

### Study Guide 8 - Vertical Jumps - Pole Vault

#### **Junior Official Program Study Guides**

The purpose of the Study Guides in this program are to help you acquire the knowledge needed to be able to understand and create a brief statement of the information that you will need for course completion and future knowledge. You might think of this Study Guide as a mini-outline to the different official positions that are contained in Track and Field competitions. Consider this Study Guide as a condensed version of all of the important information that you will need to complete the Junior Officials Program successfully.

Each Officials duties, skills and behaviors are contained in the 17 different Study Guides offered in this program. These Study Guides are a combination of

- Adopted USATF 2020 Competition Rules.
- Best Practices (those skills that describe "what works best" in a particular situation or environment). These Study Guides are data supported successes and researched supported over time, as offered by Track & Field officials in the guest for accountability for reliable methods.
- USATF Code of Ethics
- USATF Professional Guidelines

#### **Procedures**

Once you have the Study Guide in front of you, do more than just read it. Take the time to look at the material to understand what you will be asked to do. Start by reading the description to formulate a big-picture idea of what your Mentors assessment will look like. Then, review the list of concepts.

Quizzing yourself is a highly effective study technique. Make a copy of the Mentors Checklist and carry it with you to the meets so you can review the questions and answers periodically throughout the day and across several days/meets. Identify the questions that you don't know and quiz yourself on only those questions. Say your answers aloud.

The important skills needed in this Guide correspond to the Learning and Performance Objective numbers that begin with the abbreviation PV (Pole Vault) – (PV1-PV32)

Ask questions of your Mentors, they are there to answer your questions and guide you to learning and performing as a USATF official.

Good Luck to you on your journey to become a USATF Certified Official!

#### STUDY GUIDE INFORMATION

#### **Skills required to Advance to Association Level**

Result Recording
Flight Coordinating
2 <sup>nd</sup> Recorder
Five Alive Procedures
Timing
Setting Standards (Pole Vault Only)
Replacing the Bar
Standards Board (Pole Vault Only)
Bar Judge
Determining Fouls
Pit Management
Basic Rule Interpretation
Pole Inspection (Youth Pole Vault Only)
Weigh-In (Youth Pole Vault Only)
Event Safety
All Apprentice Level Requirements

## **USATF RULES – POLE VAULT (PV1)**

SEE Vertical Jumps Common Rules- Study Guide 6 - USATF RULE 181 - VERTICAL JUMPS - HIGH JUMP & <u>POLE</u> <u>VAULT</u>

#### **USATF RULE 183 - POLE VAULT**

1. (a) Where the standards permit, a competitor may have the uprights or supports moved back, but they may not be moved in the direction of the running or runway, and they may not be moved more than 80cm toward the landing area, from the prolongation of the inside edge of the top of the stopboard.

**NOTE:** For Youth Athletics exception see Rule 302.5(1).

(b) Before the competition starts, each vaulter shall inform the official responsible for the event what position of the uprights or supports he or she wants to use, and this information should be recorded on the score sheet. Any competitor who wants to make any changes should immediately inform the official responsible before the uprights have been set in accordance with the initial wishes. Failure to do this must lead to the start of the time limit. See Rule 180.11(g).



- 2. The take-off shall be from a box made of wood, metal, or other suitable rigid material. The box shall be sunk level with the runway.
- 3. In order to obtain a better grip, competitors are permitted to use a substance on their hands or on the pole during the competition. Gloves may be used. The use of a forearm cover to prevent injuries shall be allowed. See Rule 183.8 in regard to the use of tape on pole.
- **4.** Competitors may use their own poles. No competitor may use any of the private poles except with the consent of the owner.
- **5.** It shall be a failure if:
  - (a) After the vault, the bar does not remain on the pegs on which it originally rested because of the action of the competitor while vaulting; or
  - 2. (b) The vaulter touches the ground, including the landing area beyond the vertical plane of the upper part of the stop-board, with any part of the body or with the pole without first clearing the bar; or
  - 3. (c) The vaulter, after leaving the ground, places the lower hand above the upper or moves the upper hand higher on the pole; or
  - 4. (d) During the vault, the vaulter steadies or replaces the bar with his/her hand(s).

**NOTE 1:** It is not a foul if the vaulter runs outside the white lines marking the runway at any point. **NOTE 2:** It is not a foul solely because the pole touches the vaulting pad, in the course of an attempt, after properly being planted in the box.

**6.** After the release of the pole, no one including the athlete shall be allowed to touch the pole unless it is falling away from the bar or uprights. If it is touched, however, and the official in charge of the Pole Vault is of the opinion that, but for the intervention, the bar would have been knocked off, the vault shall be regarded as a failure.

**NOTE:** It is not a failure if the pole passes underneath the cross bar in the event the competitor clears the bar. It is not a failure if a competitor leaves the ground for the purpose of making a vault and fails to clear the bar, provided he/she does not otherwise commit a foul.

- **7.** If, in making an attempt, the competitor's pole is broken, it shall not be counted as an attempt or a failure and the vaulter shall be awarded a new trial.
  - **NOTE:** For specifications of Vaulting Pole, Landing Pits, Runways, and Apparatus for High Jump and Pole Vault, see Rules 181.10-19.
- 8. Pole Construction The pole may be of any material or combination of materials and of any length or diameter, but the basic surface must be smooth. The pole may have layers of tape at the grip end, to protect the hand, and of tape and/or any other suitable material, such as a sleeve, at the bottom end, to protect the pole. Any tape at the grip end must be uniform except for incidental overlapping and must not result in any sudden change in diameter, such as the creation of any 'ring' on the pole.

