



ASSOCIATED AND CATHOLIC COLLEGES OF WA

**INCLUSIVE ATHLETICS CARNIVAL  
CHARTER OF OPERATIONS 2024**

**(Version 1)**



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## 1.0 Aim

The ACC Inclusive Athletics carnival is an interschool carnival in which ACC students with a disability have an opportunity to participate in an environment that encourages maximum participation.

## 2.0 Participation

Participation is based on nomination of individual competitors with a disability (years 7 – 12), whether enrolled in an Education Support unit or not. Schools are encouraged to nominate students whose disabilities prevent them from inclusion in events in inter-school or school-based sporting events.

ACC students with a disability can compete in the ACC Divisional Athletics Carnival, on the appropriate day for their school. All students are welcome to compete whether they are **Multi Class** (classified) or **Inclusive** (non classified) athletes. The ACC recognises there are athletes with a disability, who have been identified by the school as athletically talented but are yet to commence their athletic journey with coaching and club competition, however would benefit from competing at a higher level of a divisional carnival. **These athletes can be nominated as an INCLUSIVE athlete**, for the ACC division athletics carnival.

**PLEASE NOTE : Any athlete with a disability classification, who is competing for their school, at the respective ACC divisional athletics carnival (WA Athletics Stadium), may participate in NON-MEDALLION events only, being the 'Have-a-Go' and novelty events.**

Age groups consist of U/15 (under 15 years) and OPEN (15 years and older) with separate boys' and girls' events for track events, and mixed gender events for field and relay events. Events also consist of two separate divisions, Division 1 and Division 2. Events are not classified or categorised by ability, except for the manual and motorized wheelchair track events.

## 3.0 Nomination of competitors

- Participant nominations are to be received by the ACC office on or before **Friday, 16th August 2024**.
- All nominations are to be submitted electronically on the spreadsheet provided by the ACC. The nomination sheet can be downloaded off the ACC web site by clicking the following link:  
[Inclusive Athletics Carnival - Nominations | Associated & Catholic Colleges of WA \(accsport.asn.au\)](https://accsport.asn.au)
- **Should an athlete(s) name and results be NOT FOR PUBLICATION, this must be detailed within the school's nomination form. All 1<sup>st</sup> place results will be recorded, and published on the ACC website**
- Completed nomination spreadsheets MUST be emailed to [cherie.pirnie@cewa.edu.au](mailto:cherie.pirnie@cewa.edu.au)
- Nominations from the one school are made on a team basis. There may only be **one** competitor per school nominated for individual medallion events. The only exception is for 800m events where schools can nominate (and run) two competitors.
- Schools may nominate a second competitor in an event *as a reserve* i.e. in the case where an event does not have eight competitors, or a subsequent track event does not have all lanes filled, or their nominated student is absent. A second competitor from the same school may occupy that vacant lane. Pre-carnival placements

will be distributed to all participating schools. 'Reserves' for an event may compete if the nominated competitor withdraws on the carnival day.

- Students are NOT to compete in both Division 1 and Division 2 of the same discipline (track and/or field). E.g. Division 1 and Division 2 70m events
- Students who wish to participate in an event where their school already has nominations, can participate in 'Have-a-Go' events. For field events this is any time outside of scheduled event times, and for track events they are as programmed.
- All novelty events, are supported / delivered by Notre Dame students which are non-medallion events and only for participation.
- 8 x 50m shuttle relays will have 8 runners per school and should be reserved for students that have not been in another track event.
- Team events may be composite (comprised of athletes from mixed schools). All events may be of mixed gender, except where stated.
- Placings gained in this carnival do not contribute towards ACC divisional carnival tallies.
- Preference for the 400m & 800m nominations will be given to schools on a first received basis.
- Student names MUST be included on the nomination form so that lane allocations can be made.

Please contact the ACC office if you have any problems with the nomination form.

#### 4.0 Carnival day and event location

DATE : Friday, 6<sup>th</sup> September 2024

LOCATION : McGillivray Oval, Mt Claremont (UWA Sports Park)

~~The inclusive athletics carnival commenced as a stand-alone event from 2008, the 2024 event will take place at:~~  
~~McGillivray Oval, Mt Claremont (UWA Sports Park) on Friday 6<sup>th</sup> September 2024. WA Sports Park is a multi-purpose sporting and recreation reserve in Mount Claremont, Western Australia. It is located on 56 hectares of land approximately 10 km west of Perth and is owned by the University of Western Australia.~~



#### 5.0 Carnival program

The carnival program will be circulated to all attendees, and made available on the ACC website, approximately one week prior to the event. Schools are requested to be on site no later than **9:15am**,

to ensure they are set up for the day ahead. All events will start on time, and will not be delayed for any late arrivals, with presentations expected to commence no later than 1:20pm. Please refer to **Appendix 1.0** for event timing

- The U15 TRACK event program will run concurrently with the OPEN FIELD program, and vice versa. The only exception being the 70m manual & motorised wheelchair events, which will occur during the OPEN TRACK program
- Between changeover, all students will join on the track for the 4 x 100m shuttle relay, and then move to the centre of the track for the 'Lucky Dip' relays
- Breaks are scheduled for each age group, after the end of their TRACK events
- There will be A frame signs on site, which will show which track event number is being run

## 6.0 Competitor seating and marshalling

- All schools are to bring their own school marquees (and ground covers are recommended), which are to be assembled on the grassed area, running parallel to McGillivray Road (western side, opposite WAIS). The area of marquees overlooks the main arena/running straight and it welcomes easy access to students with wheelchairs on and off the track.
- Please ensure staff are aware of the timing of all track and field events, and are to assist athletes to marshal for TRACK events, **AT LEAST TWO EVENTS PRIOR TO THEIR RACE**. Any change to athletes participating in any track or field event(s), can be completed at marshalling, prior to the start of any event.
- All schools will be provided with their nomination sheet on arrival, to assist schools with athlete marshalling

## 7.0 Competitor toilets

Competitor and public toilets are located at the UWA Clubrooms on the Southern side of the Sports Park. Please allow time to access these toilets as they are not close to the track. The ACC will also provide x3 accessible portable toilets for use that will be located at the southern end of the athletics track.

## 8.0 Staff / Parent supervision / Assistance

Staff / Parents are permitted to assist competitors participate in an event, **however their assistance is not to give 'extra' or 'unfair advantage' to or influence the outcome**. Individual schools are to provide competitors with the following care:

Mobile 'on-foot' athletes	1 per group
Assisted athletes	1 per athlete

Spectators are to remain outside the main arena, and minimise their movement around the venue/track, to ensure there is no disruption to athletes and or officials. While staff are permitted in the main arena, they are requested to limit their access to that which is necessary.

## 9.0 First Aid

- Minor injuries : individual schools to provide attention (bring own first aid kit).
- Injuries of a more serious nature : to be treated at the First Aid Post, who will be on site for the duration of the event.
- Specific care (case history relevant) : may need to be provided by staff/parent in relation to specific needs.

