



FIELD EVENT INFORMATION (2)

Markers:

Athletes may place up to two markers on the high jump runway, may place markers alongside, but not on the pole vault runway, the long and triple jump runway and the javelin runway. No markers may be placed beyond the take-off line or in the throwing sector.

Time allocation for trials:

If a competitor delays taking his trial, they risk having that trial disallowed. The following times should not normally be exceeded under UKA rules:

Number of athletes left in competition	High Jump	Pole Vault	Other Events
More than 3 Athletes	1 minute	1 minute	1 minute
3 or fewer Athletes	1.5 minutes	2 minutes	1 minute
Consecutive trials by the same athlete	2 minutes	3 minutes	2 minutes

Seated Throws:

Athletes are allowed two or three minutes preparation time (depends on class) before the first warm-up throw to prepare their frame after it is tied down in place by volunteers