

CLERKS OF COURSE & FIELD EVENT JUDGES

CHECK AND ENFORCE BEFORE COMPETITION BEGINS

Items in RED indicate a rule change or a change in wording.

UNIFORM, VISIBLE APPAREL, AND SHOE REGULATIONS

1. The wearing of a medical alert with the alert visible is encouraged for risk minimization. The ultimate responsibility to have each competitor compliant with uniform rules and other reasonable and legal items is with the coach.
2. Only headbands, knit caps, head wraps, and durags which are unadorned except for school name, school nickname, or school mascots are legal.
3. Watches worn on the wrist are permitted. Electronic devices may be used in unrestricted areas and coaching boxes, providing the location does not interfere with progress of the meet as determined by the games committee.
4. All pole vaulters may wear a properly fitted helmet. The helmet should be round and smooth. Helmets should not have a face mask or visor attachment.
5. Shoes must be worn. Spikes, if allowed, must be the correct type and length.
6. Uniform shall be issued or approved by the school, worn as intended by the manufacturer and meet the following criteria:
 - a. All jerseys must be full length and must hang below or be tucked into the waistband when the competitor is standing erect.
 - b. Bare midriff tops are not allowed.
 - c. The waistband of a competitor's shorts shall be worn above the hips. Shorts may be rolled provided they are still at hips and no midriff is exposed.
 - d. The jersey and shorts may have school identification and the jersey may have the competitor's name.
 - e. A single manufacturer's logo, no more than 2 1/4 square inches with no dimension more than 2 1/4 inches, is permitted on either the top of the uniform, bottom of the uniform, or both top and bottom. However, garments with logos completely around the waistband on uniform bottoms are legal.
 - f. Legal uniforms include the jersey paired with shorts, briefs, tights, spandex, or a bodysuit.
7. Visible apparel and undergarments
 - a. School name, school nickname, or school mascot are legal on the collar of a turtleneck shirt.
 - b. Any writing on a shirt worn under a school jersey which shows through because of the jersey's sheer material or cut (v or scoop neck), etc., is legal.
 - c. Any visible garment(s) worn underneath the uniform top and/or bottom is now considered a foundation garment. Foundation garments are not subject to logo/trademark/reference or color restrictions. (Rule 4-3-1-b-7).
 - d. When shorts are worn over the lower portion of a body suit, it's a legal uniform.
 - e. Undergarments with contrasting color stitched seams ARE legal.
8. Relay Teams:
 - a. All relay team members must wear uniforms clearly indicating, through predominant color, school logo and color combinations of all outer garments worn as a uniform, that members are from the same team. The officials should be able to clearly observe and determine that all members are from the same team. (Rule 4-3-2).
 - b. **Team members may wear a variety of shorts (styles- traditional shorts, briefs, compression shorts, etc.) provided the design is the same (all black, etc., or having the same stripe).**
 - c. Relay team members do not have to wear foundation garments that are the same design and/or color.
9. These rules and regulations pertain to all levels of track and field competition (varsity, nonvarsity, 9th grade, Junior High/Middle level team).

DISCUS (Rule 6)

A. SAFETY RECOMMENDATIONS

1. Meet hosts should consider limiting access to spectators down the sector lines. **A clearly marked and flagged "Safety Zone" must be established, outside the sector lines, to the furthest potential landing area of the implement.** Prior to the start of any warm-up throws and/or competition, the head judge should review safety rules for competitors, coaches, and spectators:
 - a. Pay attention at all times.
 - b. When **retrieving** an implement, do not turn your back to the throwing circle.
 - c. Prior to throwing, carefully check to be sure the landing area is clear.
2. Officials working the event should facilitate safety by continually scanning the area for any athletes, coaches, and spectators that are in areas of danger.
3. Warm-up throws may only take place **when the venue is declared open and while** under direct supervision of officials/the athlete's coach and only in the designated throwing circle. **No warm-up throws are allowed anywhere else.** A competitor shall not use an illegal implement during warm-up or competition.

B. GENERAL RULES — **All** contestants must report **prior** to the head judge starting the competition. Athletes will take only one throw each time their name is called (1-1-1). If they do not take an attempt when their name is called it will be considered a foul, once the allowable time for the trial has elapsed. Successive attempts may only be approved by the head event judge if an athlete is excused to participate in another event. An exception to 1-1-1 may be made for large sub-varsity meets.

1. The head event judge may be equipped with white and red flags. When the trial is completed the event judge immediately signals the result of the effort (white flag is raised for "fair", red flag is raised for "foul"). In the absence of flags, "fair" and "foul" **shall** be called.
2. Preliminaries — Three Trials shall be taken in flights of no less than five.
3. Finals — Three Additional Trials
 - a. To be eligible for finals, competitors must have at least one legal throw.
 - b. One more competitor than scoring places may qualify for the finals.
 - c. All competitors tying for the last qualifying position shall be finalists.
 - d. Competitors should throw in reverse order of performance, best last.
4. In meets with limited entries, the Games Committee may allow competitors just four attempts that will be scored as finals.
5. Meet management may place markers outside of the sector lines to indicate significant records such as meet, state and/or national records.
6. Holding an attempt is only allowed if in the final round the athlete has the best attempt and chooses to wait until all others have completed their attempts.
7. **Trial Time Limitation** — A contestant is charged with an unsuccessful attempt if:
 - a. A trial is not initiated within one minute after being called and carried to completion.
 - b. The competitor shall be warned either verbally or by signal when 15 seconds remain in the time allowed.
 - c. The decision to pass must be communicated to the event judge when called for the trial before the start of the clock.
8. **Excused To Participate**
 - a. In both preliminaries and finals the Head Event Judge may allow trials to be taken in succession to accommodate those who may be excused to participate in other events. The time between attempts is no more than two minutes.
 - b. Time limits for competitors excused to compete in another event are determined by games committee.
 - c. When an athlete checks out of the event, place a check mark next to his/her name. Do not record the time at this point. The time should be recorded when the athlete's name comes up for their next attempt. This gives a more true timeline for their excused time.
 - d. Competitors excused to compete in another event should not have their name called.
4. If a qualifying contestant withdraws from competition after the finals have started, **no** alternate may replace the withdrawn contestant.
5. Winning performances can be from preliminaries or finals. To place, a competitor must have had one legal throw.
6. **Breaking Ties** — Higher place awarded to the tied competitor whose second best performance is better, etc.
7. The head event judge shall record on the event sheet both the time the event started and the time the event concluded.
8. **At the conclusion of competition** there should be **no** further practice allowed. All implements should be removed from the area.

C. COMPETITION

1. The discus must be measured, weighed, and inspected. A competitor who competes with an illegal discus is **disqualified**, unless it becomes illegal through use during the meet.
2. **(Rule Book Discus page 46 - Section 5 Art. 1) Tape may be used on the hand and athletes may apply tape to their finger as long as the fingers are not taped together and all the fingers can move independently.)**
3. Taping of the wrist is permissible.
4. Gloves are not permitted.
5. A support belt may be worn.
6. Chalk, rosin, or similar adhesive substances (spray adhesives) **are** permitted on hands.
7. The throw must be made from inside the circle.
8. If a legal implement breaks during a trial in accordance with the rules, no penalty shall be counted against the competitor and a replacement trial shall be awarded.

9. If the implement breaks upon completion of the trial, a replacement trial shall NOT be awarded and the results of the trial shall be recorded provided it was made in accordance with the rules.