## 10.0 Competitor preparation

- Protection from the elements: Slip, Slop, Slap and Wrap (don't forget variations : hot weather to rain and wind).
- Food and drinks: there is only a coffee van on site, and students and staff therefore need to ensure they bring sufficient food and drinks to last the duration of the event  
**NOTE : there is NO WATER FOUNTAIN on site, and it advised NOT to re-fill water bottles from the taps on site**
- Warm Up: all competitors should perform a supervised warm up before all events to minimise the risk of injury.

## 11.0 Footwear

All athletes MUST wear appropriate footwear. This rule is standard for all ACC carnivals. It is NOT recommended that INCLUSIVE carnival competitors wear “spiked” running shoes.

## 12.0 Officials

Notre Dame University students and St Norbert College (HOST SCHOOL) students will facilitate event official roles. Under the supervision of their teaching staff, they will perform allocated roles as per the program of events. For an outline of role responsibilities please see **Appendix 2.0**. These staff and students will work alongside the ACC Sport Operations Manager, Inclusion, who will undertake the role of Carnival Manager.

All Officials are to report to the Carnival Manager at **8.45am for the 'pre-carnival briefing'**, which will be conducted at the Recording tent.

## 13.0 Carnival equipment

**The ACC, HOST SCHOOL and Notre Dame University, will provide all athletic equipment required for the event.**  
~~The Host School is to provide all event and convenience equipment. The ACC will provide signage, marquee, sound system and official's folders (includes description on each particular role and results sheets).~~ Individual athletes and/or schools are to provide any specialized participation equipment that may be required. ~~UWA Little Athletics~~

have also kindly offered the use of their long jump equipment of take-off mats and rakes. Please see **Appendix 5.0**

## 14.0 Presentations

~~Timing for the presentation to be listed as part of the programme of events.~~ Medallion events ONLY, will present the 1<sup>st</sup> placed athlete with a medallion immediately after the event, and ribbons for 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> place. All other athletes will receive a participation ribbon.

The end of day presentation will recognise all participants, with medallion winners also acknowledged, and all schools will receive participation certificates. Schools are therefore advised to ensure they have a student in mind to collect on the schools behalf, when called upon. The presentation location will be detailed with the carnival program, and on it's conclusion, athletes and staff are to vacate the venue.

## 15.0 Bus parking

Small coaster buses can remain in the car park behind the UWA Sports Park Clubrooms.



## Appendix 1.0 Program of events

EVENT	MEDALLION EVENT	TIME	EVENT DETAILS	GENDER	LOCATION
		9:45	CELEBRATION MARCH	ALL	Start of 100m track
1	YES	10:00 -10:25	OPEN Long Jump DIV 1	Mixed	PIT A
2	YES	10:00 -10:25	OPEN Long Jump DIV 2	Mixed	PIT B
3	YES	10:00	U/15 70m DIV1	Boys	MARSHAL TENT at 70m start
4	YES	10:02	U/15 70m DIV 2	Boys	
5	NO	10:04	U/15 70m <b>Have-A-Go</b>	Boys	
6	YES	10:07	U/15 70m DIV 1	Girls	
7	YES	10:09	U/15 70m DIV 2	Girls	
8	NO	10:11	U/15 70m <b>Have-A-Go</b>	Girls	
9	YES	10:13	U/15 400m	Boys	
10	YES	10:17	U/15 400m	Girls	
11	NO	10:21	U/15 8x50m Shuttle Relay <i>*Wheelchairs can be included</i>	Boys	
12	YES	10:25 -10:50	OPEN Shot Put DIV 1	Mixed	
13	YES	10:25 -10:50	OPEN Shot Put DIV 2	Mixed	SHOT PUT B
14	NO	10:31	U/15 8x50m Shuttle Relay <i>*Wheelchairs can be included</i>  <i>*8 Students per team*</i>	Girls	MARSHAL TENT at 70m start
15	YES	10:50 -11:10	OPEN Vortex Throw DIV 1	Mixed	VORTEX A
16	YES	10:50 -11:10	OPEN Vortex Throw DIV 2	Mixed	VORTEX B
17	YES	10:47	U/15 800m	Boys	MARSHAL TENT at 70m start
18	YES	10:52	U/15 800m	Girls	
19	YES	11:15	OPEN & U/15 4x100m Shuttle Relay  <i>** Top 4 students of your school **</i>	Boys	

EVENT	MEDALLION EVENT	TIME	EVENT DETAILS	GENDER	LOCATION
20	YES	11:20	OPEN & U/15 4x100m Shuttle Relay <i>** Top 4 students of your school **</i>	Girls	MARSHAL TENT at 70m start
21	NO	11:25	U/15 'Lucky Dip' Relay <i>*8 Students per team*</i> <i>*Wheelchairs can be included</i>	Mixed	INSIDE OF TRACK
22	NO	11:35	OPEN 'Lucky Dip' Relay <i>*8 Students per team*</i> <i>*Wheelchairs can be included</i>	Mixed	
23	YES	11:45 -12:10	U/15 Long Jump DIV 1	Mixed	Pit A
24	YES	11:45 -12:10	U/15 Long Jump DIV 2	Mixed	Pit B
25	YES	11:45	OPEN 70m DIV1	Boys	MARSHAL TENT at 70m start
26	YES	11:47	OPEN 70m DIV 2	Boys	
27	NO	11:49	OPEN 70m <b>Have-A-Go</b>	Boys	
28	YES	11:52	OPEN 70m DIV 1	Girls	
29	YES	11:54	OPEN 70m DIV 2	Girls	
30	NO	11:56	OPEN 70m <b>Have-A-Go</b>	Girls	
31	YES	11:58	OPEN & U/15 70m Manual Wheelchair	Mixed	MARSHAL TENT at 70m start
32	YES	12:03	OPEN & U/15 70m Motorised Wheelchair	Mixed	
33	YES	12:08	OPEN 400m	Boys	
34	YES	12:10 -12:35	U/15 Shot Put DIV 1	Mixed	Shot Put A
35	YES	12:10 -12:35	U/15 Shot Put DIV 2	Mixed	Shot Put B
36	YES	12:12	OPEN 400m	Girls	MARSHAL TENT at 70m start
37	NO	12:16	OPEN 8x50m Shuttle Relay <i>*Wheelchairs can be included</i>	Boys	

EVENT	MEDALLION EVENT	TIME	EVENT DETAILS	GENDER	LOCATION
38	NO	12:26	OPEN 8x50m Shuttle Relay <i>*Wheelchairs can be included</i>	Girls	MARSHAL TENT at 70m start
39	YES	12:35 -12:55	U/15 Vortex Throw DIV 1	Mixed	Vortex A
40	YES	12:35 -12:55	U/15 Vortex Throw DIV 2	Mixed	Vortex B
41	YES	12:36	OPEN 800m	Boys	MARSHAL TENT at 70m start
42	YES	12:41	OPEN 800m	Girls	
43	NO	13:00	Staff & Student relay	Mixed	70m start line

## KEY

Have a Go events

Field events

Relays

## PLEASE NOTE : RELAY EVENTS

- the 4 x 100m relay will be on the straight track, in front of school marquees
- All athletes, (per any track event) are to check in at the MARSHAL TENT before the start of any relay race
- 100m relays : Athletes 1 and 3 will start from the finish line, and athletes 2 and 4 from the 100M start line.
- 50m relays : Athletes 1, 3, 5 and 7 start at the finish line, and athletes 1, 2, 4 and 6 from the 50M start line.