**NOTE:** The pole may be taped in either direction.



- (b) **Pole Vault:** A white line 1cm wide shall be drawn on the ground at right angles to the axis of the runway, in line with the back-end of the box ('zero' line). A similar line, up to 5cm wide, shall appear on the surface of the landing area and be prolonged as far as the outside edge of the uprights. The edge of the line nearer to the approaching competitor shall coincide with the back end of the box. This will facilitate the determination of the zero point and the checking of the uprights.
- 9. Supports for Crossbar in the High Jump The supports for the crossbar shall be flat and rectangular, 4cm wide and 6cm long. They shall be firmly fixed to the uprights and immovable during the jump, and shall each face the opposite upright. The ends of the crossbar shall rest on them in such a manner that if the crossbar is touched by a competitor, it will easily fall to the ground, either forwards or backwards. The surface of the supports shall be smooth. The supports shall be the same height above the takeoff area immediately below each end of the crossbar.
- **10. End Space** There shall be a space of at least 1cm between the ends of the crossbar and the uprights for the high jump.
- 11. Support for Crossbar in Pole Vault The crossbar shall rest on pegs so that if it is touched by the competitor or the pole, it will fall easily to the ground in the direction of the landing area. The pegs shall be without notches or indentations of any kind, of uniform thickness throughout and not more than 13mm in diameter. They must not extend more than 55mm from the uprights, which should for Youth and Masters and shall for all others, extend 35-40mm above the pegs. The distance between the pegs shall not be less than 4.30m or more than 4.37m. The pegs may not be covered with rubber or with any other material that has the effect of increasing friction.

**NOTE:** To facilitate the use of a landing area 6m wide (see paragraph 19, below), the pegs supporting the crossbar may be placed upon extension arms attached to the uprights thus allowing the uprights to be placed wider apart, without increasing the length of the crossbar.

12. Take-Off Box for Pole Vault - The box shall be constructed of a suitable material sunk level with the surface of the runway, preferably with rounded upper edges. It shall measure 1m in length measured along the inside of the bottom of the box, 60cm in width at the front end and tapering to 15cm in width at the bottom of the stop board. The length of the box at runway level and the depth of the stop board are determined by the angle of 105 degrees formed between the base and the stop board. The base of the box shall slope from runway level at the front end to a vertical distance below ground level of 20cm at the point where it meets the stop board. The box should be constructed in such a manner that the sides slope outward and end next to the stop board at an angle of approximately 120 degrees to the base. The box should be painted white. If the box is constructed of wood, the bottom shall be lined with 2.5mm sheet metal for a distance of 80cm from the front of the box. Diagrams showing the construction of the pole vault box appear in Figure 5.

**NOTE:** For Youth Athletics provision, see Rule 302.5(k).

**13. Landing Areas** - Where it is feasible, the landing area for the High Jump should measure not less than 6m long (parallel to the crossbar) by 4m wide; for the Pole Vault it should measure not less than 6.15m long (perpendicular to the crossbar) by 6m wide. There shall be a minimum of 5 m of



landing surface behind the box. The landing area for the High Jump and Pole Vault should be composed of soft material other than sawdust or shavings of such composition and construction to provide a soft landing. A front pad, similar in material and dimensions to the landing area, may be used to cover the area surrounding the take-off box of the Pole Vault and extending between the standards.

#### **USATF OFFICIALS BEST PRACTICES POLE VAULT – PREPARATIONS**

#### Personal Equipment Kit (PV2)

Personal Equipmer	nt Kit
Flags – red, white, yellow	Plumb bob & line
Clipboards/Weather Writer	Levels (regular & hanging)
Rule books Best Practice rules/instruction sheets	Wooden shims
Pens, pencils, felt marker	Portable PA system
Metric/Ft. & inch conversion sheet	Plastic score sheet rain covers
Stopwatch	Safety pins
Athletic tape & thumb tacks	Multi-tool/pliers
Wind indicators	Tape measure-steel 10m; fiber 120ft
Orange cone	Digital weight scale (H.S.)
Sunscreen	

#### **Equipment From Meet Management (PV3)**

Equipment from Meet Management							
Flags – red, white, yellow	Pole Rack						
Event Sheets	Athletic Tape						
Clipboards	Safety Pins						
Steel Tape 10M / Fiber tape 120' Standard	Portable PA system						
Standard Extenders	Performance Boards (2 and 4 digits)						
Timing Display /Stopwatch	Wind Indictor						
Crossbars (2-3)	Electronic Recording Device						
Measuring device	Chalk Dish and Chalk						
Orange cone	Water, Cups & Trash Can						
Bar Lifters (2)							

- **1. Equipment (PV4)-** Obtain items listed above from meet management.
- 2. Determine from meet management (PV5) Who is the Field Referee? Other PV officials assigned; volunteers? Which pit will be used? Where to pick up event sheets and who gets results? Starting height & increments? Prelims & finals or finals only? One/several flights/5-alive? Warm-ups: xx minutes? Wear of bibs required? Meet records men & women? Escorts required to leave venue? Keep/release athletes when done? Where is medical staff located? Coaches boxes? Awards when & where? Electronic recorder? Athlete introductions? Runway markers furnished? Measure every height change or every 3rd/4th?
- **3. Landing pad.(PV6)** -Verify size, reposition pit & collar as needed. Pit: Behind the box min. 6m wide, 5m deep, .81m high; beside & in front of the box min. 6m wide, 1.5m from back of box toward runway. Back of cutout -10-15cm from box. NCAA All sections fastened together, common cover; box collar meeting ASTM standard (2-7.1; 181.19).