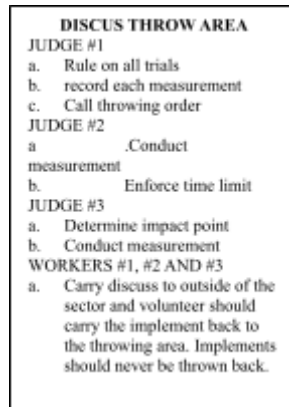
D. FOUL IF THE COMPETITOR

1. After stepping into the circle fails pause before starting the throw.
2. After starting the attempt, touches any surface or the ground outside the circle during a throw.
3. Throws the discus so it does not fall within the sector lines.
4. Throws the discus so it hits the cage and/or an object outside the sector and lands within the sector.
5. Leaves the circle before the implement has landed.
6. Fails to initiate a trial within one minute or other prescribed time limit after the competitor's name is called for trial and carried to completion.
7. Does not exit the back half of the circle.

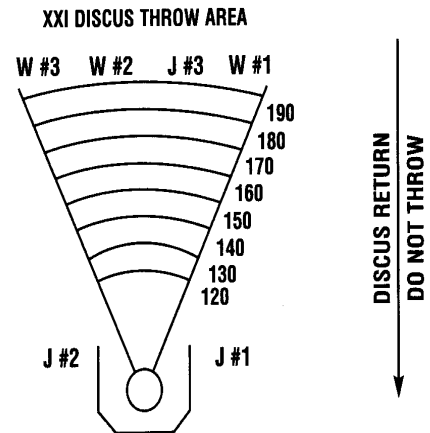
Penalty(for all above): The throw is not measured, but counts as a trial.

E. MEASUREMENT

1. A foul throw is not measured, but counts as a trial.
2. Measurement is from the nearest edge of the first mark made by the discus, to the inside edge of the throwing circle nearest such mark, measured along the extended radius of the circle.
3. Measurements must be recorded to the nearest lesser inch **or cm**.
4. Measurements must be made with non stretchable tape such as fiberglass, nylon, steel, or a certified scientific measurement device (laser).
5. Each legal trial must be measured and recorded immediately.
6. Judges should hold the tape so readings are taken in the circle allowing contestants to immediately know the results of their efforts.
7. Judges should let the tape rest on the ground during trials to eliminate the tape twisting and constant bending.
8. Marking will be "-" pass, "distance", "X" failed.



DO NOT THROW
DISCUS RETURN



to

Athletes remaining in the competition at the start of a round or bar height	Individual Events		
	HJ	PV	D, LJ, TJ, Shot Put
First attempt of a competitor in the competition	1	1	1
More than 3	1	1	1
2 or 3 remaining	3	3	1
1 remaining	5	5	1
Consecutive Trials	2	3	2

**NEVER MEASURE AN UNSUCCESSFUL OR ILLEGAL JUMP
(PLACE ON CLIPBOARD)**

HIGH JUMP (Rule 6)

A. GENERAL RULES

1. **All** contestants must report **prior** to the head judge starting the competition.
2. The head event judge may be equipped with white and red flags. When the trial is completed the event judge immediately signals the result of the effort (white flag is raised for "fair", red flag is raised for "foul"). In the absence of flags, "fair" and "foul" **shall** be called.
3. A minimum of 3' to 4' of 2" inch thick additional padding is required around the sides and back of the landing area.
4. The upright standards which support the crossbar shall be at least 12 feet (3.7 meters) apart. The platforms that support the crossbar should be pointing toward the opposite upright and parallel to the crossbar. The base of the standards shall be marked (chalk, tape, etc.) prior to competition. The plane of the crossbar shall be not less than 4 inches from the landing pit.
5. Warming up shall not be allowed in any jumping venue until the venue is declared open and supervised by the athlete's coach or official.
6. In warm-ups, it is legal to run backward or in the opposite direction of competition
7. The bar may be in place during warm-ups.
8. A bungee cord manufactured for use in the high jump and pole vault may be used during warm-ups, as approved by the games committee.
9. Assign competitors so that the best compete last.
10. Athletes will take only one jump each time their name is called (1-1-1). If they do not take an attempt when their name is called it will be considered a foul, once the allowable time for the trial has elapsed. Successive attempts may only be approved by the head event judge if an athlete is excused to participate in another event.
11. **Continuing Flight Procedure (Five Active) for High Jump Competition**
 - a. Usage
 - (1). All meets with flights of no less than five entrants
 - (2). It must be used during the WIAA tournament series (regional, sectional, and State).
NOTE: When the number of competitors remaining at a height is fewer than nine, all competitors will be in a single continuing flight.
 - b. Procedure
 - (1). Five competitors are designated to start competition. Each jumper in the first group will be called in order. When one passes a turn, clears the bar, is excused to participate in another event, or is eliminated, the next competitor in order will move up so the number of contestants in the active flight remains constant.
 - (2). If competitors A, B, C, D, E, F, G, H, I, J, K, L, M, and N were entered, the first five (A, B, C, D and E) would be grouped to begin competition. F would be moved into the continuing flight whenever one of the competitors cleared the height, passed the remaining turns at that height or was eliminated. G would be the next competitor to move into the continuing flight under the same conditions and would be followed by H, I, J, K, L, M and N, in order.
 - (3). This procedure would be repeated for each height, with five the minimum number to begin an active flight. The competitors are assigned in order as they appear on the event card.
 - (4). This procedure maintains a high level of interest and should help in eliminating long delays.
12. A high jump competitor who has not entered the competition within 60 minutes from the first jump of the competition shall be allowed 1 ½ minutes of warm up without the use of a crossbar or bungee cord under the supervision of an official. This will take place only at the beginning of a height change. If more than one athlete is entering at the same time, each athlete is allowed 1 ½ minutes. This time is NOT aggregated for the group. The competitors must make at least one attempt at this height.
13. **Trial Time Limitation**
 - a. A Contestant is charged with an unsuccessful attempt if a trial is **not** initiated within **one minute** after being called, unless they are making a consecutive attempt which would provide them up to two minutes to initiate the attempt that is carried to completion.
 - b. The competitor shall be warned either verbally or by signal when 15 seconds remain in the time allowed.
 - c. At the start of the round, when two or three competitors remain, three minutes is allowed and when one competitor remains, up to five minutes is allowed between trials.
 - d. When a competitor enters the high jump for the first time, at any height, no matter the number of competitors left, the competitor is only permitted one minute for their attempt.
 - e. The decision to pass must be communicated to the event judge when called for the trial prior to the start of the clock.
14. **Excused To Participate**
 - a. Time limits for competitors excused to compete in another event are determined by **games committee**. Competitors excused to compete in another event shall not be called for a trial.
 - b. The Head Event Judge may allow trials to be taken in succession to accommodate those who may be excused to participate in other events. The time between successive attempts is no more than two minutes.
 - c. When an athlete checks out of the event, place a check mark next to his/her name. Do not record the time at this point. The time should be recorded when the athlete's name comes up for their next attempt. This gives a more true timeline for their excused time.
15. To place, a competitor must have had at least one successful jump.
16. **Breaking Ties**