## Appendix 2.0 Carnival structure

<b>CELEBRATION MARCH 9:45am - 9:55am (ALL SCHOOLS)</b>	
<b>U/15 (TRACK EVENTS) 10am – 11am</b> 70m 400m 800m  8 x 50m shuttle relay	<b>OPEN (FIELD EVENTS) 10am - 11:10am</b> Long Jump  Shot Put  Vortex
<b>U/15 break 11am - 11:15am</b>	<i>Athletes can 'Have-A-Go' at times outside programmed events</i>
<b>11:15am - 11:40am</b> OPEN & U/15 4 x 100m relays & 'Lucky Dip' Novelty relays	
<b>U/15 (FIELD EVENTS) 11:45am - 12:55pm</b> Long Jump  Shot Put  Vortex  <i>Athletes can 'Have-A-Go' at times outside programmed events</i>	<b>OPEN (TRACK EVENTS) 11:45am - 12:45pm</b> 70m 400m 800m  Wheelchair   Manual & motorised (OPEN & U/15)  8 x 50m shuttle relay
<b>OPEN break 12:45pm – 1pm</b>	
1pm Staff and student relay	
<b>1:20pm PRESENTATIONS</b>	

*PLEASE NOTE : the program is subject to change, with the final version circulated to participating schools prior to the carnival*

## Appendix 3.0 Official's Role Descriptions

OFFICIAL ROLE	RESPONSIBILITY
<b>Carnival Manager</b>	ACC
<b>Carnival Supervisor</b>	HOST SCHOOL
<b>Officials Supervisor</b>	NDC
<b>Presentations (Principal)</b>	TBC
<b>Announcer</b>	<b>NDU</b>
<b>Check Starter</b>	<b>NDU</b>
<b>Track Marshal 1</b>	<b>NDU</b>
<b>Track Marshal 2</b>	<b>NDU</b>
<i>Check Starter assistant</i>	HOST SCHOOL student
<i>Track Marshal assistant 1</i>	HOST SCHOOL student
<i>Track Marshal assistant 2</i>	HOST SCHOOL student
<b>Chief Track Finish Judge / Timekeeper</b>	<b>NDU</b>
<b>Track Finish Judge 1</b>	<b>NDU</b>
<b>Track Finish Judge 2</b>	<b>NDU</b>
<i>Timekeeper 1st Place</i>	HOST SCHOOL student
<i>Timekeeper 2nd Place</i>	HOST SCHOOL student
<i>Track Judge Medallion 1st Place &amp; participation</i>	HOST SCHOOL student
<i>Track Judge Ribbon 2nd Place</i>	HOST SCHOOL student
<i>Track Judge Ribbon 3rd Place</i>	HOST SCHOOL student
<i>Track Judge Ribbon 4th Place</i>	HOST SCHOOL student
<b>Long Jump Judge 1 (Pit A)</b>	<b>NDU</b>
<b>Long Jump Judge 2 (Pit A)</b>	<b>NDU</b>
<i>Long Jump Assistant 1 (Pit A)</i>	HOST SCHOOL student
<i>Long Jump Assistant 2 (Pit A)</i>	HOST SCHOOL student
<b>Long Jump Judge 1 (Pit B)</b>	<b>NDU</b>
<b>Long Jump Judge 2 (Pit B)</b>	<b>NDU</b>
<i>Long Jump Assistant 1 (Pit B)</i>	HOST SCHOOL student
<i>Long Jump Assistant 2 (Pit B)</i>	HOST SCHOOL student



OFFICIAL ROLE	RESPONSIBILITY
<i>Assistant   Relays and Novelty events</i>	NDU
<i>Assistant   Relays and Novelty events</i>	NDU
<i>Assistant   Relays and Novelty events</i>	NDU
<i>Assistant   Relays and Novelty events</i>	NDU
<i>Assistant   Relays and Novelty events</i>	NDU
<i>Assistant   Relays and Novelty events</i>	NDU

### 3.1 Carnival Manager (ACC)

- Create/edit ACC carnival charter and circulate accordingly
- Collection of all competitor and official nominations
- Preparation of all marshalling/result sheets
- Organisation of officials from HOST SCHOOL
- Booking of venue, First Aid, amenities, marquees, announcing equipment
- Production and dissemination of program of events
- Prepare event equipment in conjunction with Carnival Supervisor
- Production of certificates, and ordering of medallions and ribbons
- Pre event officials briefing
- Official carnival welcome to all schools
- End of day presentation area set up
- Update ACC Yearbook with athlete results (for those permitted for publication)

### 3.2 Carnival Supervisor / Presentations Coordinator (HOST SCHOOL)

#### CARNIVAL SUPERVISOR

- Coordination of all assigned equipment to/from and at the venue
- Ensure all equipment is at required sites prior to carnival start, including medallions and ribbons
- Coordinator of all HOST SCHOOL student assistants across the course of the carnival
- Ensure HOST SCHOOL student assistants are rewarding athletes with a medallions and ribbons for the respective events (both TRACK and FIELD)
- With officials and student assistants support, organise schools for **Celebration March**

#### PRESENTATIONS COORDINATOR

- Support CARNIVAL MANAGER with presentation area
- Assemble competitors, staff and parents at presentations area

### 3.3 Officials Supervisor (NOTRE DAME UNIVERSITY)

- Coordination of all assigned equipment to/from and at the venue
- Ensure all equipment is at required sites prior to carnival start, including medallions and ribbons
- Coordinator of all officials
- With officials and student assistants support, organise schools for **Celebration March**
- Coordination of marshalling officials, to ensure all TRACK events are running as programmed
- Overall supervision of activities at the carnival
- Disputes resolution

### 3.4 Chief Track Starter

- Receive marshal sheet from CHECK STARTER
- Check school/competitor name/lane against marshalling sheet
- Place competitors 1m behind the start line in their designated lane
- Explain start procedure (take your marks – set – start sound)
- Start event (use ‘clapper’ to start all track or novelty events)
- Re-schedule re-starts *NOTE : False starts DO NOT result in disqualification*
- Ensure start of each event is strictly to schedule

### 3.5 Track Starter Assistant & Start line relay official

- Support CHIEF TRACK STARTER in coordinating athletes 1m behind the start line, in their designated lane for single athlete events
- Complete the same for all relay events, ensuring you have the correct athletes in the correct locations (ie 1<sup>st</sup> and 3<sup>rd</sup> athletes at finish line, 2<sup>nd</sup> and 4<sup>th</sup> athletes at start line )
- Utilise student assistant to escort relay athletes to the correct ends for all relay events