- **4. Runway (PV7):** min. 40m long (1-5.2; 180.19) (USATF championships 45m). Affix tape measure along side of runway for warm-ups & competition.
- **5. Standards (PV8)** Pegs: 55mm long; distance between 4.30-4.37m (2-7.4; 181.17) Ensure zero is aligned with the back of the box; mark placement of standards bases. Level standards vertically in both axes; use shims as necessary; ensure standards are level w/each other. Ensure travel from 0-80. Set/mark indicator tape for standard settings, using the back edge of the standards as the reference point.
- 6. **Crossbars (PV9)** Prepare 2-4 bars; align & mark end pieces "L", "R"; draw alignment lines on bar & end pieces; measure & mark center of bars; number each bar. Maximum sag: 3cm (2-7.5, 181.11,13).
- 7. **Extenders & Pegs (PV10)** Ensure proper pegs: 55 or 76mm. Determine if extenders are needed; if so, attach them but remove as soon as practical. Place bar on top pegs as soon as practical during competition.
- 8. **Measuring device** (**P11**) calibrate the device/laser; set & measure bar for the opening height. Note the reading for each standard on event sheets.
- 9. Clean out the box. Sweep the runway, remove all old marks (PV12) Remove objects from all sides of the pit.
- 10. **Indicator (zero) line (USATF)** (**PV13)**: Place a white tape line in line with the back of the box, from standard to standard; and a similar line on the landing pad from the box to both outer edges. (181.14(b)) The front of the crossbar should align with the front of the zero line.
- 11. Set up performance boards (PV14) (1 for height; 1 for standard settings), wind indicator, timing display, chairs & benches for athletes and officials, and chalk dish.
- 12. **Venue set-up (PV15)** Visualize the flow of the competition, then place items and people so they don't interfere with the flow & coaches' sight lines (see the Best Practices "Pole Vault Venue & Assignments").
- 13. Other officials (PV16) assign to positions; brief them on duties & rules. NA for JOP participants
- 14. **Increments** (**PV17**)— If not set by meet management, consider national qualifying standards & records in setting opening height & increments.
- 15. "Cheat sheet" (PV18) create for Pit Boss with increments, measured & scale heights, plus extenders & pegs
- 16. **Warm-ups (PV19)** Determine and announce start and end times; announce remaining time during warm-ups.
- 17. **Check-in all athletes (PV20)** (NCAA must report in before 1st competitive vault occurs). Ask for their standard settings and starting height (passes). Check uniform, competition numbers, and spikes.
- 18. **Records (PV21)** note meet and other records (must use a steel tape or electronic device for records).
- 19. **Inclement weather (PV22)** determine if conditions are unsafe; if so suspend competition, notify Field Referee
- 20. **Brief athletes on the rules & competition procedures** (**PV23**) (see Best Practices "PV Instructions & Rules" sheet)



#### **Vertical Jumps Venue Checklist**

#### Pit (PV. 24)

- Are the pits at least the minimum size required for that level of competition and compliant with the latest rule requirements? If not, DO NOT CONDUCT THE EVENT.
- Are the pads positioned securely?
- o Are there any holes in the pads?
- o Are the pads free of debris?

#### Pole vault (PV. 25)

- Is the collar around the sides and back of the box?
- Are the standards placed correctly?
- Is the area surrounding the pit clear of obstructions?
- Is there a possibility that a crossbar or pole will be knocked onto the track?
- Will an exiting athlete obstruct the running events

#### USATF OFFICIALS BEST PRACTICES

### Conducting "Five-Alive" in the Vertical Jumps (PV26)

#### The Rules and Rationale Five Alive Video

"Five-alive" is a method of establishing rotating flights in vertical jump events with large fields. It's used only in NCAA competitions and only when directed by the Games Committee for fields of more than 20 vaulters (Rule 6-4.3). When the number of competitors at a given height is nine or less, the five-alive system is dropped & replaced by a continuous flight until the next height change. The NFHS suggests the use of rotating flights for large fields, but provides few other specifics.

The advantage of rotating flights is that it allows athletes to stay warm & focused between jumps. If done properly, jumps attempted by an athlete would not be separated by more than four attempts by other competitors at any height.

#### The Method – A Model:

- 1). Begin by calling the athletes in the assigned order.
- 2). When the first miss occurs, write "1" in the upper right corner of the box of that height; number the next four jumpers as "2", "3", "4", & "5". These are the athletes who are "alive". (An option is to use & move stickers with the numbers on them.)
- 3). Continue to call those five jumpers in their numerical order until they clear the height, are eliminated from the competition, or pass their remaining attempts at the height.
- 4). When an athlete moves out of the rotation, give that number to the next jumper to enter the competition. Erase/mark-out the first number to avoid confusion. The new jumper takes the place of the previous jumper in the rotation.
- 5). Communicate! Inform each athlete as they enter the rotation & continually let the athletes know who is in the rotation.
- 6). In NCAA competitions, continue this process until there are nine or fewer jumpers remaining at the height. I number the last four jumpers on the list as "6", "7", "8" & "9". When the jumper before "6" enters the competition, so do these last four. At this point, leave those athletes already "called" in the same order & then move straight through the competitors remaining at the height. The exact order of this transition may change from height to height, based on the order of the competitors leaving the rotation.
- 7). At the next height, if the number of competitors remains sufficient, repeat the process.



