

JAVELIN ASSIGNMENTS

1 CHIEF JUDGE

Conducts pre-event review session, supervises all warm-up activities.. Inspects hands for illegal taping. Communicates instructions to athletes. Supervises the competition and determines if a throw is legal or illegal.

2 MARKER

Positioned inside the throwing sector to mark where the implement falls for measurement. Marks spot with tape.

3 TAPE PULLER

Helps Judge Arc violations. Pulls tape through center of circle during measurement.

4 CALLER/FLATS

Positioned outside throwing sector. After implement lands, Call if lands point first or red flag if tail or flat landing.

5 SPOTTER

Positioned inside the throwing sector. Helps Marker locate where implement falls.

6 RECORDER

Records each attempt on the official worksheet. Records compared after each round with 2nd Recorder.

7 ARC JUDGE/2ND RECORDER

Records each attempt on the official worksheet.. Assists the Chief Judge in determining a legal throw.

8 FLIGHT COORDINATOR/TIMER

Coordinates athletes' warm-up and informs competitors of throwing order, practice throws, etc. Positions clock in full view of competitors and starts clock when competitors name is called. Signals to Chief Judge if time should expire before the competitor initiates an attempt.

9 RETRIEVER

Positioned outside throwing sector. After implement lands, retrieve and return to circle.

10 PERFORMANCE BOARD OPERATOR

Receives metric distance from Recorder and posts distances on performance indicator.