### 3.6 Check Starter and Track Event Marshal

#### TRACK EVENT MARSHAL

- Assemble all athletes at marshalling tent, ensuring they are in the correct seats (utilise your assistant for support)
- Check competitors off marshal sheet, ensuring there is one competitor/per school/per event (**except 800m events**)
- Update marshalling sheet with any necessary changes, if there has been a change to the competitor(s) racing
- Provide the marshal sheet to CHECK STARTER



- Ensure the flip chart displaying the event being raced is kept up to date
- Keep the marshal tent free of non-competitors, and ensure athletes are not marshalling too early

#### CHECK STARTER

- Confer with TRACK EVENT MARSHAL that all competitors are in place for the commencement of the next race
- Ensure competitors are in the correct lane order, before moving to the starting position for their race
- Use student officials, to escort all athletes to the event start location, ensuring they remain in order
- Provide marshal sheet to CHIEF TRACK STARTER

### 3.7 Field event & relay change marshals (x3)

- Assist athletes, to ensure they marshal at the relevant event site
  - Utilise student assistants to collect athletes from school area if they have not arrived
  - Check competitors off marshal sheet, ensuring there is one competitor per event
  - Update marshalling sheet with any necessary changes, if there has been a change to the competitor(s)
- Remember that there is an allocated time for field medallion events and during that time, COMPETITORS ONLY at both sites (Div 1 & 2)**
- Use MEASURE ASSISTANTS to escort athletes to the respective site ie PIT A or B, SITE A or B
  - Provide marshalling sheet to your FIELD EVENT JUDGES
  - Assist at Long Jump, Shot Put & Vortex Ball sites when marshalling duties are completed

### 3.8 Chief Track Finish Judge / Timekeeper

- Collect the marshalling/result sheet from TRACK EVENT MARSHAL, & record all results/times as provided by judges (1<sup>st</sup> place for medallion events is a priority) : ensuring the athletes full name (confirm spelling) and their school is recorded
- Supervise the two JUDGES and TIMEKEEPERS
- Supervise judging of finish positions
- Confer with the TIMEKEEPER to determine the final time of the event and or heat winner
- Send **completed** marshalling/result sheet to recording tent
- Dismiss athletes at event end
- **Ensure student officials award (for MEDALLIONS EVENTS ONLY) : 1<sup>st</sup> place with respective medallion, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> place receive ribbons, and all other athletes receive a participation ribbon**

### 3.9 Track Finish Judge x 2

- Work in liaison with each other, under the direction of the CHIEF JUDGE / TIMEKEEPER
- Judge finish positions
- Post event, line competitors up off the track in their finish order
- Assist the CHIEF JUDGE / TIMEKEEPER to complete the result sheet.
- **MEDALLION EVENTS ONLY : award 1<sup>st</sup> place with respective medallion, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> place receive ribbons, and all other athletes receive a participation ribbon**

### 3.10 Timekeeper x 2

- Use a stopwatch to record the time for first place only
- Give the winning time to the judges for entry on the result sheet.
- Assist the judges where necessary to determine the final places of all competitors

### 3.11 Shot Put Circle Judge x4

- Ensure all equipment is on site prior to commencement
- **SHOT PUT JUDGE (CIRCLE) will be responsible for assisting / coaching competitors, and SHOT PUT JUDGE (RESULTS) will record all throw results, and communicate to athletes who is next to throw**
- Receive marshal sheet from FIELD EVENT MARSHAL
- SHOT PUT JUDGE (CIRCLE) to explain the rules to all competitors and ensure each 'put' is legal (refer to rules) but make consistent allowances for student ability levels.
- SHOT PUT JUDGE (RESULTS) to record completed 'tries' and then 'best try' on marshal sheet
- Each competitor is allowed three throws - **only legal throws to be measured.**
- SHOT PUT JUDGE (CIRCLE) to supervise SHOT PUT ASSISTANTS to correctly measure puts, and call out measurement to SHOT PUT JUDGE (RESULTS)
- Ensure the SHOT PUT ASSISTANTS returns equipment for the next competitor (equipment IS NOT TO be thrown and or rolled back to competitors)
- At event end, award **(for MEDALLIONS EVENTS ONLY) : 1<sup>st</sup> place with respective medallion, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> place ribbons, and all other athletes receive a participation ribbon**
- Dismiss athletes (back to the marquee or field event)
- Request SHOT PUT ASSISTANTS to return completed marshal sheet to recording tent
- **Safety is paramount: ensure the throwing area is cleared before all throws**
  - signal competitor when they may throw
  - no measuring during throwing
  - use only one shot put at any time
- **REMAIN ON SITE to provide athletes the opportunity to HAVE-A-GO outside of event program times**

### 3.12 Shot Put assistants x4

- Place a peg after each legal throw, measure the peg distance, and call this measurement to the SHOT PUT JUDGE (RESULTS) to record on the marshal sheet
- Leave the peg in place, and ensure the correct pegs are in place for the duration of the event, to represent 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> place
- Return equipment after each legal throw to the next competitor
- Assist with medallion / ribbon presentations
- **ENSURE YOU REMAIN ON SITE FOR THE Have-a-Go event opportunities**

### 3.13 Long Jump Judge x4

- Ensure all equipment is on site prior to commencement
- **LONG JUMP JUDGE (PIT) will be responsible for assisting / coaching competitors, and LONG JUMP JUDGE (RESULTS) will record all jump results, and communicate to athletes who is next to jump**
- Receive marshal sheet from FIELD EVENT MARSHAL
- LONG JUMP JUDGE (PIT) to explain the rules to all competitors and ensure each jump is legal (refer to rules), but make consistent allowances for student ability levels
- Record completed 'tries' and then 'best try' on marshal sheet
- Each competitor is allowed three jumps - **only legal jump to be measured.**
- LONG JUMP JUDGE (PIT) to supervise LONG JUMP MEASURE ASSISTANTS to correctly measure jumps, and call out measurement to LONG JUMP JUDGE (RESULTS)
- Ensure the correct pegs are in place for the duration of the event, to represent 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> place
- Ensure the LONG JUMP MEASURE ASSISTANTS continue to rake the pit throughout events
- At event end, award **(for MEDALLIONS EVENTS ONLY) : 1<sup>st</sup> place with respective medallion, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> place ribbons, and all other athletes receive a participation ribbon**
- Dismiss athletes (back to the marquee or field event)
- Request LONG JUMP MEASURE ASSISTANTS to return completed marshal sheet to recording tent
- **Safety is paramount: ensure the jumping area is clear before all jumps**
  - **signal competitor when they may throw**
  - **no measuring during jumping**
- **REMAIN ON SITE to provide athletes the opportunity to HAVE-A-GO outside of event program times**

