

# WEIGHT THROW 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 JUDGE/TAPE PULLER**

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

## **4 RETRIEVER**

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

## **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 RING 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.