

High Jump Instructions

1. We will be using (NCAA) rules for this competition.
2. This is a final event so you will continue jumping until you have **three (3) consecutive misses**.
3. A foul will be called if you touch the ground or landing area beyond the plane of the bar or it's extension on an approach.
4. 1 MINUTE to initiate a jump after being called
 - a. Three or fewer jumpers left = 2 minutes to jump
 - b. One jumper left = 4 minutes to jump
5. There will be () scoring places in this contest
6. We will be using flags rather than calling mark or foul. We can not signal until you exit the pit. White means good and red flag means foul.

WITH QUALIFYING STANDARDS

7. There will be a qualifying round with () competitors taken to the final competition round contested tomorrow.
8. Your call up order will be: **UP, ON DECK, ON HOLD. THEN CALLED UP AGAIN. YOUR 60 SECONDS WILL START AT THAT TIME.** Please respond immediately to my calls.
9. 5 Alive system used until less than 9 competitors left
10. You are allowed two - six (6) inch pieces of tape as a marker
11. Your competition order will be: (??) Good Luck.