### 3.14 Long Jump assistants x4

- Place a peg after each legal jump, measure the peg distance, and call this measurement to the LONG JUMP JUDGE (RESULTS) to record on the marshal sheet

- Leave the peg in place to the side of the pit, and ensure the correct pegs are in place for the duration of the event, to represent 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> place
- Rake the pit when required across the duration of the event
- Assist with medallion / ribbon presentations
- **REMAIN ON SITE to provide athletes the opportunity to HAVE-A-GO outside of event program times**

### 3.15 Vortex Throw Judge x4

- Ensure all event equipment is on location
- **VORTEX THROW JUDGE (FIELD) will be responsible for assisting / coaching competitors, and VORTEX THROW JUDGE (RESULTS) will record all jump results, and communicate to athletes who is next to jump**
- Receive the marshal sheet from FIELD EVENT MARSHAL
- VORTEX THROW JUDGE (FIELD) to explain the rules to all competitors and ensure each 'throw' is legal (refer to rules) but make consistent allowances for student ability levels.
- VORTEX THROW JUDGE (RESULTS) to record completed 'tries' and then 'best try' on marshal sheet
- Each competitor is allowed three throws - **only legal throws to be measured.**
- VORTEX THROW JUDGE (FIELD) to supervise VORTEX THROW ASSISTANTS to correctly measure puts, and call out measurement to VORTEX THROW JUDGE (RESULTS)
- Ensure the VORTEX THROW ASSISTANTS returns equipment for the next competitor (equipment IS NOT TO be thrown and or rolled back to competitors)
- At event end, award **(for MEDALLIONS EVENTS ONLY) : 1<sup>st</sup> place with respective medallion, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> place ribbons, and all other athletes receive a participation ribbon**
- Dismiss athletes (back to the marquee or field event)
- Request VORTEX THROW ASSISTANTS return completed marshal sheet to recording tent
- **Safety is paramount: ensure the throwing area is cleared before all throws**
  - **signal competitor when they may throw**
  - **no measuring during throwing**
  - **use only one shot put at any time**
- **REMAIN ON SITE to provide athletes the opportunity to HAVE-A-GO outside of event program times**

### 3.16 Vortex Throw assistants x4

- Place a peg after each legal throw, measure the peg distance, and call this measurement to the VORTEX THROW JUDGE (RESULTS) to record on the marshal sheet
- Leave the peg in place, and ensure the correct pegs are in place for the duration of the event, to represent 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> place

- Return equipment after each legal throw to the next competitor (equipment IS NOT TO BE thrown and or rolled to competitors)
- Assist with medallion / ribbon presentations
- **ENSURE YOU REMAIN ON SITE FOR THE Have-a-Go event opportunities**

### 3.17 Announcer

- Use program of events to call students to marshalling so program timing is followed.
- Commentate on events
- Interview athletes and or staff across the course of the event
- Announce results of events - first place medallion winner
- Communicate information to participants, staff and or spectators as requested from CARNIVAL MANAGER

### 3.18 Results / Administration

- Receive completed track and field marshalling sheet from results runners and transfer first place data to recording sheet
- Ensure all marshalling sheets are completed correctly
- Store completed marshalling sheets (in order) for CARNIVAL MANAGER

## Appendix 4.0 Field event rules

### 4.1 Shot Put

The rules outlined below (taken from the IAAF Handbook) are to be implemented at the discretion of the judges taking into account the physical and mental capacity of the competitors. Judges should explain all rules to the competitors and be consistent in their application to all competitors. Officials should check to see that all equipment is in readiness for the event. Judges are to liaise with each other to ensure safety and that events run on time.

The Shot Put Judge calls up the competitors for their trials and enters their performances. The judge should check the names and numbers of the competitors against those present and against the tries order provided by the Carnival Manager. On the marshalling sheet you should record the competitor's distance for each of his/her trials if time permits. At the conclusion of competition record in the allotted column, the 'best performance' of each competitor and then the placing of each competitor. The Shot Put Judge is to watch at the circle for any major infringement. Indicate to the competitor if a foul occurs.

The Judge is to pull the tape through the circle for measuring; the student assistant holds the tape in a tight manner without stretching the tape. The Judge, at the landing area is to watch where the shot lands, and to watch that the implement lands inside the sector. This judge is to indicate if a 'foul' trial occurs. Also to assist with measuring.

The second Student Assistant is to return the implement. ALWAYS carry the implement back - they must NEVER be thrown back.

Judges should never allow their attention to wander while the competition is in progress, **and NEVER turn you back to the throwing area**. Watch the implement at all times, otherwise there may be a serious accident.

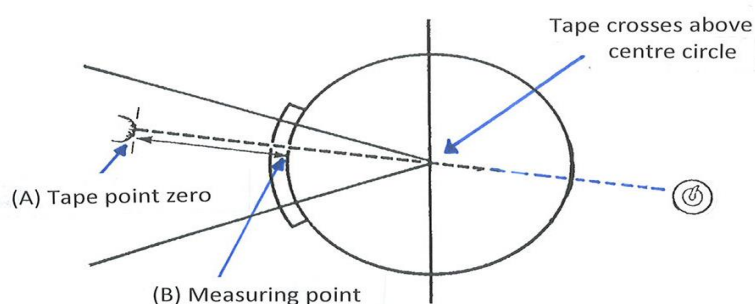
No competitor shall be permitted to take any implement into the arena.

If time is at a premium the judge may use a numbered marker allocated to each competitor and marked accordingly.

The judges then move the markers of each throw only if their next throw is further. If in doubt measure both throws.

At the conclusion of each competitor three throws measure the furthestmost marker for each competitor.

**Measurement:** The measurement of each put shall be made immediately after the put when time permits, from the nearest mark made by the fall of the shot to the inside of the circumference of the circle, along a line from the mark made by the shot to the centre of the circle. A distinctive flag or disc should mark the best throw of each competitor. The distance shall be submitted in metres to the nearest 0.01m below. If time does not permit, measure the furthestmost throw only of each competitor.



Practice throws are not permitted. Once the competition has begun, competitors are NOT permitted to use the circle or ground within the sector for practice trials, with or without implement. The competitor may enter the circle from any part of the circle - they do not have to enter from the rear - only LEAVE from the rear.

Provided that in the course of a trial no rule has been infringed, a competitor may interrupt a trial once started, lay their implement down, and may leave the circle before returning to a stationary position and beginning a fresh trial.

A competitor is allowed to touch the INSIDE of the iron band and the inside of the stop board when making a trial. In order to protect the spine from injury, a competitor may wear a belt of leather or some other suitable material. The use of GLOVES is NOT allowed. In order to obtain a better grip, competitors are permitted to use an adhesive substance such as resin or a similar substance on their HANDS ONLY.

A competitor MAY **NOT** spray or spread any substance in the circle. No device of any kind - e.g. the taping of two or more fingers together - that in any way assists a competitor when making a throw shall be allowed. The use of tape on the hand shall not be allowed except in the case of the need to cover an open cut or wound.