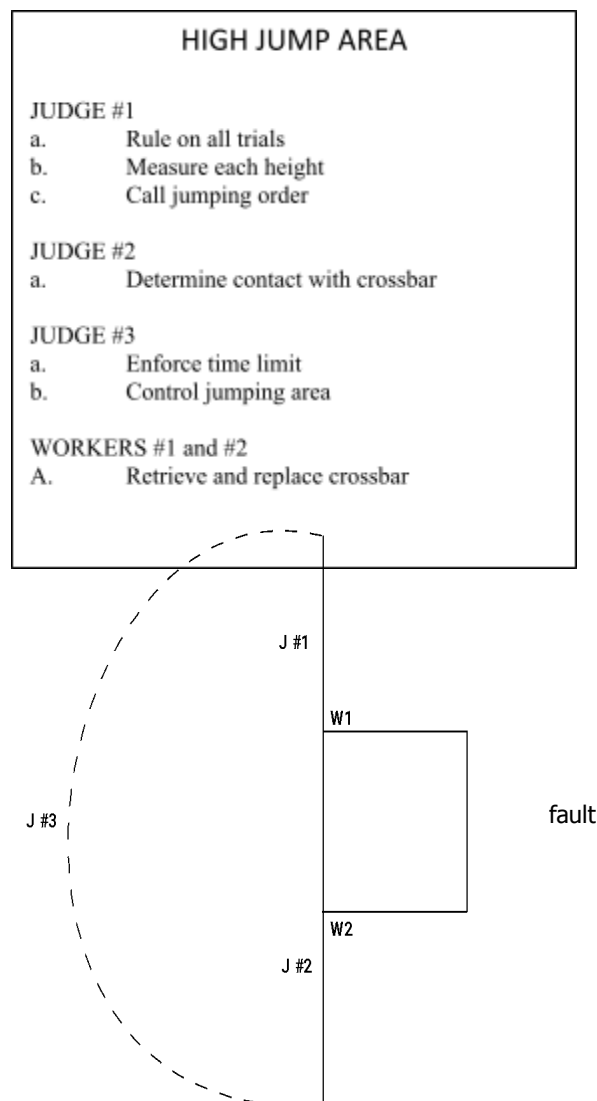
- a. **The competitor** with the fewest number of trials for the height at which the tie occurs (i.e., the last height successfully cleared), is awarded the higher place.
 - b. If the tie still remains, the competitor with the lowest total number of unsuccessful trials throughout the competition, up to and including the height last cleared, is awarded the higher place.
 - c. Passed trials **do not** count as misses.
 - d. If the tie remains after applying (a) and (b) and:
 - 1) If it concerns first place the competitors tying shall make one more attempt for the height at which they failed. If no decision is reached, the bar shall be lowered (if tying contestants fail to clear the height) or raised (if two or more of the tying contestants cleared the height) by intervals of 1 inch of **2 cm**. Each competitor shall attempt one trial at each height until a winner is determined.
 - 2) If the height where the tied competitors last attempted is not the same (because of a passed height) the bar is lowered to the lowest height last attempted by any of the remaining competitors to begin the jump-off.
 - 3) No passed heights are permitted in the jump-offs.
 - 4) Any Athlete withdrawing from a jump-off concedes the higher place but retains their performance in the event.
 - 5) If the tie concerns any place other than first, the competitors shall be awarded the same place in the competition. If all competitors eligible for a jump-off withdraw from the competition before the jump-off begins or at a height change, those competitors shall tie for first place, and any team points shall be added together and divided equally among the tying competitors.
 - 6) An athlete who withdraws from a jump-off concedes the higher place, but withdrawal does not negate the athlete's performance in that event up to the point of withdrawal.
 - e. A competitor **shall be credited** with their best achievement if it occurs in a jump-off for first place.
17. The head event judge shall record on the event sheet both the time the event started and the time the event concluded.
18. **At the conclusion of competition** there should be no further practice allowed.

B. COMPETITION

1. A maximum of three trials at any one height.
2. A competitor is eliminated as soon as there have been three consecutive unsuccessful trials, regardless of the height(s) at which the unsuccessful trials were attempted.
3. Competitors cannot use any weights or artificial aids, nor wear a shoe(s) which contains any device that gives the competitor an unfair advantage.
4. The base of the high jump standards may not be moved during the competition.
5. Mark the base of the standards to ensure proper placement should there be a displacement.
6. **Landing Pad** – The landing pad may be moved to accommodate a competitor's style, if this can be accomplished without undue delay, and if it does not disturb the high jump standards.
7. **Crossbar** – Mark the crossbar with an arrow indicating "**top of the crossbar**." Always identically replace the crossbar with arrow pointing "**up**."
8. **Marking Material** – Meet management will specify the marking material, if any, as well as the number and location of individual check marks allowed to be used.
9. After competition has started the **crossbar cannot be lowered**, except to determine a first place winner when a tie for that place is involved.
10. If improperly fastened supports slip downward when a jumper contacts the crossbar, the head event judge shall rule no jump and allow the competitor another trial.
11. **Starting Heights** – Meet management must be realistic in regard to the competition. Weather can change starting height the day of competition.
12. If the bar is blown off the standard before an attempt can be completed, the jumper shall be allowed another full time allotment.

C. FOUL IF THE COMPETITOR

1. Displaces the crossbar in an attempt to clear it. A crossbar displaced by a force disassociate with the competitor after he/she is legally and clearly over the crossbar shall not be a and is considered a successful attempt.
2. Touches the ground or landing area beyond the plane of the crossbar, or the crossbar extended, without clearing the bar.
3. After clearing the bar, contacts the upright and displaces the crossbar or steadies the bar.
4. Takes off from two feet.



5. When all the jumper's body does not go over the crossbar. Example: jumper's head, feet, legs, hands, or arms extend beyond the end of the crossbar.
6. When a jumper brushes the crossbar causing it to bounce and it eventually comes to rest with one end on the original supporting pin and the other end, below or above, the original crossbar support.
7. When the jumper hits the crossbar, has stepped out of the landing pit, and the crossbar falls. Position of the jumper at the time the crossbar falls has no bearing.
8. Fails to initiate a trial, attempt, within one minute (or other prescribed time limit) after the competitor's name has been called for trial and carried to completion.

Penalty (for all above): An unsuccessful trial is charged.

Approach – A competitor runs up to the crossbar and leaves the ground, but does "**not**" touch beyond the plane of the crossbar. This is "**not**" an unsuccessful trial, but the competitor must initiate the trial within the time limitations.

D. MEASUREMENT

1. **A foul jump counts** as a trial.
2. Marking will be ("–" pass; "0" cleared; "X" failed).
3. **Measurement** of the official height shall be from a point on the same level as the takeoff to the lowest point on the upper side of the crossbar.
4. **Measurement** must be recorded to the nearest lesser 1/4 inch.
5. Measurements must be made with non-stretchable tape such as fiberglass, nylon, steel, certified scientific measurement device (laser), or a measuring bar.
6. **Record heights** are recognized only if an accurate measurement is made before each record attempt.

Athletes remaining in the competition at the start of a round or bar height	Individual Events		
	HJ	PV	D, LJ, TJ, Shot Put
First attempt of a competitor in the competition	1	1	1
More than 3	1	1	1
2 or 3 remaining	3	3	1
1 remaining	5	5	1
Consecutive Trials	2	3	2

NOTES:

At any given bar height, the time for all competitors remains the same until the next bar height is established or a clear winner is determined.

Regardless of the number of competitors remaining, the first attempt of a competitor entering the competition, at any height, is one minute.

**NEVER MEASURE AN UNSUCCESSFUL OR ILLEGAL JUMP
(PLACE ON CLIPBOARD)**

LONG JUMP (Rule 6)

- A. **GENERAL RULES** — The open pit concept may be used. Meet management must define a time when all jumps must be completed or forfeited. Whether the format is open pit or flights, **all** contestants must report prior to the head judge starting competition.

In warm-ups, it is illegal to run backward or in the opposite direction of competition. PENALTY: 1st offense is a warning, 2nd offense is disqualification from that event.

Open Pit Protocol

If an open pit is to be used, the length of time will be determined by the games committee or by the host school. Coaches and athletes will be notified on the time that the pit will be open and athletes must complete their jumps during this time period. No exceptions.

