



ASSOCIATED AND CATHOLIC COLLEGES OF WA

INCLUSIVE ATHLETICS CARNIVAL

OPERATIONS MANUAL

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1.0 GENERAL INFORMATION

DATE	Thursday 11 th September 2025
VENUE	McGillivray Oval (UWA Sports Park) McGillivray Road MT CLAREMONT
TIME	SCHOOLS ARRIVE : 9:15am EVENT TIME : 9:45am – 1:30pm
COST	Costs for the day will be shared amongst participating schools, which include (but is not limited to) venue hire, First Aid, sound hire, portable toilet hire, medallions and ribbons

2.0 NOMINATION OF STUDENTS

- Participation is based on nomination of individual competitors with a disability (Years 7 – 12), whether enrolled in an Education Support unit or not. Schools are encouraged to nominate students whose disabilities prevent them from inclusion in events in inter-school or school-based sporting events.
- Schools nominate via an online webform, as well as a completing and submitting the athletes nomination form (provided by the ACC when nominations open)
PLEASE NOTE : Any athlete with a disability classification, who is competing at the respective ACC divisional athletics carnival (WA Athletics Stadium), may participate in **NON-MEDALLION** events only, being the 'Have-a-Go' and novelty events.
- Only **one** athlete per school is to be nominated for individual medallion events. The only exception being 800m events where schools can nominate (and run) two competitors.
- Schools may nominate a second athlete in an event **as a reserve** i.e. in the case where an event does not have eight competitors; a subsequent track event does not have all lanes filled, or their nominated student is absent. A second athlete from the same school may occupy that vacant lane.
- Students are NOT to compete in both Division 1 and Division 2 of the same discipline (track and/or field). e.g. Division 1 and Division 2 for 70m events
- Students who wish to participate in an event where their school already has an athlete(s) competing, can participate in 'Have-a-Go' events. For field events these are any time outside of scheduled event times, and for track events are as programmed.
- 8 x 50m shuttle relays will have 8 athletes per school and should be reserved for students that have not been in another track event.
- Preference for the 400m & 800m nominations will be given to schools on a first received basis. Student names **MUST** be included within a schools athlete nomination form for lane allocations

NOMINATIONS DUE Friday, 22nd August 2025

Nominations will open on the 8th August 2025 and can be submitted via [ISP Athletics carnival nomination form | Associated & Catholic Colleges of WA](#)

****** Late nominations will not be accepted

3.0 EVENT OVERVIEW

- U/15 (under 15 years) and OPEN (15 years and older)
- separate boys' and girls' events for track events
- mixed gender events for field and relay events
- Divisions 1 and 2 for both track and field events

- events are not classified or categorised by ability, except for the manual and motorized wheelchair track events.
- Novelty events may be composite (comprised of athletes from mixed schools).
- Placings gained in this carnival do not contribute towards ACC divisional carnival tallies.
- With event results published on the ACC website, (and potentially social platforms), schools **MUST COMPLETE** the additional tab within the athletes nomination form, titled NOT FOR PUBLICATION

4.0 FORMAT OF THE DAY

TIME	DETAILS
8:30am	HOST school to be on site to assist with set up
8:45am	DEPUTY HOST school to be on site
9am	Officials / volunteers briefing
9:15am	Schools arrive
9:40am	Carnival welcome
9:45am	Celebration March (all schools)
9:55am	Marshalling commences for all events
10am	U15 track events commence
	OPEN field events commence
11:15am	U15 & OPEN 4 x 100m Shuttle Relays
11:25am	All students Novelty relays
11:45am	U15 field events commence
	OPEN track events commence
1:10pm	Teacher v volunteers relay
1:30pm	Presentations

**** Note :** event timings are subject to change, and participating schools will be advised on circulation of the event day program

Please refer to enclosed full event program

4.0 BUS PARKING

- **NO BUSES** or vehicles are to park along the road or verge of McGillivray Road.
- Small coaster buses can remain in the car park behind the UWA Sports Park Clubrooms.

5.0 CARNIVAL PROGRAM

- The carnival program will be circulated to all participating schools, and made available on the ACC website, approximately one week prior to the event.
- All events will start on time, and will not be delayed for any late arrivals
- U15 TRACK event program will run concurrently with OPEN FIELD program, and vice versa. Only exception being the 70m manual & motorised wheelchair events, which will occur during the OPEN TRACK program
- Between the program changeover, the 4 x 100m shuttle relays will occur, before novelty events commence in the centre of the track
- Breaks are scheduled for each age group, after the end of the respective TRACK events program
- There will be A frame signs on site, which will be updated with current track event
- Please ensure all attending staff are aware of the carnival format, including the HAVE A GO opportunities
- Staff are to assist athletes marshal for TRACK events, **AT LEAST TWO EVENTS PRIOR TO THEIR RACE.**
- Any change to athletes participating in any track or field event(s), can be completed at marshalling, prior to the start of any event.
- To assist with event marshalling, all schools will be provided with their athlete nomination sheet on arrival

6.0 MARQUEES AND WEATHER

- All schools are to bring their own school marquees (ground covers are also recommended), which are to be assembled on the grassed area, running parallel to McGillivray Road (western side, opposite WAIS).
- **If schools maintenance / ground staff are delivering and setting up shelter prior to the event, ACC staff must be notified at least one week prior to the event**
- The area of marquees overlooks the main arena/running straight and welcomes easy access to students with wheelchairs on and off the track.
- Please ensure athletes are protected from the elements with suitable clothing including hats, while accommodating for weather variations
- **In the event the forecast for the day is inclement weather, the ACC will SMS all schools representatives by 7:30am of the morning of the carnival**
NOTE : forecast of rain and wind is not deemed a reason for cancellation

7.0 FACILITIES

- Competitor and public toilets are located at the UWA Clubrooms on the Southern side of the Sports Park. Please allow time to access these toilets as they are not close to the track.
- Three (3) accessible portable toilets will be on site – refer to enclosed site map for location
- **Neil Donaldson Pavillion canteen will be open for the duration of the event. Please refer to event day program for further information on items available for purchase.**
- ~~▪ **FOOD & DRINKS : there is only a coffee van on site, and students and staff therefore need to ensure they bring sufficient food and drinks to last the duration of the event**~~
- **Two water fountains are on site, as part of the Neil Donaldson Pavillion (refer to enclosed site map)**
~~**NOTE : there is NO WATER FOUNTAIN on site, and attendees are NOT to re-fill water bottles from the taps on-site**~~

8.0 STAFF / PARENT SUPERVISION / ASSISTANCE

- Staff / parents are permitted to assist competitors participate in an event, **however their assistance is not to give 'extra' or 'unfair advantage' to or influence the outcome.**
- Individual schools are to provide competitors with the following care:

Mobile athletes	1 per group
Assisted athletes	1 per athlete
- Spectators are to remain outside the main arena, and minimise movement around the venue/track, to ensure there is no disruption to athletes and or officials. While staff are permitted in the main arena, they are requested to limit their access to that which is necessary.