#### A Model

		2.00	
Jumper A	Х	Х	X +
Jumper B	Х	Χ	0 <sup>2</sup>
Jumper C	0		3
Jumper D	Х	Χ	O <sup>4</sup>
Jumper E	Х	0	5
Jumper F	Х	Х	3
Jumper G			5
Jumper H			1
Jumper I			2
Jumper J			4
Jumper K			6
Jumper L			7
Jumper M			8
Jumper N			9

Explanation: "A" failed on first attempt, so becomes jumper "1" & numbers are given to the next four jumpers. "B" misses on first attempt. "C" made first attempt, so "3" is moved to "F" & marked-out on "C". "D" & "E" miss first attempts. "A" & "B" miss second attempts. "F" misses first attempt. "D" misses second attempt. "E" makes second attempt, so "5" is moved to "G" & marked-out on "E". "A" misses third attempt, so "1" is moved to "H" & marked-out on "A". "B" makes third attempt, so "2" is moved to "I" & marked-out on "B". "F" misses on second attempt. "D" makes on third attempt, so "4" is moved to "J" & marked-out on "D". At this point, only eight competitors are left at this height so all would now be included in the rotation. Number the rest of the competitors "6", "7", "8" & 9. Continue to call the jumpers in numerical order. (Some find it helpful to write those numbers no longer being used in the rotation directly below the column as they are eliminated.)

#### Reminders

- 1). Always number the jumpers 1-5 in writing, starting with the first miss. Don't attempt to keep track of the jumping order in your head.
- 2). Move the numbers as the jumpers make the height, are eliminated from the competition, or pass Their remaining attempts.
- 3). Be sure to erase or mark-out the numbers no longer in use.
- 4). Always call the athletes in the numerical order of your five-alive flight & not by their order on the heat sheet. Believe your numbers.
- 5). Continually keep the athletes informed of the jumping order & let them know when they're coming in.



#### **USATF BEST PRACTICES**

#### HIGH JUMP AND POLE VAULT – RESOLVING TIES – (PV27)

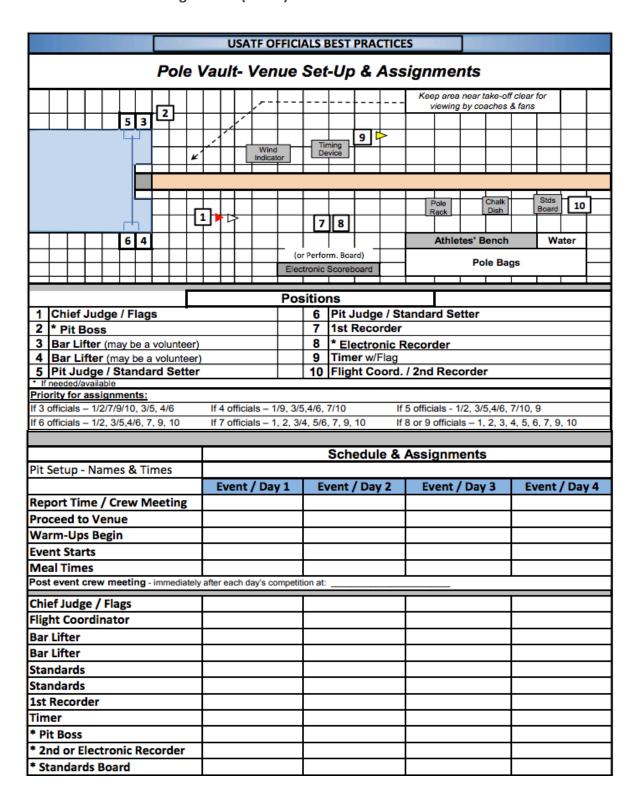
- **First,** among tied athletes, the one with the lowest number of jumps at the tied height is awarded the higher place; **if they're still tied after this**, then the athlete with the lowest total number of failures up to and including the tied height, is awarded the higher place
- If after applying the above tie-breakers there's still a tie <u>for 1<sup>st</sup> place</u> -- conduct a jump-off per **Rule 7-1.6 (NCAA) or 181.9d (USATF)**
- If after applying the above tie-breakers there's still a tie <u>for other than 1<sup>st</sup> place</u>, there is no jump off; the jumpers remain tied in the final scoring.

On the sample sheet below, only Crane has the best height of 3.80 meters, so he's awarded 1st place.

- Now we have to break a tie among three athletes at the next best height of 3.70 meters. Adams & Graham have zero misses at the tied height and Edwards has one, so Adams & Graham go to the next tie breaker to determine places. Since Graham has fewer total misses in the competition than Adams, he is awarded second place and Adams is awarded 3<sup>rd</sup> place; Edwards is awarded 4<sup>th</sup> place.
- Four athletes have a best height of 3.60 meters. Among them, three have one miss at the tied height so we must go to the next tie breaker to determine their places. Bradley has fewer total misses in the competition so he's awarded 5<sup>th</sup> place; Howe & Irons have the same number of overall misses, so they remain tied for 6<sup>th</sup> place; and Jackson is awarded 8<sup>th</sup> place.

