

# High Jump Guidelines

- Field judges:
1. Mark the location of the jump standards with tape or chalk
  2. **Do not lower the bar** unless it is to determine a tie for first place and then only with the permission of the referee. **Do not raise the bar** if there are still competitors that have not had their three attempts at that height.
  3. A competitor who has passed three consecutive heights after the competition has begun may be permitted one warm-up jump without the crossbar in place but shall enter the competition at that height.
  4. A competitor has three trials at any one height. They may choose to use all three or elect to pass any one of them, but the competitor is eliminated as soon as they have three consecutive unsuccessful trials.
  5. A pass is **not considered** a miss or make.
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- A pass shall be communicated to the event judge before the start of the trial clock.
  6. A competitor shall initiate a trial within **one minute**. However, when three or fewer competitors remain in the competition, they will be allowed 3 minutes. When only one competitor remains they will be allowed 5 minutes. Consecutive trials will be 2 minutes
  7. It is an unsuccessful trial if the competitor:
    - A. does not initiate a trial within **one minute** after being called for a trial.
    - B. displaces the bar. Note– If a competitor touches the bar and it is **not dislodged** it is a successful trial. However if the bar is dislodged, it is a failed trial regardless of whether the competitor is in or out of the landing pit. A competitor may exit the landing pad in any direction they choose as long as they do not touch or displace the bar. Also if improperly fastened supports slip downward when a jumper jumps regardless of miss or make the event judge will rule a no jump and give the competitor another jump.
    - C. Touches the ground or landing area beyond the plane of the crossbar extended without clearing it.
    - D. After clearing the bar, contacts the upright and displaces the crossbar or steadies the bar.
    - E. Fails (total body) to go over the bar.
    - F. takes off with both feet. (A competitor shall jump off of one foot)
  8. When only one competitor remains (winner) in the competition the competitor may determine the next height of the bar.
  9. Time limit to be excused to participate in another event shall be determined by the game's committee
  10. **Record-breaking performances must be verified by the referee.**
  11. Ties for places are broken by:
    - A. The competitor with the fewest number of trials for the height at which the tie occurs.
    - B. If a tie still remains - fewest total number of unsuccessful trials.
    - C. If a tie still remains it will stay a tie unless it is for first place. (Call for the referee for the correct jump off procedure)
  12. Please sign and send event card to the referee when competition is complete and place winners have been determined.
  13. **After competition is complete the jumping venue will be closed. No more jumping !**

