



Study Guide 7 – High Jump

Study Guide 7 – HIGH JUMP Program Learning /Performance Objectives

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 quest 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: **HJ (High Jump). (HJ1 - 26)**

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!

Skills required to Advance to Association Level



Study Guide 7 – High Jump

Result Recording
Flight Coordinating
Five Alive Procedures
Timing
Replacing the Bar
Standards Board
Bar Judge
Determining Fouls
Pit Management
Basic Rule Interpretation
Event Safety
All Apprentice Level Requirements

USATF RULE 182 HIGH JUMP (HJ1)

1. The uprights or posts shall not be moved during the competition unless the Referee considers that the take-off or landing pit has become unsuitable. In such a case the change shall be made only after a round has been completed.
 2. The competitor must take off from one foot.
 3. A competitor fails if:
 1. (a) After the jump, the bar does not remain on the supports because of the action of the competitor while jumping, or
 2. (b) The competitor touches the ground, including the landing area beyond the vertical plane through the edge of the crossbar nearest to the take-off area, either between or outside the uprights, with any part of the body, without first clearing the bar. If the jumper's foot touches beyond the plane of the uprights while completing a jump, the jump should not be ruled a failure for this reason if no advantage was thereby gained (e.g., the jumper did not use the landing area as a spring device).
- (c) The competitor touches the crossbar or the vertical section of the uprights when running-up without jumping.
- (d) During or after the jump, the competitor deliberately steadies or replaces the bar.

NOTE: For specifications of High Jump shoes, see Rule 143.3.

USATF OFFICIALS BEST PRACTICES HIGH JUMP – PREPARATIONS (Also see detailed info in the USATF Vertical Jumps Monograph)

Personal Equipment (HJ2)

Flags – red, white, yellow	Pens, pencils, felt marker	Score sheet rain covers
Clipboard	Adhesive tape	Safety pins
Rulebooks Rules/instruction sheets	Yarn/wind indicators	Multi-tool/pliers/wrench
Stopwatch	Orange cone	Thumb tacks (stds plcmt)
Steel tape measure (5 m)	Level Metric/Imperial conversion sheet	Plumb bob

Equipment From Meet Management Standards (HJ3)

Crossbars (2-3)	Cloth tape measure (100 ft)	Wind indicator
Measuring device	Timing display/stopwatch	Tablet
Steel tape measure (3 m)	Orange cone	Benches - athletes
Step stool/stepladder	Adhesive tape	Chairs – officials
Event sheets	Safety pins	Broom
Flags - red, white, yellow	Water & cups	Performance board (4 digits)
Clipboards		

Preparations (HJ4)

1. Determine from meet management: Who is the Field Referee? Other HJ officials assigned; volunteers? Require or waive wear of bibs? Where to pick up event sheets & who gets results? Starting height & increments? Prelims & finals or finals only? One/several flights/5-alive? Escorts required? Meet records—men & women? Warm-ups? How long -- general or flight-specific? Awards - when/where? Medical staff location? Keep/release athletes at end? Athlete intros? Coaches boxes/leave to talk to them? Tablet operator?

2. **Equipment (HJ5)** - Obtain items listed above from meet management.

3. **Verify pit size & positioning (HJ6)** Pit minimum size: USATF - 6m wide, 4m deep, and .712m high; NCAA - 4.88 m wide, 2.44m deep, and .66m high. NCAA - All sections fastened together, common cover. (2-6.1; 181.19). At least 10cm separation between standards and the pad to avoid displacement of the crossbar by movement of the pit. (181.10) Apron/Runway: at least 15m long; length of approach run is unlimited (1- 4.1) (180.16)

4. **Sweep the apron (HJ7)** - especially at take-off points. Move objects away from all sides of the pit for safety.

5. **Crossbars (HJ8)** – Have at least 2 bars - align & mark end pieces “L”, “R”, mark center of bars; number each bar. Max sag: 2cm (2-6.5, 181.11).

6. **Standards Placement (HJ9)**- Set 4m apart from each other and 10 cm from the pit. Use a level to ensure they’re vertical in both axes; shim the bases or adjust the feet as necessary. Set up a bar and ensure there’s a 1cm space between bar end pieces. Mark placement of the bases & center point between standards with tape or thumb tacks. (2-6.2/3,181.10/15).

7. **Standards Height (HJ10)** – Set both standards at same height and measure height of both pads. Raise or lower one or both pads as necessary to make their height match, then adjust height scales so they match each other. Measure the height of the top of the bar at the center point; again adjust both height scales as necessary to match the measured center point height.