Bib	Name	Me	per.			3.45	<u> </u>		3.60	)		3.70	)		3.80	)		3.90	)	BEST MARK	Jumps Tied Ht Total	PLACE
#		3	.30	ı		ı	ı		1			1				1		1	ı		Misses	
1	Adams	-	-	-	Х	0		-	-	-	0			Х	Х	Х				3.70	1/1	3
2	Bradley	0			Χ	0		Χ	0	-	Χ	Χ	Χ							3.60	2/2	5
3	Crane	-	-	-	-	-	-	-	-	-	Х	Х	0	Х	О		Х	Х	Х	3.80	2/3	1
4	Douglas	Х	Х	Х																NM	-	-
5	Edwards	-	-	-	-	-	-	0			Х	0		Χ	Х	Χ				3.70	2/1	4
6	Graham	0			0			0			0			Х	Х	Х				3.70	1/0	2
7	Howe	Х	0		Х	Х	0	Х	0		X	Х	X							3.60	2/4	6 Tie
8	Irons	Х	Х	0	Х	0		Х	0		Х	Х	Х							3.60	2/4	6 Tie
9	Jackson	О			Х	0		Х	Х	0	Χ	Х	Χ							3.60	3/3	8

Pole Vault Venue and Assignments (PV 28)





				USATF							
TIME LIMITS — FIELD EVENTS (minutes) (PV29)/ (HJ25)											
			Athle	tes remaining	at start of a heigl	nt/round <sup>1</sup>	An Athlete's 1st				
Event	Rules	Event Type	4 or More	2 or 3	1	Consecutive	Attempt in the Competition	Notes			
		Individual	1	1.5	3#	2	0.5	1. Athletes remaining in competition			
	USATF	Combined	1	1.5	2	2	0.5	include those who could be involved in a 1 <sup>st</sup> place jump-off			
High Jump		Youth	1	1.5	3	2	1	* "1 remaining" applies only if the athlete			
mgn sump	NCAA	Individual	0.5	1.5	3 *	2 **	0.5	has won the competition			
	INCAA	Combined	0.5	1.5	2	2	0.5	** 1 <sup>st</sup> attempt at new bar height <u>is not</u>			
	NFHS	All	1	3	5 *	2	NA	"consecutive"  # Add one minute if athlete has won the			
	USATF	Individual	1	2	5#	3	1	competition and is attempting a World			
		Combined	1	2	3	3	1	record or record relevant to the			
Pole Vault	NCAA	Individual	1	2	5 *	3 **	1	competition			
	NCAA	Combined	1	2	3	3	1	NA Not Addressed			
	NFHS	All	1	3	5 *	3	NA				
Throws &	USATF	Indiv & Comb	0.5	1	-	2	0.5	Athletes may not pass after their time period has started – USATF, NFHS.			
		Youth	1	1	-	2	1				
Horizontals	NCAA	All	0.5	1	1	2	0.5				
	NFHS	All	1	1	1	2	NA				



## USATF CERTIFIED OFFICIAL Study Guide 8 – Pole Vault

			ABSE	NCE FROM	COMPETITION – FIELD EVENTS (PV30)						
If an athlete has been excused	And the event is	And the r	rules are	And you're conducting	Then the head official shall						
No	Any	USATF 8	& NFHS	Prelims or	Call athlete "Up" in order, allow time to expire, record a "Pass" (180.10c; 6.2.2/3)						
INO	Ally	NCA	AA	Finals	Call athlete "Up" in order, allow time to expire, record a failure or miss (6.1.6)						
Yes	Vertical	USATF 8	∛ NCAA	Finals	Allow attempts out of order or in succession. If not present for a trial before the bar is raised, call the athlete "Up" in order, allow time to expire, & record a "Pass". Competition continues in the excused athlete's absence, and they shall compete at the existing height upon their return, being allowed the number of attempts they had remaining when excused. Youth: same as above plus Games Committee sets time limits for excused athletes. (180.10.a/c & 302.5; 6.1.6.b)						
	Jumps	NFI	HS		Allow attempts out of order, including in succession. Excuse the athlete for the time limit set by the Games Committee; do not call the athlete "Up" while excused. If the authorized absence time has expired, record a "Pass" for remaining attempts; then raise the bar or close and score the event. (6.2.3b)						
			Open & Masters	Desline	Allow an attempt out of the regular order for one round at a time (but no more than one attempt in any round). If not present for a trial, call the athlete "up", allow time to expire, and record a "Pass" (180.9.a/c; 180.4.a)						
		USATF	Youth	Prelims or Finals	Allow attempts out of order/in succession before excusal or after return. Athlete must return before conclusion of all other prelim. Attempts if excused during prelims, or before conclusion of all other final attempts if excused during finals; if not, trials are forfeited and the prelims or finals are closed. (302.5.0)						
	Throws or Horizontal Jumps	NC	NCAA		Allow attempts out of order or in succession within the designated flight (reassignment to another flight is not allowed). If not present for a trial after all others are complete, call the athlete "up", allow time to expire, record a "Pass" for remaining attempts, & close prelims for that flight or for the event (6.1.6.a)						
				Finals	Call the athlete "up" in order, allow time to expire, and record a "Pass." There are no excusals during finals; athletes leave the venue at their own risk. $(6.1.6.a)$						
		NFHS		Prelims or Finals	Allow attempts out of order, including in succession. Excuse the athlete for the authorized time limit set by the Games Committee. If the absence time has expired, call the athlete "up", allow time to expire, and record a "Pass" for remaining attempts; then close the prelims and set up the finals, or close the finals and score the event. (6.2.5/9/10/11 & 7.2.12/13/14)						
If an athlete does not	Any Open	USATF NCAA, NFHS		Prelims	Allow the athlete to compete, but with no warm-ups at the venue. May take remaining trials, but not trials missed. May not compete in throws or horiz. Jumps if arrival is after completion of prelims. In vertical jumps may take trials at the height of the bar at the time of arrival. (180.10.a,b)						
report prior to the 1st athlete's attempt in the	Field Event			or Finals	Not allow the athlete to compete (NCAA 6.2.2; NFHS 4.1.3)						
competition	Combined Events	Al	.11		See info directly above. Call athlete up, allow time to expire & record a Pass. After 3 consecutive passes – athlete has abandoned competition & may not compete in any following events; notify Referee (200.8; 4.2.2c)						

