

Annual Athletic Carnival

JUDGES and TIMEKEEPERS

1. Report to Miss Farley at the beginning of the Sports.
2. Timekeeping:
 - (a) Ensure that the watch is at zero before the race starts.
 - (b) Press the knob of the watch on sight of the flash, or puff of smoke, from the gun. Do not wait to hear the bang.
If the gun should become unusable, the starter will lower his raised arm on the command "go", as a visual signal for the timekeepers.
 - (c) Do not press the glass of the watch during the race.
 - (d) Stand level with the finishing line.
 - (e) Press the watch as the body of your runner crosses the line. Avoid anticipation of this as the runners approach the end.
 - (f) Do not return the watch to zero until the time has been written down.
 - (g) Consult with other placings to ensure that your times are matching (i.e. 1st place is faster than 2nd place and so on.)

JUDGING:

- (a) The Starter cannot start a race until he received a signal that the judges are ready. Raise your arm to indicate that you are ready, and Miss Unwin will signal to the starter.
- (b) Please be as quick as possible between races.
- (c) Arrange which judge is to be responsible for each placing. She will then judge and time that place.
- (d) Have 2 judge/timekeepers on 1st place, in case of records.

HEATS:

- (a) Refer to the programme, to see which girls are required for the Final, and arrange Judges accordingly.
- (b) Having selected the runners, take them to Miss Unwin, who will write down the NAME, HOUSE and TIME.
- (c) Remind these girls that they will be required for the Final.

FINALS

Each judge will fill in her appropriate place card, with NAME, HOUSE, and TIME. Give this card to the competition, for her to take to the recorder's table.

NOVELTY RACES

ORANGE RACE

- a) the "oranges" must be collected one at a time and taken to the container.
- b) when all the "oranges" are in the container, only the container may be held.
- c) the competitor must cross the finishing line, with all her "oranges" in the container.

3-LEGGED RACE

- a) The competitors must start and complete the race with legs tied close together.
- b) Both competitors must cross the line.

SKIPPING

- a) The rope must not be touched until the starter starts the race.
- b) The competitor must skip with the rope throughout the race.
- c) The competitor must cross the line.