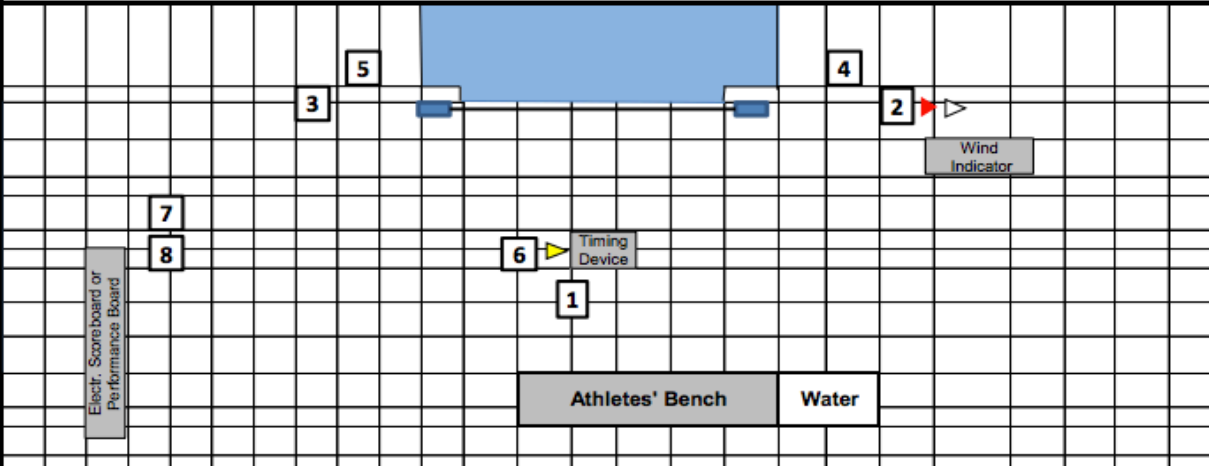


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- 8. Indicator Line (USATF) (HJ11)** - Use a plumb at the front of the crossbar at its center point to find the zero line. Mark this and then place a white zero line tape from standard to standard, plus 3 m on the outside of each standard, front edge of tape matches front side of crossbar (181.14)
- 9. Measuring device (HJ12)** - Set & measure for the opening height. Place competition bars on standards and measure each at the opening height, note differences.
- 10. Set up (HJ13)** - performance board, wind indicators, timing display, officials' chairs, and athletes' benches.
- 11. Other officials (HJ14)** - Assign to positions; brief them on duties & rules.
- 12. Increments (HJ15)** – If not set by meet management, consider national qualifying standards & records in setting opening height & increments.
- 13. Warm-ups (HJ16)** - Determine and announce start & end times.
- 14. Check-in all athletes (HJ17)** - (NCAA-must report in before 1st competitive jump occurs). Get opening heights. Check uniforms, competition numbers, and spikes.
- 15. Records (HJ18)** - Note meet and other records (must use a steel tape for records).
- 16. Inclement weather (HJ19)**- Determine if conditions are unsafe, suspend competition notify Field Referee
- 17. Brief the athletes on the rules and competition procedures (HJ20)** -(see "HJ Instructions & Rules" sheet).

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Venue Set-ups and Assignments (HJ21)

USATF OFFICIALS BEST PRACTICES									
High Jump - Venue Set-Up & Assignments									
									
Positions									
1	Flight Coordinator				6	Timer w/Flag			
2	Pit Judge / Flags				7	1st Recorder			
3	Pit Judge				8	* Electronic Recorder			
4	Bar Replacer (may be a volunteer)								
5	Bar Replacer (may be a volunteer)								
* .if needed/available									
Priority for assignments:									
If 3 officials – 1/6/7, 2/4, 3/5			If 4 officials – 1/6, 2/4, 3/5, 7			If 5 officials - 1/6, 2, 3/5, 4, 7			
If 6 officials – 1, 2, 3/5, 4, 6, 7			If 7 officials – 1, 2, 3, 4, 5, 6, 7			If 8 officials - 1, 2, 3, 4, 5, 6, 7, Chief Judge			
Schedule & Assignments									
Pit Setup - Names & Times									
	Event / Day 1	Event / Day 2	Event / Day 3	Event / Day 4					
Report Time / Crew Meeting									
Proceed to Venue									
Warm-Ups Begin									
Event Starts									
Meal Times									
Post event crew meeting - immediately after each day's competition at: _____									
Flight Coord. / 2nd Recorder									
Pit Judge / Flags									
Pit Judge									
Bar Replacer (may be a volunteer)									
Bar Replacer (may be a volunteer)									
Timer w/flag									
1st Recorder									
* 2nd or Electronic Recorder									