Once an athlete completes a jump they have **three** options:

1. They can become the third person in line.
2. They can go to the end of the line.
3. Jump later during the time that the pit is open.

Athletes are not allowed to hold a spot for a teammate in an open pit.

Flighted Protocol

Athletes will take only one jump each time their name is called (1-1-1). If they do not take an attempt when their name is called it will be considered a foul, once the allowable time for the trial has elapsed. Successive attempts may only be approved by the head event judge if an athlete is excused to participate in another event.

1. The head event judge may be equipped with white and red flags. When the trial is completed the event judge immediately signals the result of the effort (white flag is raised for "fair", red flag is raised for "foul"). In the absence of flags, "fair" and "foul" **shall** be called.
2. Preliminaries — Three Trials shall be taken in flights of no less than five.
3. Finals — Three Additional Trials
 - a. To be eligible for finals, a competitor must have at least one legal jump.
 - b. One more competitor than scoring places may qualify for the finals.
 - c. All competitors tying for the last qualifying position shall be finalists.
 - d. Competitors should jump in reverse order of performance, best to last.
4. Holding an attempt is **only** allowed if the athlete is in the final round **and** the athlete has the best attempt from the preliminaries and chooses to wait until all others have completed their attempts.
5. In meets with limited entries, the Games Committee may allow competitors just four attempts that will be scored as finals.
6. Warming up shall not be allowed in any jumping venue until the venue is declared open and supervised by the athlete's coach or an official.
7. **Trial Time Limitation** — A contestant is charged with an unsuccessful attempt if:
 - a. A trial is **not** initiated within one minute after being called, unless they are making a consecutive attempt which would provide them up to two minutes to initiate an attempt that is carried to completion.
 - b. The competitor shall be warned either verbally or by signal when 15 seconds remain in the time allowed.
 - c. The decision to pass must be communicated to the event judge when called for the trial prior to the start of the clock.
8. **Excused To Participate**
 - a. Time limits for competitors excused to compete in another event are determined by meet management.
 - b. In both preliminaries and finals the Head Event Judge may allow trials to be taken in succession to accommodate those who may be excused to participate in other events. The time between successive attempts is no more than two minutes.
 - c. When an athlete checks out of the event, place a check mark next to his/her name. Do not record the time at this point. The time should be recorded when the athlete's name comes up for their next attempt. This gives a more true timeline for their excused time.
 - d. Competitors excused to compete in another event should not be called for a trial.
9. If a qualifying contestant withdraws from competition after the finals have started, no alternate may replace the withdrawn contestant.
10. Winning performances can be from preliminaries or finals. To place, a competitor must have had one legal jump.
11. **Breaking Ties** — Higher place awarded to the tied competitor whose second best performance is better, etc.
12. The head event judge shall record on the event sheet both the time the event started and the time the event concluded.
13. **At the conclusion of competition** there should be no further practice allowed.

B. **COMPETITION**

1. Competitors cannot use any weights or artificial aids, nor wear a shoe(s) that contains any device that gives the competitor an unfair advantage.
2. A marker may **not** be placed on the runway or in the landing pit.
 - a. One or two approved markers alongside the runway is allowed.
 - b. No marker is allowed beyond the take-off line.
 - c. Meet management may place markers to the side of the landing pits for the purpose of marking meet, state and/or national records, as well as minimum qualifying standards.
3. The jumper must take off from behind the scratch line or the scratch line extended.

Note: Different foul lines or takeoff boards may be adjusted to accommodate different levels of competition. Competitors may change which foul line or takeoff board they are using during competition, but only with the prior notification of the event judge.

4. The head must remain in the superior position (somersault technique is prohibited).
5. It is illegal to run backwards or in the opposite direction (non-legal direction) on the runway or along side of it. PENALTY: First offense shall result in a warning and, if repeated, disqualification from that event. If the incident recurs, the athlete will be disqualified from further competition in the meet."

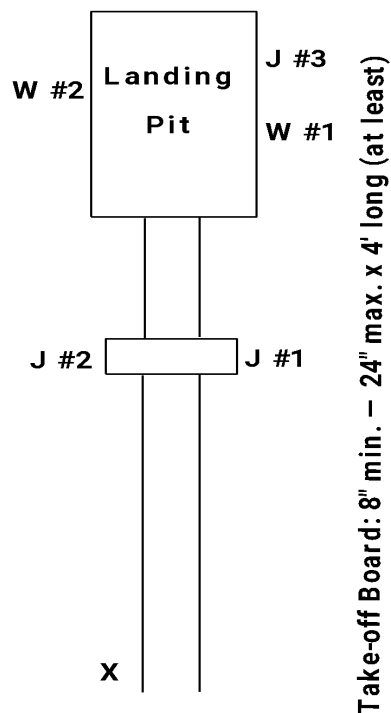
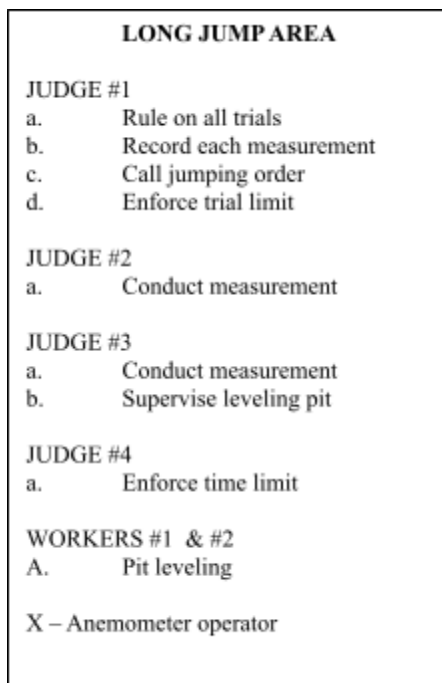
C. FOUL IF THE COMPETITOR

1. Allows his/her shoe to extend over the scratch line or make a mark in front of it on the takeoff.
2. Runs across the scratch line, or scratch line extended.
3. In the long jump, does not keep his/her head in the superior position, i.e., no somersault.
4. In the process of landing or leaving the pit, touches the ground outside the landing nearer the scratch line than the nearest mark made in the landing pit.
5. Fails to initiate a trial within one minute or other prescribed time limit after the competitor's name is being called for trial and carried to completion.

Penalty(for all above): An unsuccessful trial is charged, but not measured.

D. MEASUREMENT

1. An unsuccessful jump is not measured, but counts as a trial.
2. Measurement is perpendicular to the scratch line or its extension and from that point in the pit touched by the person or apparel of the jumper which is nearest the scratch line or its extension.
3. Measurements must be recorded to the nearest lesser 1/4 inch **or cm**.
4. Measurements must be made with non-stretchable tape such as fiberglass, nylon, steel, or a certified scientific measurement device (laser).
5. Each legal jump must be measured and recorded immediately.
6. Judges should hold the tape so readings are taken at the takeoff board allowing contestants to immediately know the results of their efforts.
7. Marking will be "-" pass, "distance", "X" failed.



