

HIGH JUMP

Who can do high jump?

Only U9 - U17 athletes can do high jump.

How do athletes get over the bar?

There are 2 ways for an athlete to clear the bar in high jump -

the “scissors” and the “flop”.

The scissor technique is the only technique allowed for athletes in the U9 and 10 age groups. They are not permitted to use the fosbury flop technique.

How do i teach scissors?

- The athletes should start at an angle about 30 degrees to the bar, using an 8 -10 stride run-up.
- The closest leg goes over the bar first, the second leg follows (like a pair of scissors opening and closing). The athlete’s body should remain upright, and the athlete must land on their feet, with the lead foot being the first part of the body to touch the landing mat.

NOTE: The flop should only be taught by qualified coaches as it is quite hard to master. Most kids at Little Athletics think that the flop will get them a higher jump. If it is done correctly this is probably true, however, most young athletes have not mastered this skill yet, and as such will probably get a higher jump using the scissor technique.



What are some basic rules?

- Each athlete is allowed three attempts for each height.
- Athletes do not have to attempt all heights, they can pass whenever they want, including after they foul a jump.

When is a foul recorded?

- If an athlete takes off from two feet or as above for scissors.
- If the athlete touches the landing area beyond the plane of the bar without clearing the bar.
- If the athlete knocks the bar off the support. There is a common myth that if an athlete scrambles off the mat before the bar falls, then it is not a foul. This is incorrect. If the Chief Judge determines that the bar fell as a result of the athlete touching it on the way over then it will be a foul, regardless of where the athlete is when the bar eventually falls. It is up to the Chief Judge as to when they stop and steady a bar that is bouncing on the supports.

When is an athlete's competition completed?

If the athlete misses the bar on three consecutive attempts they are out of the competition. The last height they cleared would be recorded as the height they reached.

Where do i measure from?

Measurements for high jump are taken from the top of the middle of the bar. The height is also checked at each end of the bar to ensure that it is level. Officials need to check the end heights every time the bar is raised and when someone is attempting a record.

How do i record each jump?

Results are recorded on a high jump recording sheet.

- indicates an athlete did not attempt a height or has passed.
- x indicates an athlete failed an attempt at the height.
- o indicates an athlete was successful at the height.



HIGH JUMP

What are the safety considerations?

- The size of the landing area/height must meet the LANSW requirements of:
 - a. Scissor mat - 5m x 3m (landing area) & between 150mm and 300mm (height)
 - b. Flop mats - 5m x 3m (landing area) & minimum height of 400mm (however 500mm is recommended)
- Instruct athletes to clear the bar in the middle not near the uprights.
- The take off area should be flat, dry and well mowed (if grass).
- Use a flexi bar when athletes are in the early learning stages.
- The bags should be covered by a one-piece cover and strapped together.
- Safety straps should be used to protect the bar falling under the athlete if it is dislodged. The safety straps are not to be used for under 10 and younger age groups (who use scissor technique).



HANDY TIPS & TRICKS

- Use greater increments for height rises when conducting the event for large groups.
- Have each athlete nominate only three heights that they will be attempting.
- With large groups, consider splitting the group based upon ability (scissor and flop jumpers).
- Have the athletes start from a shorter approach for lower heights.
- Have different coloured tape pieces cut up before competition starts, for use as markers.
- Use a flexi bar for younger age groups to avoid replacing the bar for missed jumps and to limit injuries and increase confidence.
- Spend some time teaching the event at the start of each season, prior to commencing competition/recording.