

High Jump

Role

The event judge shall oversee the measuring, weighing and inspection of the implements and apparatus; checks records; and see that the field events start on time and continue without delay. The event judge may change the order of competition in the preliminaries to accommodate those who may be excused to participate in other events. The event judge may choose to permit a competitor to take preliminary and final trials in succession. The event judge also shall check and enforce uniform, visible apparel and shoe regulations. The event judge shall be responsible for the judging and measuring of each legal trial of a competitor.

Considerations, Tips and Techniques

1. **Safety!** To ensure the safety of all in the area, supervise every practice attempt.
2. **Setting the Standards.** Once placed, the standards may not be moved—use tape to indicate the initial location of the standard.
3. **Minimum Starting Height.** The games committee shall determine minimum starting heights.
4. **Replacing the Bar.** The bar should be returned to the standards in exactly the same manner as originally placed with a 1-centimeter gap between the standard and the crossbar ends.
5. **Measurement.** Measurement of the crossbar height to the nearest lesser $\frac{1}{4}$ inch or centimeter. Measure from the takeoff surface to the lowest point on the upper side of the cross bar—a piece of tape should mark this point on the front face of the cross bar.
6. **Bar Not to be Lowered.** The bar shall not be lowered once the competition begins except to determine the first place winner in the event of a tie for that place.
7. **Warm-up.** A 15-minute period prior to the start time should be allocated for warm-up. A competitor who has passed three consecutive heights may be allowed to warm-up without the crossbar in place.
8. **Jumping Order.** Each competitor is allowed a single jump at a time in the order assigned.
9. **Passing a Height.** A competitor may pass either a trial or a height, but is eliminated after three consecutive unsuccessful trials.
10. **Calls.** The calls for next 3 competitors are: “UP”, “ON DECK” and “ON HOLD” (Smith is “UP”, Jones “ON DECK” and Adams “ON HOLD”).
11. **Time Limit.** A competitor shall initiate a trial that is carried to completion within **1 minute** (60 seconds) after being called for a trial, unless excused by the event judge to participate in some other event. When three or fewer competitors remain, high jumpers are allowed 3 minutes. When one competitor remains in the high jump, the jumper will be allowed 5 minutes.
12. **Take-Off.** The competitor may attempt to clear the bar in any manner provided that the takeoff is from one foot and no weights or artificial aids were used.
13. **Maximum Attempts Per Height.** Each competitor is allowed a maximum of three (3) trials (attempts) at any one height.
14. **Unsuccessful Trials (Fouls).** It will count as unsuccessful trial when:
 - Displaces the crossbar in an attempt to clear it.
 - Touches the ground or landing area beyond the plane of the crossbar, or the crossbar extended, without clearing the bar.
 - After clearing the bar, contacts the upright and displaces the cross bar or steadies the bar.
 - Fails (total body) to go over the bar.
 - Failing to initiate an attempt that is carried to completion within the **time limit** after being called.
15. **Elimination.** A competitor is eliminated once they have had three consecutive unsuccessful trials regardless of height or heights at which the attempts were made.
16. **Recording Marks.** Heights are recorded to nearest lesser $\frac{1}{4}$ inch or centimeter.
17. **Ties.** Ties for places shall be settled using the following tie-breaking steps:
 - Fewest number of trials at the height at which the tie occurs shall be awarded the higher place
 - Fewest total number of unsuccessful trials throughout the entire competition
 - If a tie still remains for first place, a *jump-off* is required starting at the last height attempted