9.0 FIRST AID

- Minor injuries : individual schools to provide attention (bring own first aid kit).
- Injuries of a more serious nature to be treated at the First Aid Post, who will be on site for the duration of the event.
- Specific care (case history relevant) may need to be provided by staff/parent in relation to specific needs to First Aid Officers

10.0 FOOTWEAR

All athletes **MUST** wear appropriate footwear, with 'spiked' running shoes **NOT** allowed

11.0 OFFICIALS

- Notre Dame University students and St Norbert College (HOST SCHOOL) students facilitate official roles.
- Under the supervision of teaching staff, they will perform allocated roles as per the program of events.
- For an outline of role responsibilities please refer to the corresponding Appendix

- These staff and students will work alongside the ACC Sport Operations Manager, who will undertake the role of Carnival Manager.
- All novelty events are delivered by Notre Dame students, ~~being non-medallion events and only for participation.~~
- All Officials are to report to the Carnival Manager (at Recording Tent), per the time detailed within the 'Format of the Day' for the **'pre-carnival briefing'**

12.0 CARNIVAL EQUIPMENT

The ACC, HOST SCHOOL and Notre Dame University, will provide all athletic equipment required for the event. Individual athletes and/or schools are to provide any specialized participation equipment required for individual athletes.

13.0 PRESENTATIONS

Medallion events ONLY, will present 1st placed athletes a medallion, and ribbons for 2nd, 3rd and 4th place at the finish line, immediately after each event, at the finish line. All other athletes will receive a participation ribbon.

End of day presentations will be conducted in the front of the school marquees. Students will be commended for their efforts and participation in the event. In addition, students who placed first in a medal event will be asked to stand to recognise their achievement. All schools will be provided certificates of participation for each athlete, with the intent these be presented at a school assembly, post carnival.

During the presentations, the **Sue Bigelow Spirit Shield** will be presented by the HOST SCHOOL in conjunction with a representative from the ACC. The school awarded the shield will have displayed outstanding commitment and support for the involvement of their students in the ACC Inclusive carnival. The award recognises the school that most embodies the ACC maxim of *"Sport in the Right Spirit"* and has provided its students with outstanding opportunities for participation, school/team spirit, personal development and leadership. The following attributes will be used as a guide to assess the merits of each school in the event :

- Participation : competitors, spectators, officials, staff
- Team spirit/support : cheering, uniform, banners, identity, community
- Leadership : officials (staff and students), personal responsibility
- Inspiration/Diversity : participation/involvement above and beyond the norm which serves as inspiration to others

15.0 MULTI CLASS AND INCLUSIVE PROGRAM WITHIN ACC DIVISIONAL CARNIVALS

Students with a disability can compete in the ACC Divisional Athletics Carnivals (Term 3 at WA Athletics Stadium). All students are welcome to compete whether they are classified (multi class) or non-classified (inclusive). A reminder to staff who nominate a student(s) as an inclusive athlete, that these are COMPETITIVE events. Individual results for athletes will be recorded and collated, but no points will be allocated to an athlete's school team results. The only exception being an athlete competing as an age group competitor for their school.

Only participants with a classification will be eligible for ACC records and All Stars Team selection. Multi Class results are calculated according to the student's classification using Baseline Performance. This score is based on the World Record for their classification and event, awarding a score to the competitor, according to how close they are to the World Record. This means that the first Multi Class athlete will not necessarily be the winner.

15.1 Multi Class classification

This process should only be completed by students who wish to participate in the ACC Divisional carnivals and continue the pathway of competitive and/or club athletics. Depending on an athlete's disability, they will be placed within one of thirty two (32) Athletics West categories, each of which require a different process to be deemed classified.

Further information can be found via www.athletics.com.au/get-involved-athletics/multi-class/

15.2 Divisional carnival nomination for classified and or inclusive athletes

The ACC will notify all member schools when nominations open for the respective carnivals (A – J division), providing detailed instructions of requirements for both Multi Class and inclusive athletes. The Sport Operations Manager, Inclusion will contact all schools who nominated an athlete, to confirm the nomination, and discuss any athlete requirements.

APPENDIX 1.0 Program of events

EVENT	MEDALLION EVENT	TIME	EVENT DETAILS	GENDER	LOCATION
		9:45	Celebration March	ALL	Start of 100m track
1	YES	10:00 -10:25	Open Long Jump DIV 1	Mixed	PIT A
2	YES	10:00 -10:25	Open Long Jump DIV 2	Mixed	PIT B
3	YES	10:00	U/15 70m DIV1	Boys	MARSHAL TENT at 70 m start
4	YES	10:03	U/15 70m DIV 2	Boys	
5	NO	10:05	U/15 70m Have-A-Go	Boys	
6	YES	10:08	U/15 70m DIV 1	Girls	
7	YES	10:10	U/15 70m DIV 2	Girls	
8	NO	10:12	U/15 70m Have-A-Go	Girls	
9	YES	10:14	U/15 400m	Boys	
10	YES	10:18	U/15 400m	Girls	
11	Ribbons only	10:22	U/15 8x50m Shuttle Relay <i>*Wheelchairs can be included</i>	Boys	
12	YES	10:25 -10:50	Open Shot Put DIV 1	Mixed	SHOT PUT 1
13	YES	10:25 -10:50	Open Shot Put DIV 2	Mixed	SHOT PUT B
14	Ribbons only	10:32	U/15 8x50m Shuttle Relay <i>*Wheelchairs can be included</i>	Girls	MARSHAL TENT at 70 m start
15	YES	10:50 -11:10	Open Vortex Throw DIV 1	Mixed	VORTEX A
16	YES	10:50 -11:10	Open Vortex Throw DIV 2	Mixed	VORTEX B
17	YES	10:48	U/15 800m	Boys	MARSHAL TENT at 70 m start
18	YES	10:53	U/15 800m	Girls	
19	YES	11:15	Open & U/15 4x100m Shuttle Relay <i>*Top 4 runners from each school</i>	Boys	
20	YES	11:20	Open & U/15 4x100m Shuttle Relay <i>*Top 4 runners from each school</i>	Girls	
21	NO	11:25	U/15 Special Olympics Novelty relays <i>*8 Students per team per school</i> <i>*Wheelchairs can be included</i>	Mixed	INSIDE OF TRACK
22	NO	11:35	Open Special Olympics Novelty relays <i>*8 Students per team per school</i> <i>*Wheelchairs can be included</i>	Mixed	
23	YES	11:45 -12:10	U/15 Long Jump DIV 1	Mixed	PIT A
24	YES	11:45 -12:10	U/15 Long Jump DIV 2	Mixed	PIT B
25	YES	11:45	Open 70m DIV1	Boys	MARSHAL TENT at 70 m start
26	YES	11:48	Open 70m DIV 2	Boys	
27	NO	11:50	Open 70m Have-A-Go	Boys	
28	YES	11:53	Open 70m DIV 1	Girls	
29	YES	11:55	Open 70m DIV 2	Girls	
30	NO	11:57	Open 70m Have-A-Go	Girls	
31	YES	11:59	Open & U/15 70m Manual Wheelchair	Mixed	
32	YES	12:04	Open & U/15 70m Motorised Wheelchair	Mixed	
33	YES	12:09	Open 400m	Boys	
34	YES	12:10 -12:35	U/15 Shot Put DIV 1	Mixed	SHOT PUT 1
35	YES	12:10 -12:35	U/15 Shot Put DIV 2	Mixed	SHOT PUT B
36	YES	12:13	Open 400m	Girls	MARSHAL TENT at 70 m start
37	Ribbons only	12:20	Open 8x50m Shuttle Relay <i>*Wheelchairs can be included</i>	Boys	
38	Ribbons only	12:30	Open 8x50m Shuttle Relay <i>*Wheelchairs can be included</i>	Girls	
39	YES	12:35 -12:55	U/15 Vortex Throw DIV 1	Mixed	VORTEX A
40	YES	12:35 -12:55	U/15 Vortex Throw DIV 2	Mixed	VORTEX B
41	YES	12:40	Open 800m	Boys	MARSHAL TENT at 70 m start
42	YES	12:45	Open 800m	Girls	
43	NO	13:10	Staff & Student relay	Mixed	70m start line