Athletes remaining in the competition at the start of a round or bar height	Individual Events		
	HJ	PV	D, LJ, TJ, Shot Put
First attempt of a competitor in the competition	1	1	1
More than 3	1	1	1
2 or 3 remaining	3	3	1
1 remaining	5	5	1
Consecutive Trials	2	3	2

**NEVER MEASURE AN UNSUCCESSFUL OR ILLEGAL JUMP
(PLACE ON CLIPBOARD)**

POLE VAULT (Rule 6)

A. GENERAL RULES

1. All contestants must report prior to the head judge starting the competition.
2. The head event judge may be equipped with white and red flags. When the trial is completed the event judge immediately signals the result of the effort (white flag is raised for "fair", red flag is raised for "foul"). In the absence of flags, "fair" and "foul" shall be called.
3. Each competitor may wear a helmet.
4. The weight of each competitor, verified by the coach, must be recorded on the scoring form next to their name. Additionally, officials are required to review the Pole Vault Weight Verification Form.
 - a. The respective dates on the form for 2026 for legal competition are **March 9 and May 4**.
5. A minimum of 2' of 2" thick additional padding is required around the landing area of the pole vault pit.
6. Planting Box Padding -Placed in the planting box if it meets the applicable ASTM Specification Standards. **IS NOW REQUIRED**
7. Warming up should not be allowed in any jumping venue until the venue is declared open and supervised by the athlete's coach or an official and, in the pole vault, poles have been inspected and approved for use.
8. In warm-ups, it is illegal to run backward or in the opposite direction of competition. PENALTY: 1st offense is a warning, 2nd offense is disqualification from that event.
9. The bar may be in place during warm-ups.
10. A bungee cord manufactured for use in the high jump and pole vault may be used during warm-ups, as approved by the games committee.
11. Assign competitors so that the best compete last.
12. Athletes will take only one jump each time their name is called (1-1-1). If they do not take an attempt when their name is called it will be considered a foul, once the allowable time for the trial has elapsed. Successive attempts may only be approved by the head event judge if an athlete is excused to participate in another event.
13. **Continuing Flight Procedure (Five Active) for Pole Vault Competition**
 - a. Usage
 - (1). All meets with flights of no less than five entrants.
 - (2). It must be used during the WIAA tournament series (regional, sectional, and State).NOTE: When the number of competitors remaining at a height is fewer than nine, all competitors will be in a single continuing flight.
 - b. Procedure
 - (1). Five competitors are designated to start competition. Each jumper in the first group will be called in order. When one passes a turn, clears the bar, is excused to participate in another event, or is eliminated, the next competitor in order will move up so the number of contestants in the active flight remains constant.
 - (2). If competitors A, B, C, D, E, F, G, H, I, J, K, L, M, and N were entered, the first five (A, B, C, D and E) would be grouped to begin competition. F would be moved into the continuing flight whenever one of the competitors cleared the height, passed the remaining turns at that height or was eliminated. G would be the next competitor to move into the continuing flight under the same conditions and would be followed by H, I, J, K, L, M and N, in order.
 - (3). This procedure would be repeated for each height, with five the minimum number to begin an active flight. The competitors are assigned in order as they appear on the event card.
 - (4). This procedure maintains a high level of interest and should help in eliminating long delays.
14. **A pole vault competitor who has not entered the competition within 60 minutes from the first jump of the competition shall be allowed 2 minutes of warm up without the use of a crossbar or bungee cord under the supervision of an official. This will take place only at the beginning of a height change. If more than one athlete is entering at the same time, each athlete is allowed 2 minutes. This time is NOT aggregated for the group. The competitors must make at least one attempt at this height.**
15. **Trial Time Limitation**
 - a. A contestant is charged with an unsuccessful attempt if a trial is **not** initiated within **one minute** after being called, unless they are making a consecutive attempt which would provide them up to three minutes to initiate the attempt that is carried to completion.
 - b. At the start of a round, when two or three competitors remain, three minutes is allowed and when one competitor remains, up to five minutes is allowed between trials.
 - c. When a competitor enters the pole vault for the first time, at any height, no matter the number of competitors left, the competitor is only permitted one minute for their attempt.
 - d. The competitor shall be warned either verbally or by signal when 15 seconds remain in the time allowed.
 - e. The decision to pass must be communicated to the event judge when called for the trial prior to the start of the clock.
16. **Excused To Participate**
 - a. Time limits for competitors excused to compete in another event are determined by meet management. Competitors excused to compete in another event shall not be called for a trial.
 - b. The Head Event Judge may allow trials to be taken in succession to accommodate those who may be excused to participate in other events. The time between successive attempts is no more than **three** minutes.
 - c. When an athlete checks out of the event, place a check mark next to his/her name. Do not record the time at this point. The time should be recorded when the athlete's name comes up for their next attempt. This gives a more true timeline for their excused time.
17. To place, a competitor must have had at least one successful vault.
18. **Breaking Ties**

- a. The competitor with the fewest number of trials for the height at which the tie occurs (i.e., the last height successfully cleared), is awarded the higher place.
- b. If the tie still remains, the competitor with the lowest total number of unsuccessful trials throughout the competition, up to and including the height last cleared, is awarded the higher place.
- c. Passed trials **do not** count as misses.
- d. If the tie remains after applying (a) and (b) and:
 - (1) If it concerns first place the competitors tying shall make one more attempt for the height at which they failed. If no decision is reached, the bar shall be lowered (if tying contestants fail to clear the height) or raised (if two or more of the tying contestants cleared the height) by intervals of 3 inches **or 5 cm**. Each competitor shall attempt one trial at each height until a winner is determined.
 - (2) If the height where the tied competitors last attempted is not the same (because of a passed height) the bar is lowered to the lowest height last attempted by any of the remaining competitors to begin the jump-off.
 - (3) No passed heights are permitted in the jump-offs.
 - (4) Any Athlete withdrawing from a jump-off concedes the higher place but retains their performance in the event.
 - (5) If the tie concerns any place other than first, the competitors shall be awarded the same place in the competition.. If all competitors eligible for a jump-off withdraw from the competition before the jump-off begins or at a height change, those competitors shall tie for first place, and any team points shall be added together and divided equally among the tying competitors.
 - (6) An athlete who withdraws from a jump-off concedes the higher place, but withdrawal does not negate the athlete's performance in that event up to the point of withdrawal.
- e. A competitor shall be credited with their best achievement if it occurs in a jump-off for first place.
19. If a tail wind is blowing and a correctly released pole blows into the crossbar displacing it after the vaulter clears the crossbar, it is a successful trial (judgment call).
20. No person is allowed to touch the vaulting pole, unless it is falling back and away from the crossbar. However, if there is a tailwind which might cause a properly released pole to fall forward, the referee should authorize an official to catch the pole after it has been properly released.
21. If the bar is blown off the standard before an attempt can be completed, the vaulter shall be allowed another full time allotment.
22. The head event judge shall record on the event sheet both the time the event started and the time the event concluded.
23. At the conclusion of competition there should be no further practice allowed.

