1. Starts - do not touch any lines

2. Starting Heights:

   a. Girls HJ   4'6"   2" increments

   b. Boys HJ   5'4"   2" increments

   c. Girls PV   7'8"   6" increments

   d. Boys PV   11'8"   6" increments

3.

State Meet – Coaches Packet – HANDBOOK (page 7)

VII. CHECKING IN

4. Multi-event Athletes

NOTES:

> Multi-Event athletes may be excused from one event to compete in another by checking out with the head event judge. The time of checkout and the event to which the athlete is checking out for shall be noted.
>
> For all horizontal jumps and throws, the check-out time limit is recorded by the head event judge and is limited to 10 minutes except as extended above. When an athlete returns, he/she must check back in with the head event judge and:
>
> > Shall complete one or more attempts with the athlete inserted into the lineup as necessary to expedite completion of the event. OR
> >
> > May inform the head event judge to re-start the clock and check-out again without taking a passing trial as long as the event for which the athlete is checking out is still in progress.

c.   There is no check-out limit for the High Jump and Pole Vault. If an athlete has checked out, each missed call-to-jump will be immediately recorded as a "Pass".) (NOTE: If an athlete has checked out, each absence from an attempt will be recorded as a pass ("-" or "P".). The excused athlete must check back in with the head event judge to return to the jumping order and should do so no more than 5 minutes after the completion of the event for which he/she was excused. If the athlete does not return by the 5-minute mark, the jumper is re-inserted into his/her spot in the jumpers' order at that time and is called to jump when his/her turn comes up.

EVENT TERMINATION:

When all competitors present at a throw or horizontal event have completed their attempts – not including the last attempt by the leading qualifier - all missing competitors shall be called in order as soon as their approved check-out period tolls. If they are not present, they have not checked back into the event, and the call is immediately recorded as a PASS. This process is repeated for additional calls for the same athlete.

When all attempts by others have been completed, the leading qualifier may take his/her last attempt, and the event ends with places awarded.

For the High Jump and Pole Vault, when all competitors present at the event have had three consecutive misses, any missing competitor who ~~has~~ is still checked out for a running or other field event with the field event official is called five minutes after the conclusion of the running event final or heat or field event in which the competitor is participating. Failure of the athlete to return to the jumping order at that time concludes the event for that athlete, and tie-breaker jump-offs proceed, or the event ends with places awarded.

4. Reaffirmation of 2022 Games Committee's Minutes

VII. CHECKING IN:

1. ALL COMPETITORS:

All competitors **and alternates** must report to their event at or before the time of the "Last Call." Competitors who fail to report prior to the closing of the event – by the Clerk of Course for running events or the Head Event Judge in the case of field events –shall not be allowed to compete. A competitor who is seen approaching the event and making a good faith attempt to join the final check-in group shall be allowed to compete. When the check-in activities have been completed, the Head Event Judge will make an announcement that the event is closed **and compile the final list of competitors with alternates filling empty slots as necessary.**

2. FIELD EVENTS:

When athletes are gathered for instructions at the close of the check-in process, the Head Event Judge will **prior to compiling the final list of competitors** go through the roll call again to reconfirm those who have checked out and see if any missing competitors are actually present to assure no athlete has been missed due to official error. Should such an error be discovered, the athlete will be added to the list of active competitors, provided he/she was previously entered in that event.

VII CHECKING IN:

4. Multi-Event Athletes – Checking in/out of Field Events and Event Termination –
Event   Termination

 Delete language:

2. For the High Jump and Pole Vault, ~~when all competitors present at the event have had three consecutive misses,~~ any missing competitor who has checked out for a running or other field event with the field event official is called five minutes after the conclusion of the running event final or heat or field event in which the competitor is participating. Failure of the athlete to return to the jumping order at that time concludes the event for that athlete. ~~and tie-breaker jump-offs proceed, or the event ends with places awarded.~~