KEY

Have a Go events

Field events

Relays

PLEASE NOTE : RELAY EVENTS

- All athletes, (per any track event) are to check in at the MARSHAL TENT before the start of any relay race
- 4 x 100m relay will be on the straight track, in front of school marquees
- 100m relays : Athletes 1 and 3 start from the finish line, athletes 2 and 4 from the 100M start line
- 50m relays : Athletes 1, 3, 5 and 7 start at the finish line, athletes 1, 2, 4 and 6 from the 50M start line
- **** Staff and officials to support athletes to move to the correct location once the team has marshalled with officials supporting athletes in moving to the correct location once the team has marshalled ****
- 8 x 50m Shuttle Relays are NON MEDALLION events. However, place ribbons will be awarded to teams placing 1st – 4th, and participation ribbons to all other teams

APPENDIX 2.0 Carnival structure

9:45am - 9:55am CELEBRATION MARCH (ALL SCHOOLS)	
U/15 (TRACK EVENTS) 10am – 11am 70m 400m 800m 8 x 50m shuttle relay U/15 break 11am - 11:15am	OPEN (FIELD EVENTS) 10am - 11:10am Long Jump Shot Put Vortex <i>Athletes can 'Have-A-Go' at times outside programmed events</i>
11:15am - 11:40am U/15 & OPEN 4 x 100m relays & Novelty relays	
U/15 (FIELD EVENTS) 11:45am - 12:55pm Long Jump Shot Put Vortex <i>Athletes can 'Have-A-Go' at times outside programmed events</i>	OPEN (TRACK EVENTS) 11:45am - 12:55pm 70m 400m 800m Wheelchair Manual & motorised (OPEN & U/15) 8 x 50m shuttle relay OPEN break 12:55pm – 1:10pm
1:10pm Staff and student relay	
1:30pm PRESENTATIONS	

NOTE : carnival format is subject to change, with the event program circulated prior to the event.

APPENDIX 3.0 Official's role descriptions

OFFICIAL ROLE	RESPONSIBILITY
Carnival Manager	ACC
Carnival Supervisor	HOST SCHOOL
Officials Supervisor	NDU
Presentations (Principal)	TBC
Announcer	NDU
Check Starter	NDU
Track Marshal 1	NDU
Track Marshal 2	NDU
<i>Check Starter assistant</i>	HOST SCHOOL student
<i>Track Marshal assistant 1</i>	HOST SCHOOL student
<i>Track Marshal assistant 2</i>	HOST SCHOOL student
Chief Track Finish Judge / Timekeeper	NDU
Track Finish Judge 1	NDU
Track Finish Judge 2	NDU
<i>Timekeeper 1st Place</i>	HOST SCHOOL student
<i>Timekeeper 2nd Place</i>	HOST SCHOOL student
<i>Track Judge Medallion 1st Place & participation</i>	HOST SCHOOL student
<i>Track Judge Ribbon 2nd Place</i>	HOST SCHOOL student
<i>Track Judge Ribbon 3rd Place</i>	HOST SCHOOL student
<i>Track Judge Ribbon 4th Place</i>	HOST SCHOOL student
Long Jump Judge 1 (Pit A)	NDU
Long Jump Judge 2 (Pit A)	NDU
<i>Long Jump Assistant 1 (Pit A)</i>	HOST SCHOOL student
<i>Long Jump Assistant 2 (Pit A)</i>	HOST SCHOOL student
Long Jump Judge 1 (Pit B)	NDU
Long Jump Judge 2 (Pit B)	NDU

OFFICIAL ROLE	RESPONSIBILITY
<i>Long Jump Assistant 1 (Pit B)</i>	HOST SCHOOL student
<i>Long Jump Assistant 2 (Pit B)</i>	HOST SCHOOL student
Long Jump Marshal & Relay Change 2 / 4	NDU
Chief Track Starter	NDU
Starters assistant & start line relay official	NDU
<i>Starters assistant</i>	HOST SCHOOL student
Shot Put Judge 1 (Site A)	NDU
Shot Put Judge 2 (Site A)	NDU
<i>Shot Put Assistant 1 (Site A)</i>	HOST SCHOOL student
<i>Shot Put Assistant 2 (Site A)</i>	HOST SCHOOL student
Shot Put Judge 1 (Site B)	NDU
Shot Put Judge 2 (Site B)	NDU
<i>Shot Put Assistant 1 (Site B)</i>	HOST SCHOOL student
<i>Shot Put Assistant 2 (Site B)</i>	HOST SCHOOL student
Shot Put Marshal & Relay Change 1 / 3	NDU
Vortex Throw Judge 1 (Site A)	NDU
Vortex Throw Judge 2 (Site A)	NDU
<i>Vortex Throw Assistant 1 (Site A)</i>	HOST SCHOOL student
<i>Vortex Throw Assistant 2 (Site A)</i>	HOST SCHOOL student
Vortex Throw Judge 1 (Site B)	NDU
Vortex Throw Judge 2 (Site B)	NDU
<i>Vortex Ball Assistant 1 (Site B)</i>	HOST SCHOOL student
<i>Vortex Ball Assistant 2 (Site B)</i>	HOST SCHOOL student
Vortex Marshal & Relay Change 1 / 3	NDU
Results / Administration 1	NDU
Results / Administration 2	NDU
Assistant Relays and Novelty events	NDU
Assistant Relays and Novelty events	NDU
Assistant Relays and Novelty events	NDU