It shall be a foul throw and not counted if the competitor: after they have stepped into the circle and begun to make a trial, touches with any part of the body the ground outside the circle, the top of the iron band, stop board or circle or improperly releases the shot in making any attempt.

The shot shall be put from the shoulder with ONE hand only. At the time the competitor takes a stance in the ring to commence a put, the shot shall touch or be in close proximity to the chin and the hand shall not be dropped below this position during the action of putting. The shot must not be brought behind the line of the shoulders (i.e., in the action of throwing a ball).

The competitor must not leave the circle until the implement has touched the ground, and they shall then, from a STANDING position, leave the circle from the rear half that shall be indicated by a chalk line or by a painted line. The competitor shall take their first step outside the circle BEHIND the line in question or its extension. This rule helps distinguish between the instances that a competitor may not be off balance on having just completed the throw.

The implement must land within the inner edges of the sector. After the shot has been completed the implement **MUST** be carried back to the circle and **NEVER** thrown back by the second student assistant.

At the **CONCLUSION** of the competition, if there is a tie then the second best performance of the competitors tying shall decide the tie. If the tie still remains, the third best try is taken into account.

## 4.2 Long Jump

The rules outlined below (taken from the IAAF Handbook) are to be implemented at the discretion of the judges taking into account the physical and mental capacity of the competitors. Judges should explain all rules to the competitors and be consistent in their application to all competitors.

Officials should check to see that all equipment is in readiness for the event & rake/level the entire landing area. Be aware that pit rakes can pose a hazard and they should be handled carefully at all times.

The Long Jump Judge records the performances of each competitor, and also calls the competitors in the order of the draw. All legal jumps are to be measured and written on the recording sheet.

The recorder should check the names of the competitors against those present, and against the tries order provided by the Carnival Manager. On the marshalling/result sheet is recorded, the competitor's name and the distance of each of the competitor's trials. At the conclusion of competition, record in the allotted column, the 'best performance' of each competitor and then the placing of each competitor.

The Judge stands at the take-off board and decides if the jump is a fair one or if the competitor has 'fouled'. After the competitor's jump has been measured, they should stand ON the take-off board until the sand has been levelled ready for the next competitor.

The Student Assistant holds the commencing part of the tape at the landing area. They mark the distance jumped with a spike attached to the end of the tape (if this is not available a pencil will do the job) so that the jump may be measured.

The Judge holds the tape at the take off line, and checks to see that the tape is at right angles to the take-off line. They read the distance jumped and see that it is recorded properly. The second Student Assistant is to level out the sand and sprinkles it with water after each competitor's jump.

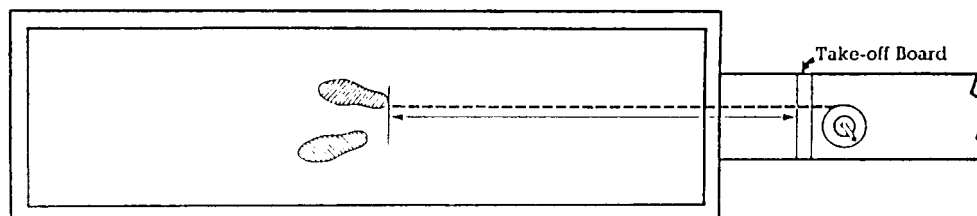
No marks may be placed ON the runway but a competitor may place marks alongside the runway. No marks shall be placed in the landing area.

A board sunk level with the runway and the surface of the landing area shall mark the take-off. The edge of the board that is nearer to the landing area shall be called the take-off line. If a competitor takes off BEFORE reaching the board it shall not for that reason be counted as a failure.

When a competitor lands in the sand, a Judge places a spike vertically at the break in the sand and the zero end of the steel tape is held at this point. It is easier to put the spike through the ring at the end of the tape and make allowance



for thickness of the ring when placing the spike. The distance is then read off at the scratch line, checking that the tape is at the **right angles** to the line by moving it slightly from side to side until the minimum distance is shown. If the break in the sand is to one side of the landing area it may be necessary to prolong the scratch line with a sheet of paper or a clipboard.



Once the competition has begun, competitors are not permitted to use runways for practice purpose.

It shall be counted as a failure ('FOUL') if any competitor:

- a) Touches the ground beyond the take-off line with any part of the body whether running up without jumping or in the act of jumping. (It is only a foul if contact is made with the ground (or plasticine). If a competitor has long spikes it is possible for his toe to project beyond the scratch line without touching the ground, which would NOT constitute a foul.) The rule says 'touches the ground'.
- b) Takes off from outside either end of the board, whether beyond or behind the take off line extended.
- c) In the course of landing, touches the ground outside the landing area NEARER to the take off than the nearest break in the landing area made by the jump.
- d) After a completed jump, walks BACK through the landing area. (Competitors should walk out of the landing area from a point further from the take off board than the mark in the landing area from which the measurement is taken.)
- e) Uses any form of somersaulting.

At the CONCLUSION of the competition, if there is a tie for placings, then you take the second best performance of the tying competitors to decide the tie. If still a tie then the third best try is considered.

### 4.3 Vortex Throw

It is essential that Field Event Officials are suitably skilled to perform their required duties. Schools are responsible for training officials so that they can perform their duties at the required level. Officials should check to see that all equipment is in readiness for the event - the Referee usually does this, but all officials should liaise to see that equipment is ready so that the event can start at the scheduled time.

Judges are to liaise with the throws coordinator to ensure safety and that events run on time. Judges should never allow their attention to wander while the competition is in progress, and NEVER turn your back to the throwing area. Watch the implement at all times, otherwise there may be a nasty accident.

**The Vortex Ball Throws Area.** Calls up the competitors for their trial and enters their performances. The recorder should check names/numbers of the competitors against those present, and against the tries order provided by the Carnival Manager. On the recording sheet, you should record the competitor's distance for each of his/her trial if time permits. At the CONCLUSION of competition, record in the allotted column the 'best performance' of each competitor and then the placing of each competitor. If time does not permit, measure only the furthestmost try of each competitor at the conclusion of the event.

The Vortex Ball Judge Throws Area is to watch for 'foul' throws. The Judge should watch to be sure that the thrower has not touched the arc, or the ground beyond it, with his feet or hand, and after the throw the Judge should stand in the runway until the throw is measured and the landing area is free of officials. Should raise a red flag if a 'foul', and a white flag if a 'fair' throw. The Judge is to watch the approach run and see that the Vortex Ball is held in accordance with the rules. He/she also watches the delivery to ensure that the Vortex Ball is thrown above the shoulder or upper arm. The Student Assistant holds the tape for measuring at the centre point, and the Judge reads the performance.