USATF Officials Best Practices, Time Limits & Absence, Nov18 (Credit: B. Boyd, R. Schornstein)



Vertical Jump Event Recording Sheet (PV 31)

				VERTICAL JUMP EVENT	RECORDING SHEET
		Circle One:	Men Women		Pole Vault Circle if Applicable: Comb. Events
	/eet:		Reco	ords:	Date:
	tart Time:	Finish Time:		Recorder:	Head Ofcl:
	Name	OO II Meric			Best Tie Place
)	Bib#, Affiliation	Meric O			Mark Total Misses
		stds->			
2					
	2	stds+)			
j	3	stds-9			<del>'''''''''''''''''''''''''''''''''''''</del>
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Pit Boss Reference Card "Cheat Sheet" (PV 32)

Pit	Boss Ref	erence C	ard		Pit	Boss Ref	erence C	ard		
	•	ards Scale S the competition	-		For Pegs & Standards Scale Settings (Complete before the competition)					
Enter event pr which pegs to specify height	ogressions in D o use & if on re to set on stand	esired Height o gular standards dards, adjusted (Enter plus or n	olumn; specify or extender; for any offset.	Enter event progressions in Desired Height column; so which pegs to use & if on regular standards or extension specify height to set on standards, adjusted for any of Offset = L: R: (Enter plus or minus xx						
Measure al	l heights. Use t	rial distances be he upper most p as soon as possi	eg possible.		Measure al	heights. Use t	rial distances bei he upper most pi as soon as possil	eg possible.		
Desired Ht	Peg	Height Sett	ing on Stds		Desired Ht	Peg	Setting on	Stds Scale		
Desired Ht	reg	Left	Right		Desired nt	reg	Left	Right		
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#### Resources

- Five Alive Verticals, Feb 18 Five Alive Video Five Alive Video
  - Flight Coordinator Activities, Aug 2018
  - Head Official Protocol PV, Jul 2017
  - Pole Vault Clinic Situations, Apr 2016
  - Pole Vault Event Preparations, Sep 2018
  - Pole Vault High School Instructions Preps & Instructions, Feb 2018
  - Pole Vault Instructions & Rules NCAA, Nov 2018
  - Pole Vault Instructions & Rules USATF, Mar 2018
  - Pole Vault Officials Duties, Mar 2018
  - Pole Vault Pit Boss Reference Card, Oct 2018
  - Pole Vault Venue Assignments, Jun 2018
  - Pole Vault Zeroing Standards, Jan 2017
  - Resolving Ties HJ & PV, Mar 2018
  - Time Limits & Absence From Competition, Jan 2019
  - Crossbar Preparations, Feb 2016
  - Five Alive Webinar
  - Laser Measuring, Jul 2013
  - Metric Conversion Table, Feb 2016
  - Pole Vault Head Officials Clinic Outline, Oct 2018
  - Pole Vault High School Pole Inspections, Feb 2018
  - Pole Vault High School Replacement Labels, Feb 2018
  - Pole Vault Rules Comparison Full, Mar 2018
  - Rules Comparison Pole Vault, April 2020
  - Vertical Events Recording Sheet Landscape, Jan 2018
  - Vertical Events Recording Sheet Portrait, Jan 2018
  - Vertical Jumps Evaluation Form, Jan 2013
  - Vertical Jumps Monograph Series, Aug 2012

#### All of the above RESOURCES are available at:

https://www.flipsnack.com/USATF/pole-vault/full-view.html

USAFT Code of Ethics/ Professional Guidelines
 USATF Code of Ethics and Performance Guidelines



#### REMINDER MAP - Common Learning/Performance Objectives (PO's) for all Junior Official Participants

Mentors will be concentrating on the areas in gray to determine your Checklist and Field of Play Evaluation during and at the end of your individual time-line in the program.