OFFICIAL ROLE	RESPONSIBILITY
Assistant Relays and Novelty events	NDU
Assistant Relays and Novelty events	NDU
Assistant Relays and Novelty events	NDU
Assistant Relays and Novelty events	NDU
Assistant Relays and Novelty events	NDU
Assistant Relays and Novelty events	NDU
Assistant Relays and Novelty events	NDU
Assistant Relays and Novelty events	NDU
Assistant Relays and Novelty events	NDU
Assistant Relays and Novelty events	NDU

3.1 Carnival Manager (ACC)

- Create/edit ACC carnival operations manual and circulate accordingly
- Collection of all competitor and official nominations
- Preparation of all marshalling/result sheets
- Organisation of officials from HOST SCHOOL
- Booking of venue, First Aid, amenities, marquees, announcing equipment
- Production and dissemination of program of events
- Prepare event equipment in conjunction with Carnival Supervisor
- Production of certificates, and ordering of medallions and ribbons
- Pre event officials briefing
- Official carnival welcome to all schools
- End of day presentation area set up
- Update ACC Yearbook with athlete results (for those permitted for publication)

3.2 Carnival Supervisor / Presentations Coordinator (HOST SCHOOL)

CARNIVAL SUPERVISOR

- Coordination of all assigned equipment to/from and at the venue
- Ensure all equipment is at required sites prior to carnival start, including medallions and ribbons
- Coordinator of all HOST SCHOOL student assistants across the course of the carnival
- Ensure HOST SCHOOL student assistants are rewarding athletes with a medallions and ribbons for the respective events (both TRACK and FIELD)
- With officials and student assistants support, organise schools for **Celebration March**

PRESENTATIONS COORDINATOR

- Support CARNIVAL MANAGER with presentation area
- Assemble competitors, staff and parents at presentations area

3.3 Officials Supervisor (NOTRE DAME UNIVERSITY)

- Coordination of all assigned equipment to/from and at the venue
- Ensure all equipment is at required sites prior to carnival start, including medallions and ribbons
- Coordinator of all officials

- With officials and student assistants support, organise schools for **Celebration March**
- Coordination of marshalling officials, to ensure all TRACK events are running as programmed
- Overall supervision of activities at the carnival
- Disputes resolution

3.4 Chief Track Starter

- Receive marshal sheet from CHECK STARTER
- Check school/competitor name/lane against marshalling sheet
- Place competitors 1m behind the start line in their designated lane
- Explain start procedure (take your marks – set – start sound)
- Start event (use 'clapper' to start all track or novelty events)
- Re-schedule re-starts

NOTE : False starts DO NOT result in disqualification

- Ensure start of each event is strictly to schedule

3.5 Track Starter Assistant & Start line relay official

- Support CHIEF TRACK STARTER in coordinating athletes 1m behind the start line, in their designated lane for single athlete events
- Complete the same for all relay events, ensuring you have the correct athletes in the correct locations (ie 1st and 3rd athletes at finish line, 2nd and 4th athletes at start line)
- Utilise student assistant to escort relay athletes to their correct starting location for all relay events

3.6 Check Starter and Track Event Marshal

TRACK EVENT MARSHAL

- Assemble all athletes at marshalling tent, ensuring they are in the correct seats (utilise your assistant for support)
- Check competitors off marshal sheet, ensuring there is one competitor/per school/per event (**except 800m events**)
- Update marshalling sheet with any necessary changes, if there has been a change to the competitor(s) racing
- Provide the marshal sheet to CHECK STARTER
- Ensure the flip chart displaying the event being raced is kept up to date
- Keep the marshal tent free of non-competitors, and ensure athletes are not marshalling too early

CHECK STARTER

- Confer with TRACK EVENT MARSHAL that all competitors are in place for the commencement of the next race
- Ensure competitors are in the correct lane order, before moving to the starting position for their race
- Use student officials, to escort all athletes to the event start location, ensuring they remain in order
- Provide marshal sheet to CHIEF TRACK STARTER

3.7 Field event & relay change marshals (x3)

- Assist athletes, to ensure they marshal at the relevant event site
- Utilise student assistants to collect athletes from school area if they have not arrived
- Check competitors off marshal sheet, ensuring there is one competitor per event
- Update marshalling sheet with any necessary changes, if there has been a change to the competitor(s)
 - **Remember that there is an allocated time for field medallion events and during that time, COMPETITORS ONLY at both sites (Div 1 & 2)**
- Use MEASURE ASSISTANTS to escort athletes to the respective site ie PIT A or B, SITE A or B
- Provide marshalling sheet to your FIELD EVENT JUDGES
 - Assist at Long Jump, Shot Put & Vortex Ball sites when marshalling duties are completed

3.8 Chief Track Finish Judge / Timekeeper

- Collect the marshalling/result sheet from TRACK EVENT MARSHAL, & record all results/times as provided by judges (1st place for medallion events is a priority) : ensuring the athletes full name (confirm spelling) and their school is recorded
- Supervise the two JUDGES and TIMEKEEPERS
- Supervise judging of finish positions
- Confer with the TIMEKEEPER to determine the final time of the event and or heat winner
- Send **completed** marshalling/result sheet to recording tent
- Dismiss athletes at event end
- **Ensure student officials award (for MEDALLIONS EVENTS ONLY) : 1st place with respective medallion, 2nd, 3rd and 4th place receive ribbons, and all other athletes receive a participation ribbon**

3.9 Track Finish Judge x 2

- Work in liaison with each other, under the direction of the CHIEF JUDGE / TIMEKEEPER
- Judge finish positions
- Post event, line competitors up off the track in their finish order
- Assist the CHIEF JUDGE / TIMEKEEPER to complete the result sheet.
- **MEDALLION EVENTS ONLY : award 1st place with respective medallion, 2nd, 3rd and 4th place receive ribbons, and all other athletes receive a participation ribbon**

