. One of the officials calls athletes up, keeps the clock and keeps score.

If it is you and two other persons, two are along the plane as above; and the head of event is stationed roughly where the athletes start their run-ups, to call them up, to keep the clock, and keep score.

For pole vault...

The crucial tasks are putting the bar up, moving the standards, and moving the bar up when going to a new height.

If there are two of you, one will be at one side of the pit; the other will probably go out on the runway to call athletes up, then move to the other side of the pit.

If there are three of you, it's one at either side, and head of event on the runway, or by the runway, calling athletes up, keeping score, and communicating standards settings and other information to the crew and the athletes.

If there are four, one is with the athletes, calling them up and keeping score; another is on or by the runway, closer to the pit, communicating standards settings and supervising the pit crew (or “bar tenders”).

Timing:

Generally, in these small crews, the official who calls the athlete up will also run the clock.