Code of Ethics/Performance Objectives (PO's)	PO#	Assessment Evaluation Criteria (P.O.'s)	PO#
Be fair, consistent, and impartial to ensure	PO1	Arrives on time for meetings and events.	AEC1
equitable treatment for all competitors.			
Have a thorough knowledge of the rules and	PO2	Properly wears officials' uniform; presents	AEC2
procedures for the particular event or position		a professional appearance.	
assigned and review them prior to a			
competition.			
Cooperate with fellow officials to conduct	PO3	Knows and applies rules correctly and	AEC3
competition in a safe and professional manner.		consistently.	
Be courteous and avoid confrontations or			
making derogatory comments to athletes,			
coaches, spectators, or other officials.			
Demonstrate respect and courtesy for other	PO4	Treats all personnel with respect and	AEC4
officials. Avoid interfering with duties assigned		professionalism	
to other officials or publicly questioning the			
performance of other officials. Assist in correctly			
applying rules and support final decisions			
rendered by chief officials. Provide and accept			
performance feedback in a positive manner.			
Honor all assignments and agreements made for	PO5	Communicates effectively with	AEC5
performance of officiating and support duties.		competitors.	
Not discriminate against any individual or group	PO6	Stays alert to the competition, potential	AEC6
on the basis of race, color, religion, gender,		problems, and the athletes.	
national origin, age, or other protected			
characteristic.			
Not engage in harassment by making	PO7	Works well with other officials for success	AEC7
unwelcome advances, remarks, or display of		of the crew.	
materials where such would create an			
intimidating, hostile, or offensive environment.			
Not fraternize with athletes or coaches, provide	PO8	Willing to pitch in and help wherever	AEC8
tips or comments which could be construed as		needed or directed.	
coaching for any athlete, nor cheer for or			
provide encouragement to particular athletes or			
teams during a competition.			
Not use tobacco products while in the field of	PO9	Has applicable rule books and necessary	AEC9
competition, nor consume alcoholic products		personal equipment.	
before or during a competition.			
Not seek recognition or attention during a	PO10	Correctly and efficiently prepares the	AEC10
competition.	<u> </u>	venue; maintains safety	
Conduct an honest self-evaluation after each	PO11	Conducts complete, accurate briefings for	AEC11
competition, to identify errors made and areas		athletes.	
for improvement; and be receptive to			



suggestions for conducting events in the heat			
suggestions for conducting events in the best possible manner in the future.			
·	PO12	Effectively manages veluntaers	AFC12
Comply with the USA Track & Field Officials Code of Ethics	PUIZ	Effectively manages volunteers	AEC12
	DO42	Complete a superferment and a settle	AF642
Be punctual in reporting for assigned officiating	PO13	Completes event forms properly and neatly	AEC13
duties, including allowing adequate time for			
venue inspection and set-up prior to the warm-			
up period and competition.			
Possess the appropriate rule book(s) for the	PO14	Demonstrates good decision-making and	AEC14
competition.		problem-solving skills.	
Possess and maintain appropriate uniform items	PO15	Accepts & responds to feedback,	AEC15
and wear the national uniform or other dress		contributes to post-event review	
prescribed by meet management, and be			
prepared to continue duties in all types of			
weather.			
Inspect assigned venues to ensure the safety of	PO16		
athletes, officials, and spectators. Correct or			
report apparent or suspected dangers to meet			
management before beginning a competition.			
Be calm, positive, and polite. Refrain from dialog	PO17		
with athletes and coaches regarding disputed			
calls or decisions, and instead refer them to the			
referee, protest table, or games committee for			
resolution. Report abusive behavior toward			
officials to meet management.			
Not use any electronic or photographic devices,	PO18		
including cell phones, while officiating.			
Assist in submitting competition results, cleaning	PO19		
the event area, and returning equipment. Before			
departing the site, determine if any other			
venues need officiating assistance.			
Attend periodic training sessions or clinics to	PO20		
maintain or update officiating skills. Assist, as			
appropriate, in developing and presenting			
training materials.			
Keep physically fit, and advise their association	PO21		
or coordinator of officials of physical limitations			
on their ability to perform any assigned duty.			
Mentor less experienced officials by sharing	PO22		
information and techniques, demonstrating use			
of equipment, identifying potential problems or			
issues and recommending solutions, and			
encouraging questions.			
Assist in recruiting new officials.	PO23		
Consider active involvement with the officials'	PO24		
committees of the local association and USATF.			
Make recommendations for rules changes as	PO25		
appropriate.			
	•		•

# Study Guide 8- Pole Vault Program Learning/Performance Objective - Mentor Checklist

Participant Name	Mentor Name

Evaluate applicable areas, based on assignment(s) for this meet/some areas will be Non-Applicable (NA)

INSTRUCTIONS: All items on this Checklist must be completed during the timeline of the program. Some participants are in the program for one-to-four years. All items/objectives should be checked when the item is successfully completed. Not all items will be completed at any particular meet but over a series of meets. Enter the date of the completed PO/LO, your initials for verification, and any comments that you may have. Make three (3) copies when the form is completed. Keep one (1) copy for yourself. Distribute one (1) to the participant. Send one (1) to your Certification chairperson or to your Junior Officials Program coordinator as per your specific Association designee. All Objectives must be met before submission. Note: Some of the items on the checklist maybe "Not Applicable (NA) but those items are very limited. Ex. A 14 year-old JOP Participant will not be a Starter at a meet or assigning other officials to duties. These type criteria will be marked NA. NA's should be used sparingly.

