Week 20 2019 3 Event 4th March 2020

LAST NIGHT PACK UP - ALL EQUIPMENT TO BE DELIVERED TO THE SHEDS BUT LEFT OUT SIDE SO IT CAN BE PUT AWAY BY THE COMMITTEE FOR THE LONG BREAK. PLEASE CLEAN ALL EQUIPMENT AT EVENT LOCATION AND ENSURE SAND PITS ARE "BROOMED IN".

	Event 1	Event 2	Event 3	Event 4	Event	Distance	Age Groups	Notes
U6 Boys	Long Jump 1	70m	Vortex Jav 3		1	200mH	U13 B	
U6 Girls	Long Jump 2	70m	Vortex Jav 4		(Front Straight)	200mH	U13 G	
U7 Boys	Spot Put 5	70m	Long Jump 1		Lanes 1-8	200mH	U14 B	
U7 Girls	Shot Put 6	70m	Long Jump 2	>		200mH	U14 G	
U8 Boys	Long Jump 3	70m	Discus 1	FAMILY FUN		200mH	U15-U16 B	
U8 Girls	Long Jump 4	70m	Discus 2	F		200mH	U15 G	
U9 Boys	Spot Put 3	70m	Turbo Javelin 1	>				
U9 Girls	Shot Put 4	70m	Turbo Javelin 2	7/	2	70m	U6 B & G	Arrival order
U10 Boys	Long Jump 5	70m	Spot Put 1	S	(Front Straight)	70m	U7 B & G	Arrival order
U10 Girls	Long Jump 6	70m	Shot Put 2		<u>Lanes 1-8</u>	70m	U8 B & G	Arrival order
U11 Boys	Discus 1	70m	Long Jump 3	\vec{L}		70m	U9 B & G	Arrival order
U11 Girls	Discus 2	70m	Long Jump 4			70m	U10 B & G	Arrival order
U12 Boys	Javelin 1	70m	Long Jump 5			70m	U11 B & G	Arrival order
U12 Girls	Javelin 2	70m	Long Jump 6			70m	U12 B & G	Arrival order
U13 Boys	200mH	Spot Put 1	70m	3 legged race		70m	U13 B & G	Arrival order
U13 Girls	200mH	Spot Put 1	70m	3 legged race		70m	U14-17 B & G	Arrival order
U14 Boys	200mH	Shot Put 2	70m	3 legged race				
U14 Girls	200mH	Shot Put 2	70m	3 legged race	ı	Dad's 60m Sp	rint Handicap	
U15 Boys	200mH	Shot Put 2	70m	3 legged race				
U15 Girls	200mH	Shot Put 2	70m	3 legged race	ı	Mum's 60m S	print Handicap	
	RECOF	RD PARENT HEL	PERS HERE		IMPORTAN	-	lay / Family Rel	
AGE MARSH	<u>HALL</u>				have fun.		nt for the sea	
<u>RECORDER</u> <u>ASST. 1</u>					Random M	cDonalds v	ouchers or Bi ssed event wi	3Q
<u>ASST. 2</u>					those that	look like th	ey are having	fun!
ASST. 3					UPCOMING 28th MARC			
<u>ASST. 4</u>					BLAC GALA BBQ / JUM			
ASST. 5					COMMENC	ING FROM	2:PM	
<u>ASST. 6</u> <u>ASST. 7</u>					_			
<u>ASST. 8</u>								
<u>ASST. 9</u>								
ASST. 10								

LAQ - Spikes Specifications

Age Group	Laned	Unlaned	Relays	Field		
				H/Jumps	V/Jumps	Jav
U6-U10						
U11	SωS		lr*	SωS	SωS	SωS
U12	SωS		lr*	SωS	SωS	SωS
U13	SωS	SωS	SωS	SωS	SωS	SωS
U14	SωS	SωS	SωS	SωS	SωS	SωS
U15	SωS	SωS	SωS	SωS	SωS	SωS
U16-U17	SωS	SωS	SωS	SσS	SωS	SωS

Key:

Ir – Athletes competing in Laned Relays

* - Athletes competing in U13-U17 Relay Teams

On synthetic track: spikes must be no longer than 7mm. On synthetic fie ld: spikes must be no longer than 9mm. On grass track or field: spikes must be no longer than 12mm. Spiked shoes must not be worn in the stand or outer areas of the track. Spikes must be carried onto the track and to the field event areas and then removed on completion of the event. i.e. may only be worn from the commencement of an event and MUST be removed "immediately" at the finish of the event.



Blunts #

Blanks (11)

LAQ - Track - Hurdles Specifications

Event	Age Groups			
60mH (20cm)	U6	6F @ 7m S, 12m L, 13m R		
60mH (30cm)	U7	6F @ 7m S, 12m L, 13m R		
60mH (45cm)	U8; U9	6F @ 7m S, 12m L, 13m R		
60mH (60cm)	U10	6F @ 7m S, 12m L, 13m R		
80mH (60cm)	U11	9F @ 7m S, 12m L, 12m R		
80mH (68cm)	U12	9F @ 7m S, 12m L, 12m R		
80mH (76cm)	U13; U14G	9F @ 7m S, 12m L, 12m R		
90mH (76cm)	U14B;U15G-U16G	9F @ 8m S, 13m L, 13m R		
100mH (76cm)	U15-U16B;U17G	10F @ 8.5m S, 13m L, 10.5m R		
110mH (76cm)	U17B	10F@9.14mS,13.72mL,14.02mR		
200mH (68cm)	U13	5F @ 35m S, 20m L, 40m R		
200mH (76cm)	U14 - U17	5F @ 35m S, 20m L, 40m R		
300mH (76cm)	U15 - U17	7F @ 35m S, 50m L, 40m R		
Key: F – Flights; S – Spacing; L – Lead in; R – Run out				

The hurdle crossbar shall be adjustable in height. The face of the crossbar shall be 7cm in width and shall be 120cm in length. The end of the crossbar shall project 5cm to 7.5cm outside the hurdle frame upright. Hurdles designed to collapse (preferred) on contact may have feet that are designed to go on the non-approach side, or straddle the hurdle placement line. Collapsible type means when a hurdle is knocked down it lays flat on the track without any part of the hurdle protruding

LAQ - Track Recording

Manual

Times are recorded to one tenth (0.1) of a second only.