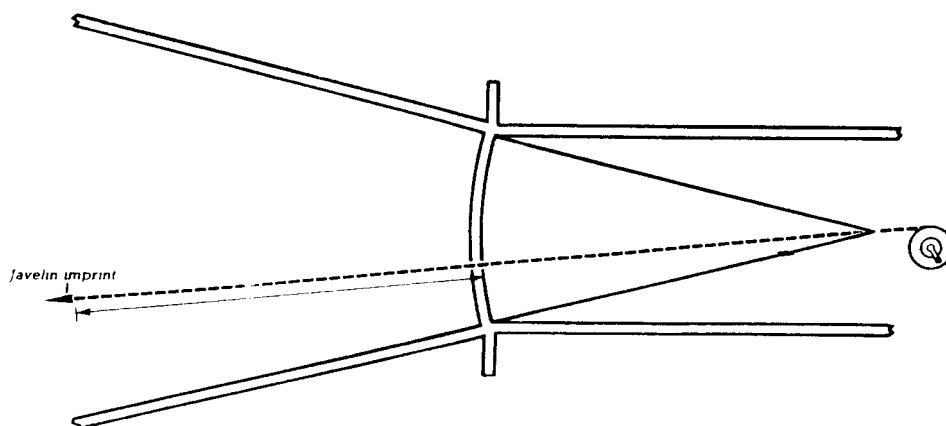
**The Vortex Ball Judge** (Sector) should stand in the sector so that they can have a good view of the Vortex Ball as it lands. Raise white flag if a fair trial, and a red flag if a 'foul'. He/she is to assist with measuring. The Vortex Ball **does not have to stick in the ground; it is a 'fair' throw if the tip of the 'metal head' of the Vortex Ball strikes the ground before any other part of the Vortex Ball.** The second Student Assistant is to return implements - they must NEVER be thrown back.

All throws to be valid must fall within the inner of lines 50mm wide marking the sector. Only implements provided by the Organisers may be used. No competitor shall be allowed to take any implement onto the arena.

Measurements of each throw shall be made immediately after the throw from the nearest mark made by the initial impact on the ground of the TIP of the metal head of the Vortex Ball to the inside edge of the arc, along a line from the mark made by the implement to the centre of the circle of which the arc is a part. A distinctive marker shall be provided to mark the best throw of each competitor.

Before the start of each event the judges should familiarize themselves with the record for that event. The existing record can be measured and marked with a different or distinctive coloured marker as a guide. If a record occurs, a mark should be placed in the ground to indicate the landing position of the implement and the field referee called to confirm the record. A measure of the throw with a metal tape by the field referee will confirm the measurement. A

record verification form (Appendix 35) will need to be completed and signed by both the site judges and the field referee.



**Practice throws are not permitted.** Once the competition has begun competitors are NOT permitted to use the runway or ground within the sector for practice purposes, with or without a Vortex Ball.

At the CONCLUSION of the competition the second best performance of competitors tying shall decide the tie. If the tie still remains, the third best try is taken into account.

**Requirement for a valid throw.** Implement must land within the sector. The Vortex Ball must be held at the grip. It shall be thrown over the shoulder or upper part of the throwing arm and MUST NOT be slung or hurled. No throw shall be valid in which the tip of the head does not strike the ground before any other part of the Vortex Ball. A competitor MAY NOT cross either of the parallel lines.

It is a foul throw if the competitor touches with any part of his body or limbs the strip of the lines drawn from the extremities thereof at right angles to the parallel line, or the ground beyond the strip of those lines.

At no time after preparing to throw, until the Vortex Ball has been discharged into the air, may the competitor turn completely around so that his back is towards the throwing arc. (If a competitor commences his/her run up and then stops half way up the runway, he may turn around and return to his/her starting point and re-start his trial - he/she does not have to walk BACKWARDS to his starting point and re-start his trial).

A competitor shall not leave the runway until the Vortex Ball has TOUCHED the ground. They shall then, form a STANDING position, leave the runway from behind the arc and the lines drawn from the extremities of the arc. If the Vortex Ball breaks at any time in the course of the throw, it shall NOT be counted as a trial, provided the throw was made in accordance with the rules.

A competitor improperly releasing the implement in making an attempt, shall have recorded a trial, but it shall not count (it is a 'foul'). The Vortex MUST be carried to the next competitor by the Student Assistant and NEVER thrown.

No device of any kind e.g., the taping of two or more fingers together which in any way assists the competitor when making a throw shall be allowed. The use of tape on the hand shall not be allowed except in the case of the need to cover an open cut or wound.

In order to protect the spine from injury a competitor may wear a belt of leather or some other suitable material. In order to obtain a better grip, competitors are permitted to use a suitable substance on their HANDS only. The use of gloves is not allowed.

A competitor who unreasonably delays making a trial, renders him/herself to have that trial disallowed and recorded as a fault. It is a matter for the referee to decide, having regard to all the circumstances, what is an unreasonable delay. The official responsible shall indicate to the competitor that all is ready for the trial to begin, and the period allowed for this trial shall commence from that moment. In the Vortex Ball throw the period allowed for this trial should not exceed 1.5 minutes. Although it is a matter for the Referee, the time of 1.5 minutes would not be exceeded, unless there were extenuating circumstances. For a second delay at any time during the competition, the competitor shall be debarred from taking part in any further trials, but any performance accomplished up to that time shall STAND.

To avoid having to return to the field event, a competitor has the option of completing his/her three attempts in succession. If more than one competitor exercises this option, they will alternate attempts until each has completed his/her three attempts.

A field event official will only wait for the return of competitors up to 15 minutes after the start of the next event at that location. If a competitor has not returned by this time, the initial event is considered closed. Result sheets are to be sent to the various recording locations.

The competitor/s will complete his/her attempts immediately. The result sheet must be sent to the recording position as soon as possible to avoid scoring hold-ups. If a competitor completes three NO THROWS or FOULS he/she does not receive a place for their team.

#### 4.4 Novelty and 'Lucky Dip' relays

The Novelty Relays will be setup and explained by the Notre Dame students on the day of the carnival, and serves as fun participation events to involve as many students as possible.

## Appendix 5.0 Tries, Weights and Measures

### TRIES

Long Jump	3 jumps per competitor
Shot Put	3 'throws' per competitor
Vortex Ball	3 'throws' per competitor
Track	Breaks' not to be disqualified

### WEIGHTS

Shot Put	U15 Female	3.0 Kg Shot Put
	OPEN Male	3.0 Kg Shot Put
	U15 Female	3.0 Kg Shot Put
	OPEN Female	3.0 Kg Shot Put

### MEASURES

Long Jump	Jump from take-off board or line.	
	<i>N.b. an improvised take-off line (e.g. white tape) may be used and placed closer to the pit edge.</i>	
	Legitimate jumps only to be measured.	
Shot Put	Legitimate 'throws' only to be measured.	
Vortex Ball	Legitimate 'throws' only to be measured.	
Track	Competitors to stay in designated lane.	
70m Wheelchair	Manual chairs	(separate events)
	Motorized chairs	(separate events)
800m, 400m, 70m Wheelchair and 70m & Relays		
Start procedure:	Clapper to be used	
	Line-up - 1m behind start line (or as capable)	
	'Take your marks' – prepare for start position (crouch/standing/assisted - toes/disability equipment behind closest {to competitor} edge of line)	
	'Set' – final start position	
	'Start signal' - start event	