Learning/Performance Objective	PO/LO#	Date	Mentor
What can the JOP explain or do?		Completed	Initials
USATF Rule 183 / Other Pertinent Rules from Module	PV1		
Personal Equipment Kit	PV2		
Equipment from Meet Management	PV3		
Equipment- Questions Meet Management	PV4		
Landing Pad	PV5		
Runway	PV6		
Standards	PV7		
Crossbars	PV8		
Extenders and Pegs	PV9		
Measuring Device	PV10		
Clean Box/sweep runway/Remove old marks	PV11		
Indicator (zero) Line	PV12		
Set-up Performance Boards	PV13		
Venue Set-up	PV14		
Other Officials	PV15		
Increments	PV16		
Cheat Sheets	PV17		
Warm-ups	PV18		
Check-in Athletes	PV19		
Records	PV20		
Inclement Weather	PV21		



Brief Athletes on Rules/competition Procedures	PV22	
Pit Venue checklist	PV23	
Pole Venue checklist	PV24	
Conducting "Five Alive"	PV25	
Vertical Jump Scoring Sheet	PV26	
Resolving Ties	PV27	
Pole Vault Venue and Assignments	PV28	
Time Limits	PV29	
Absence from Competition	PV30	
Vertical Jump Event Recording Sheet	PV31	
Pit Boss Venue Recording Card – Cheat Sheet	PV32	

Comments:		

# Study Guide 8 - Vertical Jumps - Pole Vault - Mentor Assessment Field of Play Evaluation

Participant Name: Mento	r:
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**MENTORS** – All items on this Checklist must be completed during the timeline of the program. Some participants are in the program from one-to-four years. All items/objectives should be checked when the item is successfully completed. Not all items will be completed at any particular meet but over a series of meets. Checkoff the rating that you give to the JOP Participant, enter the date of completion and enter your initials as a verification that the objective was completed. If you have assigned a rating of Fair\* - Please add your rationale to the \*Area for Improvement space. Please submit a copy of this Field of Play Evaluation/Assessment final form with the completion dates and your Mentor signature, to the Association Certification Chairperson or JOP Designee in your Association. Please make 3 copies -One (1) for your records, one (1) for the Association Chair/JOP Designee, and one (1) to give to the JOP Participant for their records. Hardcopies or electronic copies are acceptable. All Objectives must be met before submission.

Code of Ethics/ Professional	PO#	Fair*	Good	Excellent	Date	Mentor
/Learning/Performance Objectives		(check)	(check)	(check)	Completed	Initials
1. Arrives on time for meetings and events.	AEC1					
*Area for Improvement (Fair or below):						
2. Properly wears officials' uniform: presents a professional appearance.	AEC2	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):			<u>'</u>	<b>'</b>		•
3. Knows and applies rules correctly and consistently.	AEC3	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
4. Treats all personnel with respect and professionalism.	AEC4	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
5. Communicates effectively with competitors.	AEC5	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
6. Stays alert to the competition, potential problems, and the athletes.	AEC6	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						



7. Works well with other officials for success of the crew.	AEC7	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
8. Willing to pitch-in and help wherever needed or directed.	AEC8	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):		•				
9. Has applicable rulebooks and necessary personal equipment.	AEC9	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
10. Correctly and efficiently prepares the venue and maintains a high level of safety.	AEC10	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
11. Conducts complete, accurate briefings for athletes.	AEC11	Fair*	Good	Excellent	NA	NA
*Area for Improvement (Fair or below):						
12. Effectively works with volunteers.	AEC12	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
13. Completes event forms properly and neatly.	AEC13	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
14. Demonstrates good decision-making and problem-solving skills.	AEC14	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
15. Accepts and responds to feedback in an appropriate manner.	AEC15	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
16. Not discriminate against any individual	PO6	Fair*	Good	Excellent		
or group on the basis of race, color,						
religion, gender, national origin, age,						
athletic ability or other protected characteristic.						
*Area for Improvement (Fair or below):						
17. Not engage in harassment by making	PO7	Fair*	Good	Excellent		
unwelcome advances, remarks, or display						
of materials where such would create an						



intimidating, hostile, or offensive environment.					
*Area for Improvement (Fair or below):				ı	
18. Not use tobacco products while in the	PO9	Fair*	Good	Excellent	
field of competition, nor consume alcoholic					
products before or during a competition.					
Area for Improvement (Fair or below):					
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19. Be calm, positive, and polite. Refrain	PO17	Fair*	Good	Excellent	
from dialog with athletes and coaches					
regarding disputed calls or decisions, and					
instead refer them to the referee, protest					
table, or games committee for resolution.					
Report abusive behavior toward officials to					
meet management.					
*Area for Improvement (Fair or below):					
20. Not use any electronic or photographic	PO18	Fair*	Good	Excellent	
devices, including cell phones, while					
officiating.					
*Area for Improvement (Fair or below):					
(					
21. Keep physically fit, and advise their	PO21	Fair*	Good	Excellent	
association or coordinator of officials of					
physical limitations on their ability to					
perform any assigned duty.					
*Area for Improvement (Fair or below):					
22. Presentation of JOP Log of meet	Program	Fair*	Good	Excellent	
experiences containing the number of	Requirement	ı an	doou	LACCHETT	
Hours based on age group.					
Tiours based on age group.					
*Area for Improvement (Fair or below):				l	
23. Presentation of Journal or "Briefcase of	Program				
acquired materials indicating the	Requirement				
participants knowledge of growth over the					
length of the program.					
length of the program.					
*Area for Improvement (Fair or below):					
Comments:					