3.10 Timekeeper x 2

- Use a stopwatch to record the time for first place only
- Give the winning time to the judges for entry on the result sheet.
- Assist the judges where necessary to determine the final places of all competitors

3.11 Shot Put Circle Judge x4

- Ensure all equipment is on site prior to commencement
- **SHOT PUT JUDGE (CIRCLE) will be responsible for assisting / coaching competitors, and SHOT PUT JUDGE (RESULTS) will record all throw results, and communicate to athletes who is next to throw**
- Receive marshal sheet from FIELD EVENT MARSHAL
- SHOT PUT JUDGE (CIRCLE) to explain the rules to all competitors and ensure each 'put' is legal (refer to rules) but make consistent allowances for student ability levels.
- SHOT PUT JUDGE (RESULTS) to record completed 'tries' and then 'best try' on marshal sheet
- Each competitor is allowed three throws - **only legal throws to be measured.**
- SHOT PUT JUDGE (CIRCLE) to supervise SHOT PUT ASSISTANTS to correctly measure puts, and call out measurement to SHOT PUT JUDGE (RESULTS)
- Ensure the correct pegs are in place for the duration of the event, to represent 1st, 2nd, 3rd and 4th place
- Ensure the SHOT PUT ASSISTANTS returns equipment for the next competitor (equipment IS NOT TO be thrown and or rolled back to competitors)
- At event end, award **(for MEDALLIONS EVENTS ONLY) : 1st place with respective medallion, 2nd, 3rd and 4th place ribbons, and all other athletes receive a participation ribbon**
- Dismiss athletes (back to the marquee or field event)
- Request SHOT PUT ASSISTANTS to return completed marshal sheet to recording tent
- **Safety is paramount: ensure the throwing area is cleared before all throws**
 - signal competitor when they may throw
 - no measuring during throwing
 - use only one shot put at any time
- **REMAIN ON SITE** to provide athletes the opportunity to HAVE-A-GO outside of event program times

3.12 Shot Put assistants x4

- Place a peg after each legal throw, measure the peg distance, and call this measurement to the SHOT PUT JUDGE (RESULTS) to record on the marshal sheet
- Use the provided flag pegs (coloured for gold, silver, bronze and white for fourth) to mark 1st – 4th place distances across the course of an event (and adjust as required)
- Return equipment after each legal throw to the next competitor
- Assist with medallion / ribbon presentations
- **ENSURE YOU REMAIN ON SITE FOR THE Have-a-Go event opportunities**

3.13 Long Jump Judge x4

- Ensure all equipment is on site prior to commencement
- **LONG JUMP JUDGE (PIT) will be responsible for assisting / coaching competitors, and LONG JUMP JUDGE (RESULTS) will record all jump results, and communicate to athletes who is next to jump**
- Receive marshal sheet from FIELD EVENT MARSHAL
- LONG JUMP JUDGE (PIT) to explain the rules to all competitors and ensure each jump is legal (refer to rules), but make consistent allowances for student ability levels
- Record completed 'tries' and then 'best try' on marshal sheet
- Each competitor is allowed three jumps - **only legal jump to be measured.**
- LONG JUMP JUDGE (PIT) to supervise LONG JUMP MEASURE ASSISTANTS to correctly measure jumps, and call out measurement to LONG JUMP JUDGE (RESULTS)
- Ensure the correct pegs are in place for the duration of the event, to represent 1st, 2nd, 3rd and 4th place
- Ensure the LONG JUMP MEASURE ASSISTANTS continue to rake the pit throughout events
- At event end, award **(for MEDALLIONS EVENTS ONLY) : 1st place with respective medallion, 2nd, 3rd and 4th place ribbons, and all other athletes receive a participation ribbon**
- Dismiss athletes (back to the marquee or field event)
- Request LONG JUMP MEASURE ASSISTANTS to return completed marshal sheet to recording tent
- **Safety is paramount: ensure the jumping area is clear before all jumps**
 - signal competitor when they may throw
 - no measuring during jumping
- **REMAIN ON SITE to provide athletes the opportunity to HAVE-A-GO outside of event program times**

3.14 Long Jump assistants x4

- Place a peg after each legal jump, measure the peg distance, and call this measurement to the LONG JUMP JUDGE (RESULTS) to record on the marshal sheet
- Use the provided flag pegs (coloured for gold, silver, bronze and white for fourth) to mark 1st – 4th place distances across the course of an event (and adjust as required)
- Rake the pit when required across the duration of the event
- Assist with medallion / ribbon presentations
- **REMAIN ON SITE to provide athletes the opportunity to HAVE-A-GO outside of event program times**

3.15 Vortex Throw Judge x4

- Ensure all event equipment is on location
- **VORTEX THROW JUDGE (FIELD) will be responsible for assisting / coaching competitors, and VORTEX THROW JUDGE (RESULTS) will record all jump results, and communicate to athletes who is next to jump**
- Receive the marshal sheet from FIELD EVENT MARSHAL
- VORTEX THROW JUDGE (FIELD) to explain the rules to all competitors and ensure each 'throw' is legal (refer to rules) but make consistent allowances for student ability levels.
- VORTEX THROW JUDGE (RESULTS) to record completed 'tries' and then 'best try' on marshal sheet
- Each competitor is allowed three throws - **only legal throws to be measured.**
- VORTEX THROW JUDGE (FIELD) to supervise VORTEX THROW ASSISTANTS to correctly measure puts, and call out measurement to VORTEX THROW JUDGE (RESULTS)

- Ensure the correct pegs are in place for the duration of the event, to represent 1st, 2nd, 3rd and 4th place
- Ensure the VORTEX THROW ASSISTANTS returns equipment for the next competitor (equipment IS NOT TO be thrown and or rolled back to competitors)
- At event end, award **(for MEDALLIONS EVENTS ONLY) : 1st place with respective medallion, 2nd, 3rd and 4th place ribbons, and all other athletes receive a participation ribbon**
- Dismiss athletes back to the marquee or field event
- Request VORTEX THROW ASSISTANTS return completed marshal sheet to recording tent
- **Safety is paramount: ensure the throwing area is cleared before all throws**
 - signal competitor when they may throw
 - no measuring during throwing
 - use only one shot put at any time
- **REMAIN ON SITE** to provide athletes the opportunity to HAVE-A-GO outside of event program times