B. COMPETITION

1. A maximum of three trials at any one height.
2. A competitor is eliminated as soon as there have been three consecutive unsuccessful trials, regardless of the height(s) at which the unsuccessful trials were attempted.
3. Competitors cannot use any weights or artificial aids, nor wear a shoe(s) which contains any device that gives the competitor an unfair advantage.
4. **No taping** of any part of the hands or fingers is permitted, unless there is an open cut or wound that must be protected by tape. However, athletes may apply tape to their fingers as long as the fingers are not taped together and all the fingers can move independently.
5. Taping of the wrist is permissible.
6. Gloves are not permitted, however, the use of a forearm cover to prevent injuries is permitted.
7. Chalk, rosin, or similar adhesive substances are permitted on hands or directly on the pole.
8. **Competitors Pole**
 - a. A training pole or a pole not properly marked **can not** be used in warm-ups or competition.
 - b. The coach **must verify** the vaulter's weight and pole rating.
 - c. The vaulter's weight **must be at or below** the manufacturer's pole rating.
 - d. The pole rating **must be** a minimum of 3/4 inch **or 2 cm** in a contrasting color.
 - e. A one-inch **or 2.5 cm** circular band **must be visible** to the maximum top hand-hold position.
 - f. The pole rating marking **must be located** above the hand-hold band.
 - g. A competitor's pole not meeting all of the above regulations (a-d), is **illegal**. It **can not** be used in warm-ups or competition.
9. **Taping Of The Pole** — It may have a binding of layers of adhesive tape of uniform thickness on the grip end. The plant end of the pole may be protected by layers of tape, PVC, metal, sponge rubber or other suitable material to protect it when placed in the planting box.
10. No participant is allowed to use the pole of another individual without the consent of the owner.
11. **Broken Pole** — It does not count as a trial if a competitor's pole is broken during an attempt.
12. A competitor must have the standards or uprights set to position the crossbar from a point 18 inches beyond the vertical plane of the top of the stopboard, zero point, up to a maximum distance of 31.5 inches in the direction of the landing surface.
13. **Crossbar** — Mark the crossbar with an arrow indicating "**top of the crossbar.**" Always identically replace the crossbar with arrow pointing "**up.**"
14. **Marking Material** — No mark or marker may be placed on the runway, but it is permissible to place markers at the side of the runway.
Note: Meet management may locate permanent check marks on the runway.
15. The planting box cannot contain any foreign materials, except as indicated in Rule 7-5-22.
16. After competition has started the **crossbar cannot be lowered**, except to determine a first place winner when a tie for that place is involved.

17. **Starting Height** — Meet management must be realistic in regard to the competition. Weather can change starting height the day of competition.
18. It is illegal to run backwards or in the opposite direction (non-legal direction) on the runway or along side of it. **PENALTY:** First offense shall result in a warning and, if repeated, disqualification from that event. If the incident recurs, the athlete will be disqualified from further competition in the meet."

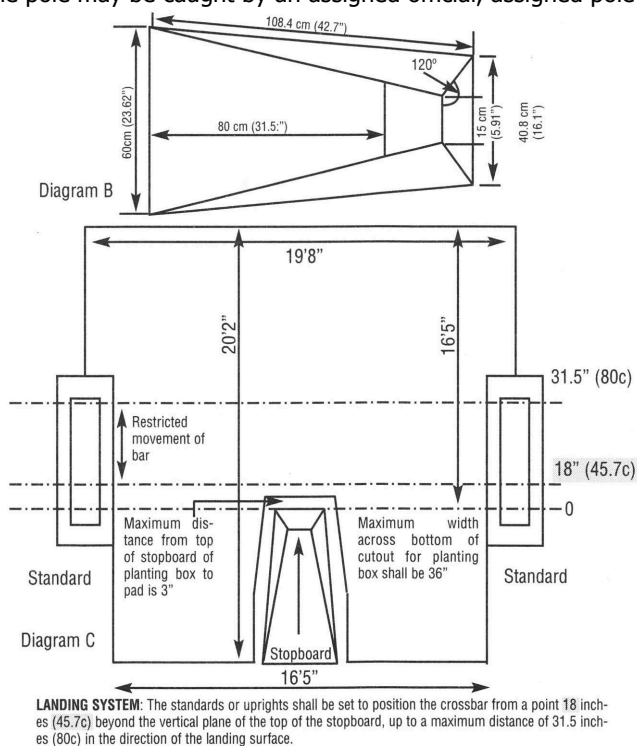
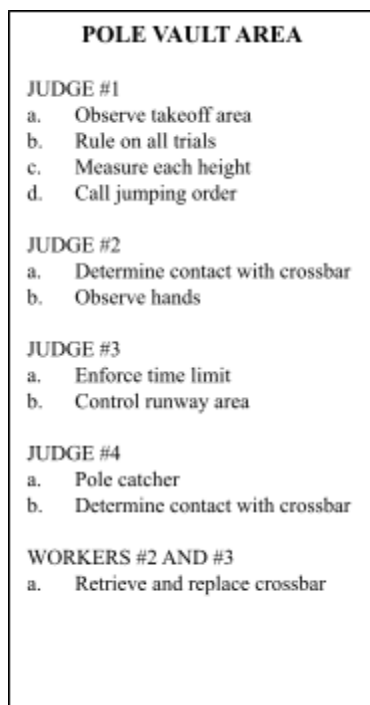
C. **FOUL IF THE COMPETITOR**

1. Displaces the crossbar from the pins on which it originally rested, with the body or the pole.
2. Leaves the ground in an attempt and fails to clear the crossbar. **EXCEPTION:** The competitor aborts the approach and in stopping plants the pole and momentum causes his/her feet to leave the ground.
3. During the vault, raise the hand which is uppermost when he or she leaves the ground to a higher point on the pole, or if the hand which was underneath is raised to any point on the pole above the other hand.
4. Allows any part of his/her body or the pole to touch the ground or the landing pad beyond the vertical plane of the top of the stopboard without clearing the bar.
5. Fails to initiate a trial that is carried to completion within one minute or other prescribed time limit after the competitor's name is called for trial and after the crossbar and standards have been set.
6. After clearing the crossbar, it contacts an upright and displaces the crossbar.
7. Steadies the crossbar with a hand(s) or arm(s).
8. Grips the pole above the top hand-hold band.
9. No person shall be allowed to touch the vaulting pole except the pole may be caught by an assigned official, assigned pole catcher or the competitor, when circumstances warrant but never to prevent the pole from dislodging the bar.

Penalty(for all above): An unsuccessful trial is charged.

D. **MEASUREMENT**

1. A foul jump counts as a trial.
2. Marking will be ("-" pass; "0" cleared; "X" failed).
3. **Measurement** of the official height shall be from a point on the same level as the takeoff to the lowest point on the upper side of the crossbar.
4. Measurement will be made with non-stretchable tape such as fiberglass, nylon, steel, certified scientific measurement device (laser), or a measuring bar.



5. **Record heights** are recognized only if an accurate measurement is made before each record attempt.

Athletes remaining in the competition at the start of a round or bar height	Individual Events		
	HJ	PV	D, LJ, TJ, Shot Put
First attempt of a competitor in the competition	1	1	1
More than 3	1	1	1
2 or 3 remaining	3	3	1
1 remaining	5	5	1
Consecutive Trials	2	3	2

NOTES:

At any given bar height, the time for all competitors remains the same until the next bar height is established or a clear winner is determined.

Regardless of the number of competitors remaining, the first attempt of a competitor entering the competition, at any height, is one minute.

**NEVER MEASURE AN UNSUCCESSFUL OR ILLEGAL VAULT
(PLACE ON CLIPBOARD)**

SHOT PUT (Rule 6)

A. SAFETY RECOMMENDATIONS

1. Meet hosts should consider limiting access to spectators down the sector lines. Whether access is allowed or not, flagging should enclose the throwing area, with flags/rope being placed a **minimum of 10'** from the edge of the sector line and the end of the implement landing area.
2. Prior to the start of any warm-up throws and/or competition, the head judge should review safety rules for competitors, coaches, and spectators:
 - a. Pay attention at all times.
 - b. When shagging an implement, do not turn your back to the throwing circle.
 - c. Prior to throwing, carefully check to be sure the landing area is clear.
3. Officials working the event should facilitate safety by continually scanning the area for any athletes, coaches, and spectators that are in areas of danger.
4. Warm-up throws may only take place when the venue is declared open and under direct supervision of officials/the athlete's coach and only in the designated throwing circle. **No warm-up throws are allowed anywhere else.** A competitor **shall** not use an illegal implement during warm-up or competition.

