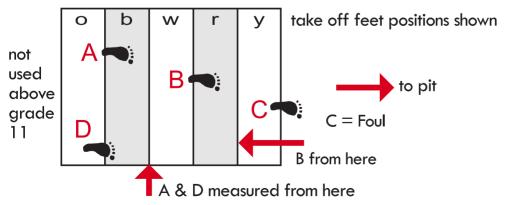


SAMPLE SCORE SHEET

| Δ | 2.04 | 2.05 | 1/2 | 4th |
|-----|------|------|------|-----|
| B | X | X | 1.62 | 15t |
| C | 2.00 | 210 | 199 | 3rd |
| l n | 185 | 1.92 | 1.75 | |

METRE BOARD



NOTE: FOR DETAILED RULES OF COMPETITION REFER TO NZCAA LONG JUMP SHEET



NO JUMPS or FAILS

- 1. Foot in front of line at take off.
- Walking back through the pit after the jump, when the first contact with ground outside, is closer to the take off line than the closest break in the sand.
- 3. Somersaulting
- 4. Landing on, or touching ground outside pit and closer to take off line than the mark in the pit.

CORRECT READING OF TAPE

board

6 5

This is read as 3.63

This is read as 3.63 m (Extra mms do not count)

HINTS ON ORGANISING THE LONG JUMP

- Arrange competitors in order
- Allow a practice jump if there is time
- Specify number of jumps (usually 3)
- Record all jumps in a tie, the next best jump counts, and so on