3.16 Vortex Throw assistants x4

- Place a peg after each legal throw, measure the peg distance, and call this measurement to the VORTEX THROW JUDGE (RESULTS) to record on the marshal sheet
- Use the provided flag pegs (coloured for gold, silver, bronze and white for fourth) to mark 1st – 4th place distances across the course of an event (and adjust as required)
- Return equipment after each legal throw to the next competitor (equipment IS NOT TO BE thrown and or rolled to competitors)
- Assist with medallion / ribbon presentations
- **ENSURE YOU REMAIN ON SITE FOR THE Have-a-Go event opportunities**

3.17 Announcer

- Use program of events to call students to marshalling so program timing is followed.
- Commentate on events
- Interview athletes and or staff across the course of the event
- Announce results of events - first place medallion winner
- Communicate information to participants, staff and or spectators as requested from CARNIVAL MANAGER

3.18 Results / Administration

- Receive completed track and field marshalling sheet from results runners and transfer first place data to recording sheet
- Ensure all marshalling sheets are completed correctly
- Store completed marshalling sheets (in order) for CARNIVAL MANAGER

APPENDIX 4.0 Field event rules

4.1 Shot Put

- The rules outlined below (taken from the IAAF Handbook) are to be implemented at the discretion of the judges taking into account the physical and mental capacity of the competitors.
- Officials should check to see that all equipment is in readiness for the event, including modified shot put equipment.
- Judges should explain all rules to the competitors and be consistent in their application to all competitors.
- Judges are to liaise with each other to ensure safety and that events run on time.
- Shot Put Judge (Circle) and one assistant to be located at the Shot Put Circle, with second assistant at end of measuring tape, to the side of the sector
- Shot Put Judge (Results) calls up competitors for their throws and records their performances, checking off names of the competitors against those present and against the tries order provided by the Carnival Manager.
- Shot Put Judge (Results) records on the marshalling sheet competitor's distance for each of his/her throws. At the conclusion of competition record in the allotted column, the 'best performance' of each competitor and then the placing of each competitor.

TECHNIQUE

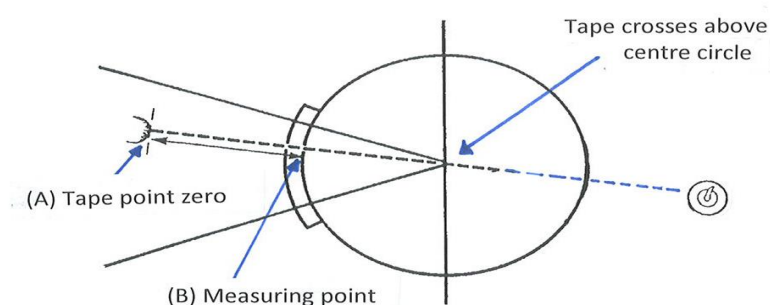
- **Consideration should always be made for every competitor and their ability**
- The competitor may enter the circle from any point
- The shot shall be put from the shoulder with ONE hand only.
- At the time the competitor takes a stance in the circle to commence a put, the shot shall touch or be in close proximity to the chin and the hand shall not be dropped below this position during the action of putting.
- The shot must not be brought behind the line of the shoulders (i.e., in the action of throwing a ball).
- Practice throws are not permitted once the competition has begun, nor are competitors permitted to use the circle or ground within the sector for practice throws, with or without implements
- The implement must land within the inner edges of the sector.
- The competitor must not leave the circle until the implement has touched the ground, and they shall then, **, leave the circle from the rear half**

MEASUREMENT

- The Shot Put Judge (Circle) is to pull the tape through the circle for measuring; with the student assistant holding the zero end of the steel tape, ensuring the tape is not stretched
- The Shot Put Judge (Circle) is to watch where the shot lands, and watch that the implement lands inside the sector, and is to assist the first Shot Put Assistant with measuring
- The measurement of each put shall be made immediately after each throw, with the student assistant placing a spike vertically into the ground at the impact point of the shot
- The measuring tape runs from the impact point of the shot, to the inside of the centre of the circle, with the measurement being read from the competitors front foot location (refer to diagram)
- The Shot Put Judge (Circle) reads the measurement to the Shot Put Judge (Results) and requests it is called back to them to confirm the distance
- Use the provided flag pegs (coloured for gold, silver, bronze and white for fourth) to mark the 1st – 4th place distances across the course of an event. The distance shall be submitted in metres to the nearest 0.01m below.
- The second Student Assistant is to return the implement. **ALWAYS carry the implement back - they must NEVER be thrown back.**

Judges should never allow their attention to wander while the competition is in progress, **and NEVER turn you back to the throwing area**. Watch implements at all times, and no competitor shall be permitted to take any implement into the arena.

At the CONCLUSION of the competition, if there is a tie then the second best performance of the competitors tying shall decide the tie. If the tie still remains, the third best try is taken into account.



FOULS

It shall only be counted a 'FOUL' if any competitor:

- Exits the circle into the sector when attempting a throw, which would therefore provide them with an unfair advantage. An X would be marked against the competitor for this attempt, with the Shot Jump Judge (Circle) reminding them of the put technique
- It is the Shot Put Judge (Pit) discretion when a foul is called

4.2 Long Jump

- The rules outlined below (taken from the IAAF Handbook) are to be implemented at the discretion of the judges taking into account the physical and mental capacity of the competitors.
- Officials should check to see that all equipment is in readiness for the event & rake/level the entire landing area. Be aware that pit rakes can pose a hazard and they should be handled carefully at all times.
- Judges should explain all rules to the competitors and be consistent in their application to all competitors.
- Judges are to liaise with each other to ensure safety and that events run on time.
- Long Jump Judge (Pit) to be located to the side of the take-off point, with both assistants to the side of the pit – one measures all jumps and the other to rake the pit after all jumps
- The Long Jump Judge (Results) calls up competitors for their jumps and records the performances, checking off names of the competitors against those present and against the tries order provided by the Carnival Manager.
- Long Jump Judge (Results) records on the marshalling sheet competitor's distance for each of his/her jumps. At the conclusion of the competition record in the allotted column, the 'best performance' of each competitor and then the placing of each competitor.