HJ Venue & Asgnmts, USATF Ofcls Best Practices, Mar 19 (Credit: R. Schornstein, P. Stelly)



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Vertical Jump Recording Sheet (HJ22)

VERTICAL JUMP EVENT RECORDING SHEET																			
			Circle One: Men Women			Circle One: High Jump Pole Vault			Circle if Applicable: Comb. Events										
Meet: _____					Records: _____					Date: _____									
Start Time: _____			Finish Time: _____			Recorder: _____			Head Ofcl: _____										
#	Name		Course ↓ Start	Type											Best Mark	Att @ Tie Total Misses	Place		
	Bib #	Affiliation			Merc														
1			side→																
2			side→																
3			side→																
4			side→																
5			side→																
6			side→																
7			side→																
8			side→																
9			side→																
10			side→																
11			side→																
12			side→																

USATF OFFICIALS BEST PRACTICES

Conducting “Five-Alive” in the Vertical Jumps (VJ14/HJ23)

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 jumpers (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

- 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.

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A Model:

	2.00		
Jumper A	X	X	X ¹
Jumper B	X	X	O ²
Jumper C	O		³
Jumper D	X	X	O ⁴
Jumper E	X	O	⁵
Jumper F	X	X	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 – (HJ24)

- **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 for 1st place -- 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 for other than 1st place**, there is no jump off; the jumpers remain tied in the final scoring unless mandated by meet management.

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 3rd place; Edwards is awarded 4th 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 5th place; Howe & Irons have the same number of overall misses, so they remain tied for 6th place; and Jackson is awarded 8th place.

Bib #	Name	Imper.			3.45			3.60			3.70			3.80			3.90			BEST MARK	Jumps Tied Ht		PLACE
		Metric 3.30																			Total Misses		
1	Adams	-	-	-	X	O		-	-	-	O			X	X	X				3.70	1 / 1	3	
2	Bradley	O			X	O		X	O	-	X	X	X							3.60	2 / 2	5	
3	Crane	-	-	-	-	-	-	-	-	-	X	X	O	X	O		X	X	X	3.80	2 / 3	1	
4	Douglas	X	X	X																NM	-	-	
5	Edwards	-	-	-	-	-	-	O			X	O		X	X	X				3.70	2 / 1	4	
6	Graham	O			O			O			O			X	X	X				3.70	1 / 0	2	
7	Howe	X	O		X	X	O	X	O		X	X	X							3.60	2 / 4	6 Tie	
8	Irons	X	X	O	X	O		X	O		X	X	X							3.60	2 / 4	6 Tie	
9	Jackson	O			X	O		X	X	O	X	X	X							3.60	3 / 3	8	

USATF OFFICIALS BEST PRACTICES

TIME LIMITS - FIELD EVENTS (minutes) (HJ25)

Event	Rules	Event Type	Athletes remaining at start of a height/round ¹				An Athlete's 1st Attempt in the Competition	Notes
			4 or More	2 or 3	1	Consecutive		
High Jump	USATF	Individual	1.0	1.5	3 [#]	2	0.5	1. Athletes remaining in competition include those who could be involved in a 1st place jump-off * "1 remaining" applies only if the athlete has <u>won</u> the competition ** 1st attempt at new bar height <u>is not</u> "consecutive" # Add one minute if athlete has won the competition <i>and</i> is attempting a World record or record relevant to the competition NA -- Not Addressed Athletes may not pass after their time period has started -- USATF, NFHS.
		Combined	1.0	1.5	2	2	0.5	
		Youth	1	1.5	3	2	1	
	NCAA	Individual	0.5	1.5	3 *	2 **	0.5	
		Combined	0.5	1.5	2	2	0.5	
NFHS	All	1	3	5 *	2	NA		
Pole Vault	USATF	Individual	1	2	5 [#]	3	1	
		Combined	1	2	3	3	1	
	NCAA	Individual	1	2	5 *	3 **	1	
		Combined	1	2	3	3	1	
	NFHS	All	1	3	5 *	3	NA	
Throws & Horizontals	USATF	Indiv & Comb	0.5	1	-	2	0.5	
		Youth	1	1	-	2	1	
	NCAA	All	0.5	1	1	2	0.5	
	NFHS	All	1	1	1	2	NA	

ABSENCE FROM COMPETITION - FIELD EVENTS (HJ26)