B. GENERAL RULES — **All** contestants must report **prior** to the head judge starting the competition. Athletes will take only one throw each time their name is called (1-1-1). If they do not take an attempt when their name is called it will be considered a foul, once the allowable time for the trial has elapsed. Successive attempts may only be approved by the head event judge if an athlete is excused to participate in another event. An exception to 1-1-1 may be made for large sub-varsity meets (see Wheelchair Rule 2-1 below)

1. The head event judge may be equipped with white and red flags. When the trial is completed the event judge immediately signals the result of the effort (white flag is raised for "fair", red flag is raised for "foul"). In the absence of flags, "fair" and "foul" may be called.
2. Preliminaries — Three Trials shall be taken in flights of no less than five.
3. Finals — Three Additional Trials
 - a. To be eligible for finals, competitors must have at least one legal put.
 - b. One more competitor than scoring places may qualify for the finals.
 - c. All competitors tying for the last qualifying position shall be finalists.
 - d. Competitors should throw in reverse order of performance, best last.
4. In meets with limited entries, the Games Committee may allow competitors just four attempts that will be scored as finals.
5. Meet management may place markers outside of the sector lines to indicate significant records such as meet, state and/or national records.
6. Each athlete must throw when their name is called (1-1-1). Wheelchair (Rule 2-1) for the WIAA tournament series, it is required that an athlete take two throws consecutively with the third consecutive attempt as a choice. Holding an attempt is only allowed in the final round; the athlete has the best attempt and chooses to wait until all others have completed their attempts.
7. **Trial Time Limitation** — A contestant is charged with an unsuccessful attempt if:
 - a. A trial is not initiated within one minute after being called, unless excused to participate in another event.
 - b. The competitor shall be warned either verbally or by signal when 15 seconds remain in the time allowed.
 - c. The decision to pass must be communicated to the event judge when called for the trial before the start of the clock.
8. **Excused To Participate**
 - a. Time limits for competitors excused to compete in another event are determined by the games committee.
 - b. In both preliminaries and finals the Head Event Judge may allow trials to be taken in succession to accommodate those who may be excused to participate in other events. The time between successive attempts is no more than two minutes.
 - c. When an athlete checks out of the event, place a check mark next to his/her name. Do not record the time at this point. The time should be recorded when the athlete's name comes up for their next attempt. This gives a more true timeline for their excused time.
 - d. Competitors excused to compete in another event should not have their name called.
9. If a qualifying contestant withdraws from competition after the finals have started, **no** alternate may replace the withdrawn contestant.
10. Winning performances can be from preliminaries or finals. To place, a competitor must have had one legal put.
11. **Breaking Ties** — Higher place awarded to the tied competitor whose second best performance is better, etc.
12. The head event judge shall record on the event sheet both the time the event started and the time the event concluded.
13. **At the conclusion of competition** there should be no further practice allowed. All implements should be removed from the area.

C. COMPETITION

1. The shot must be measured, weighed, and inspected. A competitor who competes with an illegal shot is **disqualified**, unless it becomes illegal through use during the meet.
2. (Rule Book Shot Put page 45 - Section 4 Art. 1) Tape may be used on the hand and athletes may apply tape to their finger as long as the fingers are not taped together and all the fingers can move independently.)
3. Taping of the wrist is permissible.
4. Gloves are **not** permitted.
5. A support belt may be worn.
6. Chalk, rosin, or similar adhesive substances (spray adhesives) are permitted on hands.

7. The put must be made from inside the circle.
8. The put must be made from the shoulder, with one hand only, so that during the attempt the shot does not drop behind or below the shoulder.
9. If a legal implement breaks during a trial in accordance with the rules, no penalty shall be counted against the competitor and a replacement trial shall be awarded.
10. If the implement breaks upon completion of the trial, a replacement trial shall NOT be awarded and the results of the trial shall be recorded provided it was made in accordance with the rules.

D. FOUL OF THE COMPETITOR

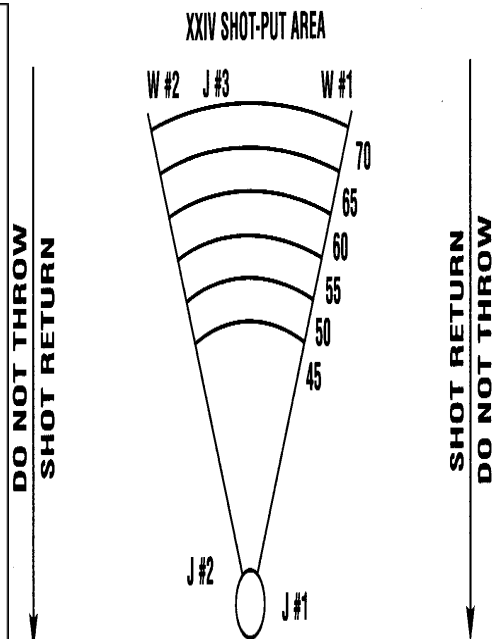
1. After stepping into the circle fails to pause before starting the put.
2. After starting the attempt, touches the circle, not including the inner face of the stopboard or the band, if one is used, or the ground outside the circle during a put.
3. Allows the shot to drop behind or below the shoulder during the put attempt.
4. Touches the top or end of the stopboard before leaving the circle.
5. Puts the shot so it does not fall within the sector lines.
6. Leaves the circle before the implement has landed.
7. Fails to initiate a trial within one minute or other prescribed time limit after the competitor's name has been called for trial and carried to completion.
8. Does not exit the back half of the circle.
9. Uses the cartwheel technique of shot putting.

Penalty(for all above): The put is not measured, but counts as a trial.

E. MEASUREMENT

1. A foul put is not measured, but counts as a trial.
2. Measurement is from the nearest edge of the first mark made by the shot, to the inside edge of the stopboard nearest such mark, measured along the extended radius of the circle.
3. Measurements must be recorded to the nearest lesser 1/4 inch **or cm**.
4. Measurements must be made with non-stretchable tape such as fiberglass, nylon, steel, or a certified scientific measurement device (laser).
5. Each legal trial must be measured and recorded immediately.
6. Judges should hold the tape so readings are taken in the circle allowing contestants to immediately know the result of their efforts.
7. Judges should let the tape rest on the ground during trials to eliminate the tape twisting and constant bending.
8. Marking will be "-" pass, "distance", "X" failed.

SHOT PUT AREA	
JUDGE #1	
a. Rule on all trials	
b. Record each measurement	
c. Call throwing order	
JUDGE #2	
a. Conduct measurement	
b. Enforce time limit	
JUDGE #3	
a. Determine impact point	
b. Conduct measurement	
WORKERS #1 AND #2	
A. Carry shot to outside of sector and a volunteer should carry the implement back to the throwing area. Implements should never be thrown back.	



Athletes remaining in the competition at the start of a round or bar height	Individual Events		
	HJ	PV	D, LJ, TJ, Shot Put
First attempt of a competitor in the competition	1	1	1
More than 3	1	1	1
2 or 3 remaining	3	3	1
1 remaining	5	5	1
Consecutive Trials	2	3	2

**NEVER MEASURE AN UNSUCCESSFUL OR ILLEGAL THROW
(PLACE ON CLIPBOARD)**

TRIPLE JUMP (Rule 6)

- A. **GENERAL RULES** — The open pit concept may be used. Meet management must define a time when all jumps must be completed or forfeited. Whether the format is open pit or flights, **all** contestants must report prior to the head judge starting competition.

In warm-ups, it is illegal to run backward or in the opposite direction of competition. PENALTY: 1st offense is a warning, 2nd offense is disqualification from that event.

Open Pit Protocol

If an open pit is to be used, the length of time will be determined by the games committee or by the host school. Coaches and athletes will be notified on the time that the pit will be open and athletes must complete their jumps during this time period. No exceptions.