TECHNIQUE

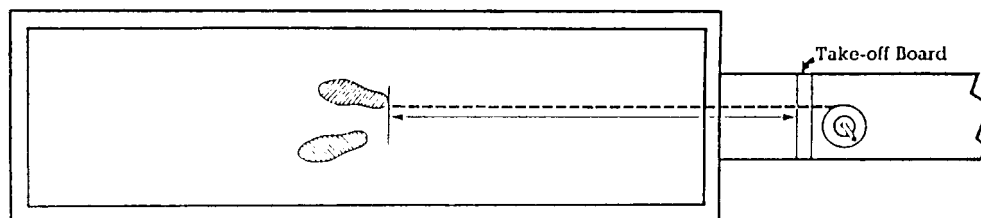
- **Consideration should always be made for every competitor and their ability**
- The competitor takes up their position, at the preferred distance from the take-off point, which is marked with cones either side of the long jump pit
- No marks may be placed ON the runway but a competitor may place marks alongside the runway. No marks shall be placed in the landing area.
- Once the competition has begun, competitors are not permitted to use runways for practice purpose.
- The competitor progresses to the take-off point, taking off this area with one foot to land into the pit
- The competitor is to remain in the pit until the Long Jump Judge (Pit) asks them to return to awaiting competitors, to ensure a correct measurement is taken

MEASUREMENT

- When a competitor lands in the sand, the assistant places a spike vertically at the break in the sand and the zero end of the steel tape is held at this point.
NOTE : It is easier to put the spike through the ring at the end of the tape and make allowance for thickness of the ring when placing the spike.
- The distance is taken from the take-off point by the Long Jump Judge (Pit) checking that the tape is at the **right angles** to the line by moving it slightly from side to side until the minimum distance is shown.
NOTE : If the break in the sand is to one side of the landing area it may be necessary to prolong the scratch line with a sheet of paper or a clipboard.
- The Long Jump Judge (Pit) reads the distance jumped to the Long Jump Judge (Results) and requests it is called back to them to confirm the distance
- Use the provided flag pegs (coloured for gold, silver, bronze and white for fourth) to mark the 1st – 4th place distances across the course of an event. The distance shall be submitted in metres to the nearest 0.01m below
- The second Student Assistant is to level out the sand after each competitor's jump.

Judges should never allow their attention to wander while the competition is in progress, **and NEVER turn you back to competition area.** Watch the rakes at all times, and ensure the only athlete in the long jump area, is the competitor about to jump. Also ensure the pit is clear of rakes and competitors before requesting the next competitor to jump.

At the **CONCLUSION** of the competition, if there is a tie then the second best performance of the competitors tying shall decide the tie. If the tie still remains, the third best try is taken into account.



FOULS

It shall only be counted a 'FOUL' if any competitor:

- Does not attempt to commence their jump from the take-off point but rather runs through the pit. An X would be marked against the competitor for this attempt, with the Long Jump Judge (Pit) reminding them of the take-off point location
- It is the Long Jump Judge (Pit) discretion when a foul is called

4.3 Vortex Throw

- The rules outlined below (taken from the IAAF Handbook) are to be implemented at the discretion of the judges taking into account the physical and mental capacity of the competitors.
- Officials should check to see that all equipment is in readiness for the event
- Judges should explain all rules to the competitors and be consistent in their application to all competitors.
- Judges are to liaise with each other to ensure safety and that events run on time.
- Vortex Throw Judge (Field) and one assistant to be located at the throwing location, with second assistant at end of measuring tape, to the side of the throwing arena
- Vortex Throw Judge (Results) calls up competitors for their throws and records their performances, checking off names of the competitors against those present and against the tries order provided by the Carnival Manager.

- Vortex Throw Judge (Results) records on the marshalling sheet competitor's distance for each of his/her throws. At the conclusion of competition record in the allotted column, the 'best performance' of each competitor and then the placing of each competitor.

TECNHIQUE

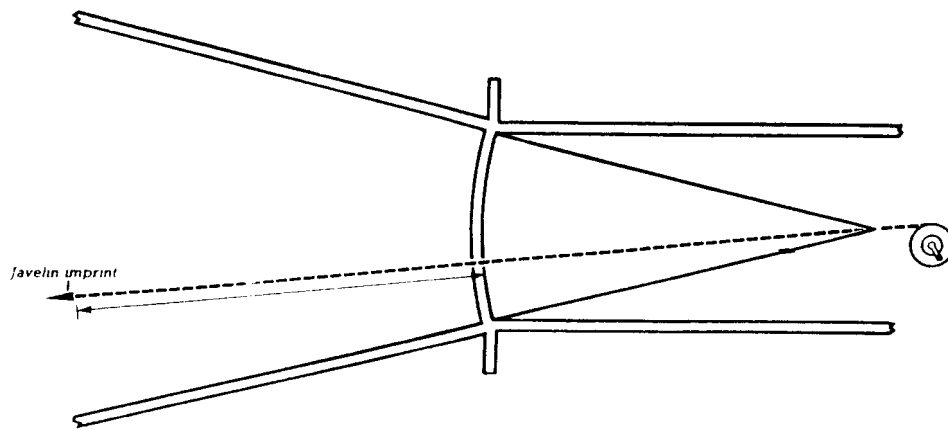
- **Consideration should always be made for every competitor and their ability**
- Practice throws are not permitted once the competition has begun, nor are competitors permitted to use the circle or ground within the sector for practice throws, with or without implements
- The Vortex must be held at the grip.
- The competitor can either run/walk up to, or commence their throw from the throw point, which is marked with cones
- Once the competitor reaches the throw point, from a **STANDING** position, they throw the Vortex
- The Vortex is to be thrown over the shoulder or upper part of the throwing arm and **MUST NOT** be slung or hurled.
- The implement must land within the throwing arena, which is marked with cones on either side
- A competitor shall not leave the throw point until the Vortex Ball has **TOUCHED** the ground.
- Only implements provided by the Organisers may be used.
- No competitor shall be allowed to take any implement onto the arena.

MEASUREMENT

- The Vortex Throw Judge (Field) is to pull the tape to the throw point, with the student assistant holding the zero end of the steel tape, ensuring the tape is not stretched
- The Vortex Throw Judge (Field) is to watch where the vortex lands, and watch that the implement lands inside the throwing arena, and is to assist the first Vortex student assistant with measuring
- The measurement of each throw shall be made immediately after each throw with the student assistant placing a spike vertically into the ground at the initial impact on the ground of the tip of the vortex ball
- The measuring tape runs from the impact point to the throw point
- The Vortex Throw Judge (Field) reads the measurement to the Vortex Throw Judge (Results) and requests it is called back to them to confirm the distance
- Use the provided flag pegs (coloured for gold, silver, bronze and white for fourth) to mark the 1st – 4th place distances across the course of an event. The distance shall be submitted in metres to the nearest 0.01m below.
- The second Student Assistant is to return the implement. **ALWAYS carry the implement back - they must NEVER be thrown back.**

Judges should never allow their attention to wander while the competition is in progress, **and NEVER turn you back to the throwing area.** Watch implements at all times, and no competitor shall be permitted to take any implement into the arena.

At the **CONCLUSION** of the competition, if there is a tie then the second best performance of the competitors tying shall decide the tie. If the tie still remains, the third best try is taken into account.