If an athlete has been excused	And the event is	And the rules are	And you're conducting	Then the head official shall
No	Any	USATF & NFHS	Prelims or Finals	Call athlete "Up" in order, allow time to expire, record a "Pass"(180.10c; 6.2.2/3)
		NCAA		Call athlete "Up" in order, allow time to expire, record a failure or miss (6.1.6)
Yes	Vertical Jumps	USATF & 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)
		NFHS		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)
	Throws or Horizontal Jumps	USATF	Prelims or Finals	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)
		Open & Masters		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.o)
		Youth		



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		NCAA	Prelims	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 report prior to the 1st athlete's attempt in the competition	Any Open Field Event	USATF	Prelims or Finals	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)			
		NCAA, NFHS		Not allow the athlete to compete (NCAA 6.2.2; NFHS 4.1.3)			
	Combined Events	All		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)

NOTES:

RESOURCES:

- Event Preparations - High Jump, Feb 2018
- Five Alive – Verticals, Jan 2019
- Flight Coordinator Activities, Jan 2019
- Head Official Protocols - High Jump, Jan 2019
- High Jump - High School Rules, Jan 2019
- HJ Instructions & Rules - NCAA, Feb 2019
- Instructions to Athletes & Rules - High Jump - USATF, Feb 2018
- Resolving Ties – HJ & PV, Mar 2018
- Time Limits & Absence From Competition, Jan 2019
- Venue Diagram and Officials Assignments - HJ, Mar 2019
- Crossbar Preparations, Feb 2016 ([Video](#)) ** Very Good
- Evaluation Form - Vertical Jumps, Jan 2013
- Five Alive Webinar ([Link](#))
- High Jump Setup Presentation - 2011 Annual Meeting ([PPT](#))
- Vertical Events Recording Sheet – Landscape -Jan. 2018
- Vertical Events Recording Sheet – Portrait – Jan. 2018
- Vertical Jumps Monograph Series, Aug. 2012

All of the above RESOURCES are available at: [High Jump Resources](#)

Five Alive Video

https://www.youtube.com/watch?v=6CbN4fM10T0&feature=youtu.be&ab_channel=TFOTrainingAssociates

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

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



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Study Guide 7 – High Jump Program Learning/Performance Objectives – 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 What should the JOP be able to explain or do?	PO #	Date Completed	Mentor Initials
USATF Rule 182 / other pertinent rules as per module	HJ1		
Personal Equipment	HJ2		
Equipment From Meet Management Standards	HJ3		
Preparations	HJ4		
Equipment	HJ5		
Verify Pit Size and Positioning	HJ6		
Sweep the Apron	HJ7		
Crossbars	HJ8		
Standards Placement	HJ9		
Standards Height	HJ10		
Indicator Line	HJ11		
Measuring Device	HJ12		
Set-up	HJ13		
Other Officials	HJ14		
Increments	HJ15		
Warm-ups	HJ16		
Check-in All Athletes	HJ17		
Records	HJ18		
Inclement Weather	HJ19		
Brief the athletes on the Rules an Competition Procedures	HJ20		
Venue set-up and Assignments	HJ21		
Vertical Jump Recording Sheets	HJ22		
Conducting Five Alive	HJ23		
Resolving Ties	HJ24		
Time Limits – Field Events	HJ25		
Absent from Competition	HJ26		



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Study Guide 7 - Vertical Jumps – High Jump - Field of Play -- Mentor Evaluation Field of Play Evaluation

Participant Name _____ Mentor Name _____

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 /Learning/Performance Objectives	PO#	Fair* (check)	Good (check)	Excellent (check)	Date Completed	Mentor 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):						
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):						

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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 or group on the basis of race, color, religion, gender, national origin, age, athletic ability or other protected characteristic.	PO6	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
17. Not engage in harassment by making unwelcome advances, remarks, or display of materials where such would create an intimidating, hostile, or offensive environment.	PO7	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						

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18. Not use tobacco products while in the field of competition, nor consume alcoholic products before or during a competition.	PO9	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
19. Be calm, positive, and polite. Refrain 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.	PO17	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
20. Not use any electronic or photographic devices, including cell phones, while officiating.	PO18	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
21. Keep physically fit, and advise their association or coordinator of officials of physical limitations on their ability to perform any assigned duty.	PO21	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
22. Presentation of JOP Log of meet experiences containing the number of Hours based on age group.	Program Requirement	Fair*	Good	Excellent		
*Area for Improvement (Fair or below):						
23. Presentation of Journal or "Briefcase of acquired materials indicating the participants knowledge of growth over the length of the program.	Program Requirement					
*Area for Improvement (Fair or below):						

Comments: _____