Once an athlete completes a jump they have three options:

1. They can become the third person in line.
2. They can go to the end of the line.
3. Jump later during the time that the pit is open.

Athletes are not allowed to hold a spot for a teammate in an open pit.

Flighted Protocol

Athletes will take only one jump each time their name is called (1-1-1). If they do not take an attempt when their name is called it will be considered a foul, once the allowable time for the trial has elapsed. Successive attempts may only be approved by the head event judge if an athlete is excused to participate in another event.

1. The head event judge may be equipped with white and red flags. When the trial is completed the event judge immediately signals the result of the effort (white flag is raised for "fair", red flag is raised for "foul"). In the absence of flags, "fair" and "foul" **shall** be called.
 2. Preliminaries — Three Trials shall be taken in flights of no less than five.
 3. Finals — Three Additional Trials
 - a. To be eligible for finals a competitor must have at least one legal jump.
 - b. One more competitor than scoring places may qualify for the finals.
 - c. All competitors tying for the last qualifying position shall be finalists.
 - d. Competitors should jump in reverse order of performance, best last.
 4. Holding an attempt is **only** allowed if the athlete is in the final round **and** the athlete has the best attempt from the preliminaries and chooses to wait until all others have completed their attempts.
 5. In meets with limited entries, the Games Committee may allow competitors just four attempts that will be scored as finals.
 6. Warming up shall not be allowed in any jumping venue until the venue is declared open and supervised by the athlete's coach or an official.
 7. **Trial Time Limitation** — A contestant is charged with an unsuccessful attempt if:
 - a. A trial is **not** initiated within one minute after being called, unless they are making a consecutive attempt which would provide them up to two minutes to initiate an attempt that is carried to completion.
 - b. The competitor shall be warned either verbally or by signal when 15 seconds remain in the time allowed.
 - c. The decision to pass must be communicated to the event judge when called for the trial prior to the start of the clock.
 8. **Excused To Participate**
 - a. Time limits for competitors excused to compete in another event are determined by meet management.
 - b. In both preliminaries and finals the Head Event Judge may allow trials to be taken in succession to accommodate those who may be excused to participate in other events. The time between successive attempts is no more than two minutes.
 - c. When an athlete checks out of the event, place a check mark next to his/her name. Do not record the time at this point. The time should be recorded when the athlete's name comes up for their next attempt. This gives a more true timeline for their excused time.
 - d. Competitors excused to compete in another event should not be called for a trial.
 9. If a qualifying contestant withdraws from competition after the finals have started, no alternate may replace the withdrawn contestant.
 10. Winning performances can be from preliminaries or finals. To place, a competitor must have had one legal jump.
 11. **Breaking Ties** — Higher place awarded to the tied competitor whose second best performance is better, etc.
 12. The head event judge shall record on the event sheet both the time the event started and the time the event concluded.
 13. **At the conclusion of competition** there should be **no** further practice allowed.
- B. **COMPETITION**
1. Competitors cannot use any weights or artificial aids, nor wear a shoe(s) that contains any device that gives the competitor an unfair advantage.
 2. A marker may not be placed on the runway or in the landing pit.
 - a. One or two approved markers alongside the runway is allowed.
 - b. No marker is allowed beyond the take-off line.
 - c. Meet management may place markers to the side of the landing pits for the purpose of marking meet, state and/or national records, as well as minimum qualifying standards.
 3. The jumper must take off from behind the scratch line or the scratch line extended.

Note: Different foul lines or takeoff boards may be adjusted to accommodate different levels of competition.

Competitors may change which foul line or takeoff board they are using during competition, but only with the prior notification of the event judge.

4. It is illegal to run backwards or in the opposite direction (non-legal direction) on the runway or alongside of it. PENALTY: First offense shall result in a warning and, if repeated, disqualification from that event. If the incident recurs, the athlete will be disqualified from further competition in the meet."

C. FOUL IF THE COMPETITOR

1. Allows his/her shoe to extend over the scratch line or make a mark in front of on the takeoff.
2. Runs across the scratch line, or scratch line extended.
3. In the triple jump, in hopping does not land on the same foot used in takeoff, or in stepping does not land on the other foot from which the jump is performed.
4. In the process of landing or leaving the pit, touches the ground outside the landing nearer the scratch line than the nearest mark made in the landing pit.

5. Fails to initiate a trial within one minute or other prescribed time limit after the competitor's name is called for a trial and carried to completion.

Penalty(for all above): An unsuccessful trial is charged, but not measured.

6. It is not a violation in the triple jump when a competitor's trailing leg touches the ground.

D. MEASUREMENT

1. An unsuccessful jump is not measured, but counts as a trial.
2. Measurement is perpendicular to the scratch line or its extension and from that point in the pit touched by the person or apparel of the jumper which is nearest the scratch line or its extension.
3. Measurements must be recorded to the nearest lesser 1/4 inch **or cm**.
4. Measurements must be made with non-stretchable tape such as fiberglass, nylon, steel, or a certified scientific measurement device (laser).
5. Each legal jump must be measured and recorded immediately.
6. Judge should hold the tape so readings are taken at the takeoff board allowing contestants to immediately know the results of their efforts.
7. Marking will be "-" pass, "distance", "X" failed.

TRIPLE JUMP AREA

JUDGE #1

- a. Rule on all trials
- b. Record each measurement
- c. Call jumping order
- d. Enforce time limit

JUDGE #2

- a. Conduct measurement

JUDGE #3

- a. Conduct measurement
- b. Supervise leveling pit

JUDGE #4

- a. Enforce time limit

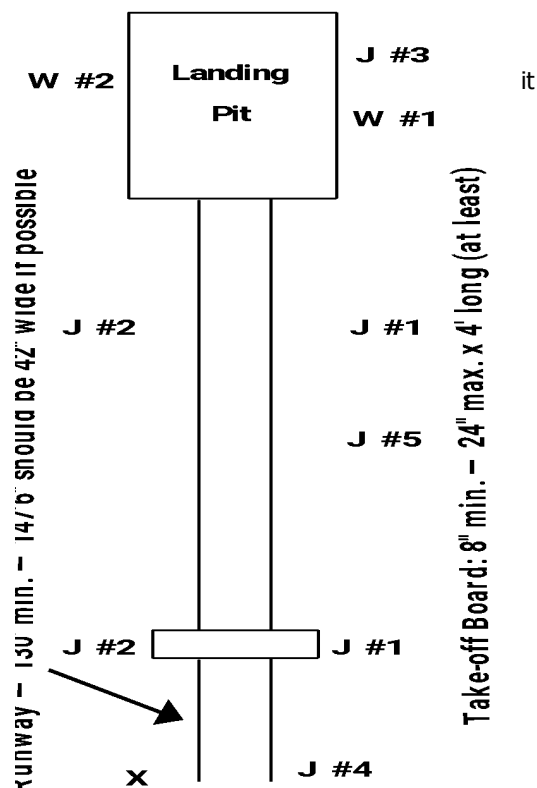
JUDGE #5

- a. Sequence of leg action in triple jump

WORKERS #1 AND #2

- a. Pit leveling

X- Anemometer Operator



Athletes remaining in the competition at the start of a round or bar height	Individual Events		
	HJ	PV	D, LJ, TJ, Shot Put
First attempt of a competitor in the competition	1	1	1
More than 3	1	1	1
2 or 3 remaining	3	3	1
1 remaining	5	5	1
Consecutive Trials	2	3	2

**NEVER MEASURE AN UNSUCCESSFUL OR ILLEGAL JUMP
(PLACE ON CLIPBOARD)**