All times must be rounded up to the nearest one tenth of a second **above** the actual time, not the *nearest* tenth of a second.

15.09 seconds becomes 15.1 not 15.0 seconds 15.11 seconds becomes 15.2 not 15.1 seconds

The following symbols are used when recording track events:

DNS = Did not Start RC = Red Card (Walks) DNF = Did not Finish = Bent Knee(Walks) Qualified by place = Contact (Walks)

 Qualified by time DQ = Disqualified

Electronic

Hundredths (0.01) of a second are only recorded with fully automotive start and finish electronic timing systems (i.e. Timing Gates, Photo Finish)

LAQ - Track Colour Marking

4 x 100m Start line: white line (at 400m start). Take Over Zone (TOZ): yellow Scratch Line of TOZ: white (100, 200 & 300m marks) 4 x 200m & 4 x Medley Start line: blue & white line. Start & finish of 1st & 2nd TOZ: blue line. 4 x 200m

Scratch Line of 1st TOZ: small blue dot. Scratch Line of 2nd TOZ: green & white. Start & finish of 3rd TOZ: yellow line across lane one extended by a blue line across the full width of the track.

Swedish

Start line: 200m start: white line Scratch Line of 1st TOZ: white (same as 3rd change in 4 x

Scratch Line of 2nd TOZ at lane one of 200m start line. Scratch Line of 3rd TOZ at finish line: yellow line across lane one extended by a blue line across the full width of the track

Hurdles

The following colours should be used for hurdle spacing marks.

60m Hurdle	Red			
80m Hurdle	Black			
90m Hurdle	White			
100m Hurdle	Yellow			
110m Hurdle	Blue			
200m Hurdle Green				
300m Hurdle Green				

LAQ - Jumps Specifications

Starting heights for High Jumn

A STATE OF THE STA	Starting ne	ights for riight Jump	
Age Group	Regional	Carnival/State	Technique
U6 & U7			
U8	U8 Centre Level ONLY		Scissors
U9	0.75	0.80	Scissors
U10	0.85	0.90	Scissors
U11	0.95	1.00	Scissors/Flop
U12	1.05	1.10	Scissors/Flop
U13	1.15	1.20	Scissors/Flop
U14	1.20	1.25	Scissors/Flop
U15	1.25	1.30	Scissors/Flop
U16 & U17	1.30	1.35	Scissors/Flop

High Jump:

Scissor mat: depth should be 15cm - 30cm, the landing area should not be less than 5m x 3m.

Flop mat: depth should be 40cm - 50cm, the landing area should not be less than 5m x 3m.

Long/Triple Jump:

U6-U10 use 1m x ½m mat

U11-U17 use 1.22m x 20cm board

LAQ - Throw Specifications

	Discus	Javelin	Shot Put
Age Group	Boys / Girls	Boys / Girls	Boys / Girls
U6 & U7	350g		1kg
U8	500g		1.5kg
U9 & U10	500g		2kg
U11	500g	400g	2kg
U12	750g	400g	2kg
U13	750g	600g / 400g	3kg
U14	1kg	600g / 400g	3kg
U15 & U16	1kg	700g / 500g	4kg / 3kg
U17	1.5kg / 1kg	700g / 500g	5kg / 3kg

Discus:

U6-U17 Athletes will use rubber / synthetic compound discus in normal Centre Competition.

U13- U17 Athletes competing in any LAQ Association Competition shall have the choice of a metal rimmed discus (if available) or a rubber discus of the weight relevant to their age group.

Colour match weight: Blue=1kg, Yellow=1.5kg, Orange=2kg, White=3kg, Red=4kg, Green=5kg

LAQ - Field Timing

At all field events, the timing of a trial shall commence from the time the athlete's name is called. The athlete must commence their attempt within the time allowed. The Recorder shall raise and keep raised a yellow flag during the final 15 seconds of the time allowed.

Individual Events

lumber of athletes left in the competition	High Jump	Other
*More than 3 or very 1 st trial	1min	1min
*2 or 3	1.5min	1min
*1	3min	
*Consecutive trials	2min	2min

Combined Events (as above for 2 or more)

*1 or Consecutive trials 2min

The trial is completed at:

- Throws, when the athlete leaves the circle or runway
- Long/Triple Jump, when the athlete leaves the landing pit
- High Jump, when the Chief Judge indicates a fair or foul jump

LAQ - Field Recording

- Measurements are recorded to the whole centimetre **below** the actual distance measured. i.e. 4.528 metres becomes 4.52 metres.
- Count backs are only required when placings are given. When Athletes are awarded equal place, i.e. tie for second, there is no third place, the next place is fourth.
- The following symbols are used when recording field events:

NM = No valid trial recorded Cleared (High Jump) Ω =

= Failed / Foul

_ Pass

7.36 = Distance thrown or jumped (horizontal)

Disqualified from an event DQ =

DNS = Did not Start

Revised Date: 05/19