

EXPLANATION OF DUTIES

Circular & Straight Track Umpires

- a. Report to the finish line and say you are the Cherrybrook Track umpire – you will be directed to the required position, probably replacing the previous Cherrybrook parent on duty.
- b. Watch that children are not crossing over into others lanes and/or impeding them.
- c. For hurdles – watch that the lead leg is going over the hurdle and not around (in outside lanes)
- d. Watch that there is no pushing or interference from one athlete to another.
- e. Report any of the above to the Chief Track Judge if it occurs.

YOU WILL NEED A HAT AND A DRINK AS YOU WILL BE IN THE SUN.

Circular & Straight Track Recorders

- a. Report to the finish line and say you are the Cherrybrook Track recorder. You will most likely be given a job calling out the numbers of the finishing athletes, or writing these numbers down in finish order.

Marshalling Assistant

- a. Report to the Marshalling Tent and take over from the previous Cherrybrook parent helper or report to the Chief Marshall if you are on first.
- b. Call out children's names and numbers to check them off the starting lists.
- c. Check uniforms in accordance with the Chief Marshall's requirements – correct numbers in the correct position, plain shorts over skins, spikes carried and put on at the start line.
- d. Escort the marshalled athletes to their event.

Results Runner

- a. Report to the Computer room UPSTAIRS between the canteen and the toilets.
- b. Take result/starting sheets to the marshall.
- c. Post results sheets up when produced by the Data Manager.

Field Event Assistants

You are not allowed to coach or comment on any athlete, particularly not your own child. Be vigilant on this as it could be cause for a protest against your child and a change in results!

For all field events you will be in the sun, please ensure you have a hat, sunscreen applied and a water bottle.

Discus, Javelin and Shot Put

The Chief Judge will ask you to collect the implements, or indicate if the throw is out of sector, or possibly to spike where the implement has landed. Please make sure you are always facing the throwing zone for your own safety. Walk backwards away from the throwers so you always know what is happening.

Long Jump and Triple Jump

The Chief Judge will ask you to rake the sand, spike the point where the athlete made a mark in the sand, nearest to the take off mat, or to marshall the athletes calling out the next 3 in a row to have them ready. There is a small possibility that you would be asked to record.

High Jump

The Chief Judge will ask you to either pick up the bar when it falls, or record the jumps according to instructions.