## Appendix 6.0 Equipment inventory

ACC TO PROVIDE	CARNIVAL SUPERVISOR TO PROVIDE (St Norberts College)	OFFICIALS SUPERVISOR TO PROVIDE (Notre Dame University)
<ul style="list-style-type: none"> <li>• Officials marquees</li> <li>• Tables and chairs</li> <li>• 2 Way radios</li> <li>• Sound system &amp; microphone</li> <li>• Airhorn</li> <li>• Pigtails and rope</li> <li>• Event signs</li> <li>• 50m &amp; 70m track signs</li> <li>• School lane signs</li> <li>• A frame event signage</li> <li>• ACC flags / signage</li> <li>• Track cones</li> <li>• Field event peg markers</li> <li>• Starting clapper</li> <li>• ACC official's vests</li> <li>• Program of events</li> <li>• Medallions, ribbons and certificates</li> <li>• Clipboards for each official, with relevant information including '<i>Officials &amp; volunteers handbook</i>'</li> <li>• Marshalling/results sheets</li> <li>• Presentations sheet</li> <li>• Stationery</li> </ul>	<ul style="list-style-type: none"> <li>• Stop watches</li> <li>• Megaphone</li> <li>• Relay batons</li> <li>• Cones for all Field events</li> <li>• Vortex</li> <li>• Shot puts 3kg</li> <li>• Tennis balls</li> <li>• Tape measures</li> <li>• Rakes</li> <li>• Brooms</li> </ul>	<ul style="list-style-type: none"> <li>• Novelty event equipment</li> </ul>

## Appendix 7.0 Track Marshalling and results sheet

*Please use this form for all track events*

*For the 70m Wheelchair and 70m events, one competitor per lane.*

EVENT NO.		EVENT	
TIME		GENDER	

LANE	SCHOOL	FIRST NAME	SURNAME	TIME	PLACE
<b>1</b>					
<b>2</b>					
<b>3</b>					
<b>4</b>					
<b>5</b>					
<b>6</b>					
<b>7</b>					
<b>8</b>					
<b>9</b>					
<b>10</b>					

**TIME** First and second place only.

**MEDALLION EVENTS** : Award 1<sup>st</sup> place a medallion. 2<sup>nd</sup> - 4<sup>th</sup> place ribbons. Participation ribbon for all other competitors

Marshal Sign		Place Judge Sign	
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Timekeeper Sign		Medallion & Ribbons Awarded	Yes/No
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## Appendix 8.0 Event Marshalling and results sheet

One competitor per school only, unless stated otherwise

<b>EVENT No.</b>							
<b>TIME</b>		<b>EVENT</b>		<b>GENDER</b>		<b>LOCATION</b>	

COMPETITOR	FIRST NAME	SURNAME	SCHOOL	TRY 1	TRY 2	TRY 3	BEST TRY	PLACE
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								

<b>JUDGE</b>		<b>Medallion Awarded</b>	Yes/No
<b>JUDGE</b>		<b>Ribbons Awarded</b>	Yes/No



## Appendix 9.0 Presentation Sheet

### Event 31 Mixed OPEN & U/15 70m Manual Wheelchair

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 <sup>st</sup>				

### Event 32 Mixed OPEN & U/15 70m Motorised Wheelchair

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 <sup>st</sup>				

### Event 3 Boys U/15 70m DIV 1

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 <sup>st</sup>				

### Event 4 Boys U/15 70m DIV 2

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 <sup>st</sup>				

### Event 6 Girls U/15 70m DIV 1

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 <sup>st</sup>				

### Event 7 Girls U/15 70m DIV 2

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 <sup>st</sup>				

### Event 25 Boys OPEN 70m DIV 1

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1st				

### Event 26 Boys OPEN 70m DIV 2

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1st				

### Event 28 Girls OPEN 70m DIV 1

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1st				

### Event 29 Girls OPEN 70m DIV 2

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1st				

### Event 23 Mixed U/15 Long Jump DIV 1

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1st				

### Event 24 Mixed U/15 Long Jump DIV 2

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1 <sup>st</sup>				

**Event 12 Mixed OPEN Shot Put DIV 1**

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1 <sup>st</sup>				

**Event 13 Mixed OPEN Shot Put DIV 2**

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1 <sup>st</sup>				

**Event 17 Male U/15 800m**

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 <sup>st</sup>				

**Event 18 Female U/15 800m**

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 <sup>st</sup>				

**Event 41 Male OPEN 800m**

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 <sup>st</sup>				

**Event 42 Female OPEN 800m**

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 <sup>st</sup>				

**Event 39 Mixed U/15 Vortex Throw DIV 1**

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1 <sup>st</sup>				

**Event 40 Mixed U/15 Vortex Throw DIV 2**

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1 <sup>st</sup>				

**Event 1 Mixed OPEN Long Jump DIV 1**

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1 <sup>st</sup>				

**Event 2 Mixed OPEN Long Jump DIV 2**

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1 <sup>st</sup>				

**Event 11 Male U/15 8x50m Shuttle Relay**

Place	SCHOOL	TIME
1 <sup>st</sup>		

**Event 14 Female U/15 8x50m Shuttle Relay**

Place	SCHOOL	TIME
1 <sup>st</sup>		

**Event 37 Male OPEN 8x50m Shuttle Relay**

Place	SCHOOL	TIME
1 <sup>st</sup>		

**Event 38 Female OPEN 8x50m Shuttle Relay**

Place	SCHOOL	TIME
1 <sup>st</sup>		

**Event 34 Mixed U/15 Shot Put DIV 1**

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1 <sup>st</sup>				

**Event 35 Mixed U/15 Shot Put DIV 2**

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1 <sup>st</sup>				

**Event 15 Mixed OPEN Vortex Throw DIV 1**

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1 <sup>st</sup>				

**Event 16 Mixed OPEN Vortex Throw DIV 2**

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1 <sup>st</sup>				

**Event 9 Male U/15 400m**

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 <sup>st</sup>				

**Event 10 Female U/15 400m**

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 <sup>st</sup>				

**Event 33 Male OPEN 400m**

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 <sup>st</sup>				

**Event 36 Male OPEN 400m**

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 <sup>st</sup>				

**Event 19 Male OPEN & U/15 4x100m Shuttle Relay**

Place	SCHOOL	TIME
1 <sup>st</sup>		

**Event 2 Female OPEN & U/15 4x100m Shuttle Relay**

Place	SCHOOL	TIME
1 <sup>st</sup>		

**NO RECORDING OF RESULTS FOR NOVELTY OR 'LUCKY DIP' EVENTS**

Sue Bigelow Spirit Shield Winner: \_\_\_\_\_

# Appendix 10.0 Site map



## SITE MAP KEY

-  First Aid post
-  Coffee van
-  Accessible Toilets
-  Staff toilets
-  Student toilets