FOULS

It shall only be counted a 'FOUL' if any competitor:

- Crosses the throw point into the arena when attempting a throw, which would therefore provide them with an unfair advantage. An X would be marked against the competitor for this attempt, with the Vortex Throw Judge (Field) reminding them of the put technique
- It is the Vortex Throw Judge (Field) discretion when a foul is called

4.4 Novelty relays

The Novelty Relays will be setup and demonstrated by Notre Dame students on the day of the carnival, and serve as fun participation events to involve as many students as possible.

APPENDIX 5.0 Tries, weights, measures & track events

TRIES

Long Jump	3 jumps per competitor
Shot Put	3 'throws' per competitor
Vortex Throw	3 'throws' per competitor

WEIGHTS

Shot Put	U15 Female	3kg Shot Put
	OPEN Male	3kg Shot Put
	U15 Female	3kg Shot Put
	OPEN Female	3kg Shot Put

MEASURES

Long Jump	Jump from take-off point (marked either side with cones) Legitimate jumps only to be measured.
Shot Put	Legitimate 'throws' only to be measured.
Vortex Ball	Legitimate 'throws' only to be measured.

TRACK EVENTS

Competitors to stay in designated lane
Breaks not to be disqualified

70m Wheelchair	Manual chairs	(separate events)
	Motorized chairs	(separate events)

800m, 400m, 70m Wheelchair and 70m & Relays

START PROCEDURE

- Clapper to be used
- Line up 1m behind start line (or as capable)
- *'Take your marks'* – prepare for start position
(crouch/standing/assisted, with toes/disability equipment behind closest {to competitor} edge of line)
- *'Set'* - final start position
- *'Start signal'* - start event

APPENDIX 6.0 Equipment inventory

ACC TO PROVIDE	CARNIVAL SUPERVISOR TO PROVIDE (St Norberts College)	OFFICIALS SUPERVISOR TO PROVIDE (Notre Dame University)
<ul style="list-style-type: none"> • Officials marquees • Tables and chairs • 2 Way radios • Sound system & microphone • Airhorn • Pigtales and rope • Event signs • 50m & 70m track signs • School lane signs • A frame event signage • ACC flags / signage • Track cones • Field peg place markers • Field event marking cones • Starting clapper • ACC official's vests • Program of events • Medallions, ribbons and certificates • Clipboards for each official, with relevant information including '<i>Officials & volunteers handbook</i>' • Marshalling/results sheets • Presentations sheet • Stationery 	<ul style="list-style-type: none"> • Stop watches (x4) • Megaphone • Vortex balls (x6) • Shot puts 3kg (x6) • Tennis balls (Minimum x6) • Tape measures (x6) • Rakes (x2) • Brooms (x2) 	<ul style="list-style-type: none"> • Novelty event equipment

APPENDIX 7.0 Track Marshalling and results sheet

Please use this form for all track events

For all 70m events, one competitor per lane.

EVENT NO.		EVENT	
TIME		GENDER	

LANE	SCHOOL	FIRST NAME	SURNAME	TIME	PLACE
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					

TIME RECORDED : First and second place only.

MEDALLION EVENTS

Award 1st place medallion. 2nd - 4th place ribbons. Participation ribbon for all other competitors

Marshal Sign		Place Judge Sign	
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Timekeeper Sign		Medallion & Ribbons Awarded	Yes/No
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APPENDIX 8.0 Field event marshallng and results sheet

One competitor per school only, unless stated otherwise

EVENT No.							
TIME		EVENT		GENDER		LOCATION	

COMPETITOR	FIRST NAME	SURNAME	SCHOOL	TRY 1	TRY 2	TRY 3	BEST TRY	PLACE
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								

JUDGE		Medallion Awarded	Yes/No
JUDGE		Ribbons Awarded	Yes/No

APPENDIX 9.0 Results sheet

Event 31 Mixed OPEN & U/15 70m Manual Wheelchair

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 st				

Event 32 Mixed OPEN & U/15 70m Motorised Wheelchair

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 st				

Event 3 Boys U/15 70m DIV 1

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 st				

Event 4 Boys U/15 70m DIV 2

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 st				

Event 6 Girls U/15 70m DIV 1

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 st				

Event 7 Girls U/15 70m DIV 2

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 st				

Event 25 Boys OPEN 70m DIV 1

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 st				

Event 26 Boys OPEN 70m DIV 2

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 st				

Event 28 Girls OPEN 70m DIV 1

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 st				

Event 29 Girls OPEN 70m DIV 2

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1 st				

Event 23 Mixed U/15 Long Jump DIV 1

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1 st				

Event 24 Mixed U/15 Long Jump DIV 2

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1 st				

Event 12 Mixed OPEN Shot Put DIV 1

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1st				

Event 13 Mixed OPEN Shot Put DIV 2

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1st				

Event 17 Male U/15 800m

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1st				

Event 18 Female U/15 800m

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1st				

Event 41 Male OPEN 800m

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1st				

Event 42 Female OPEN 800m

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1st				

Event 39 Mixed U/15 Vortex Throw DIV 1

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1st				

Event 40 Mixed U/15 Vortex Throw DIV 2

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1st				

Event 1 Mixed OPEN Long Jump DIV 1

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1st				

Event 2 Mixed OPEN Long Jump DIV 2

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1st				

Event 11 Male U/15 8x50m Shuttle Relay

Place	SCHOOL	TIME
1 st		

Event 14 Female U/15 8x50m Shuttle Relay

Place	SCHOOL	TIME
1 st		

Event 37 Male OPEN 8x50m Shuttle Relay

Place	SCHOOL	TIME
1 st		

Event 38 Female OPEN 8x50m Shuttle Relay

Place	SCHOOL	TIME
1 st		

Event 34 Mixed U/15 Shot Put DIV 1

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1st				

Event 35 Mixed U/15 Shot Put DIV 2

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1st				

Event 15 Mixed OPEN Vortex Throw DIV 1

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1st				

Event 16 Mixed OPEN Vortex Throw DIV 2

Place	FIRST NAME	SURNAME	SCHOOL	DISTANCE
1st				

Event 9 Male U/15 400m

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1st				

Event 10 Female U/15 400m

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1st				

Event 33 Male OPEN 400m

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1st				

Event 36 Male OPEN 400m

Place	FIRST NAME	SURNAME	SCHOOL	TIME
1st				

Event 19 Male OPEN & U/15 4x100m Shuttle Relay

Place	SCHOOL	TIME
1 st		

Event 2 Female OPEN & U/15 4x100m Shuttle Relay

Place	SCHOOL	TIME
1 st		

NO RECORDING OF RESULTS FOR NOVELTY EVENTS

APPENDIX 10.0 Site map

