
DEMPSEY OFFICIALS HANDBOOK

Please give any corrections or suggestions to Ed Viering.

ADMIN

UPON ARRIVAL

Upon arrival, check in with Bob Springer or mark your name off on the assignment sheet posted at the weigh-in table.

Depending on the policy that week, you may have to get a parking pass and take it back to your vehicle.

Be very wary of internet schedules. Go to the registration table to obtain or verify you have a current schedule.

Check with coaches for PV/HJ height progressions, TJ board distance and WT/SP hog lines.

Throws officials: check with the Implement Inspector for the day's certification mark or symbol

GENERAL LAYOUT

Lunch and snacks available in the office. No food or non-water drinks on the track. Inside bathrooms are for athletes, officials and staff. Additional bathrooms are just outside at the softball stadium.

Clerk's table is on the north side. Weights and measures is in SE corner.

If needed, you can grab extra chairs from north side cages.

PARKING

Obtain a parking pass from whoever is passing them out and return to your vehicle to display it. Passes are usually left at the finish line computer area if you arrive late. Before you leave, pick up a pass for the next meet.

ELECTRICAL POWER SET UP

Adjacent wall outlets supply:

- Weights and Measures table
- Finish Line computer area
- Clerks table
- PNTFOA Scoreboard and elapsed time clock

Refer to "Electrical Plan" diagram for setting up power in the infield.

FINISH COMPUTER/CAMERA SET-UP

TBD

SCOREBOARD AND CLOCK

The PNTFOA Scoreboard and elapsed time clock are positioned above the official's break room. Clock is to the left of the scoreboard when facing it.

TRACK SET-UP

Those not involved in setting up finish line computers/cameras can easily set up the following track equipment:

- 6 teardrop flags (see the "Track events" section.). Store empty cases under the finish line steps.
- lap counter, blue/green camera backdrop, white tape camera backdrop (page 4 photo)
- 4 tiny cones and 2 flashers to each break line
- milk crate of extra cones (for alley) to front stretch breakline
- cones on inside lane. Check schedule for 1st event before setting front stretch.
- 2 flasher wands available for split timers
- Dempsey Indoor track diagrams should be taped to the walls in strategic locations.

FIELD SET-UP

See sections for individual events.

CLERK SET-UP

TBD

TAKE DOWN

Except for after the last meet of indoor season, the following gets stored in the cage---as far to the back/left as you can get:

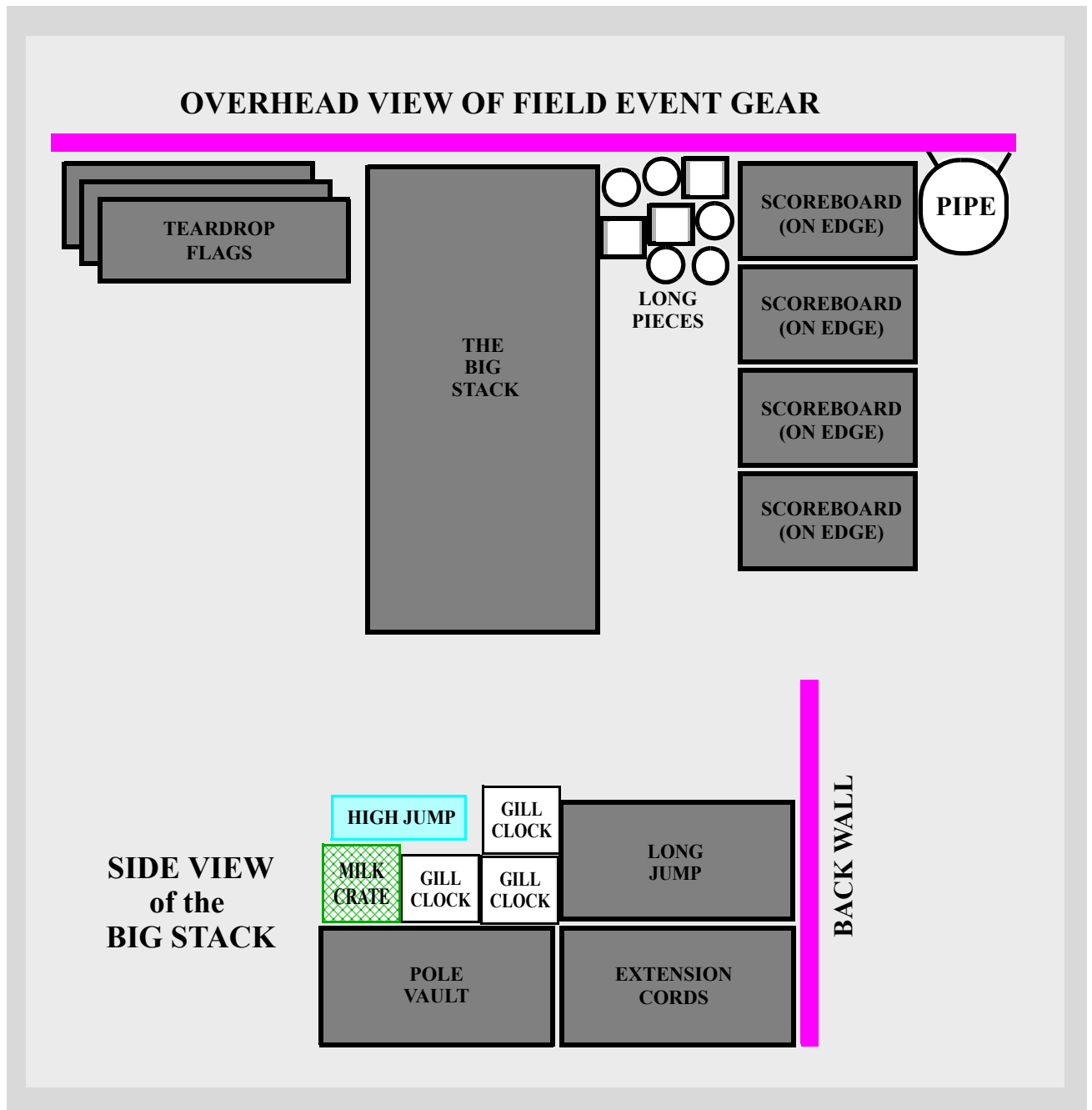
- field event boxes
- countdown clocks (silver cases)
- electronic scoreboards
- long jump rails
- teardrop flags (disassembled)
- lap counter--don't need to take apart. Move it with cart.
- camera poles with baseplates (leave attached)

The following is owned/handled by UW:

- folding chairs
- performance boards (except 2-digit for pole vault)
- large ladder
- large cones marking the curb
- rakes/brooms/shovels
- starting blocks

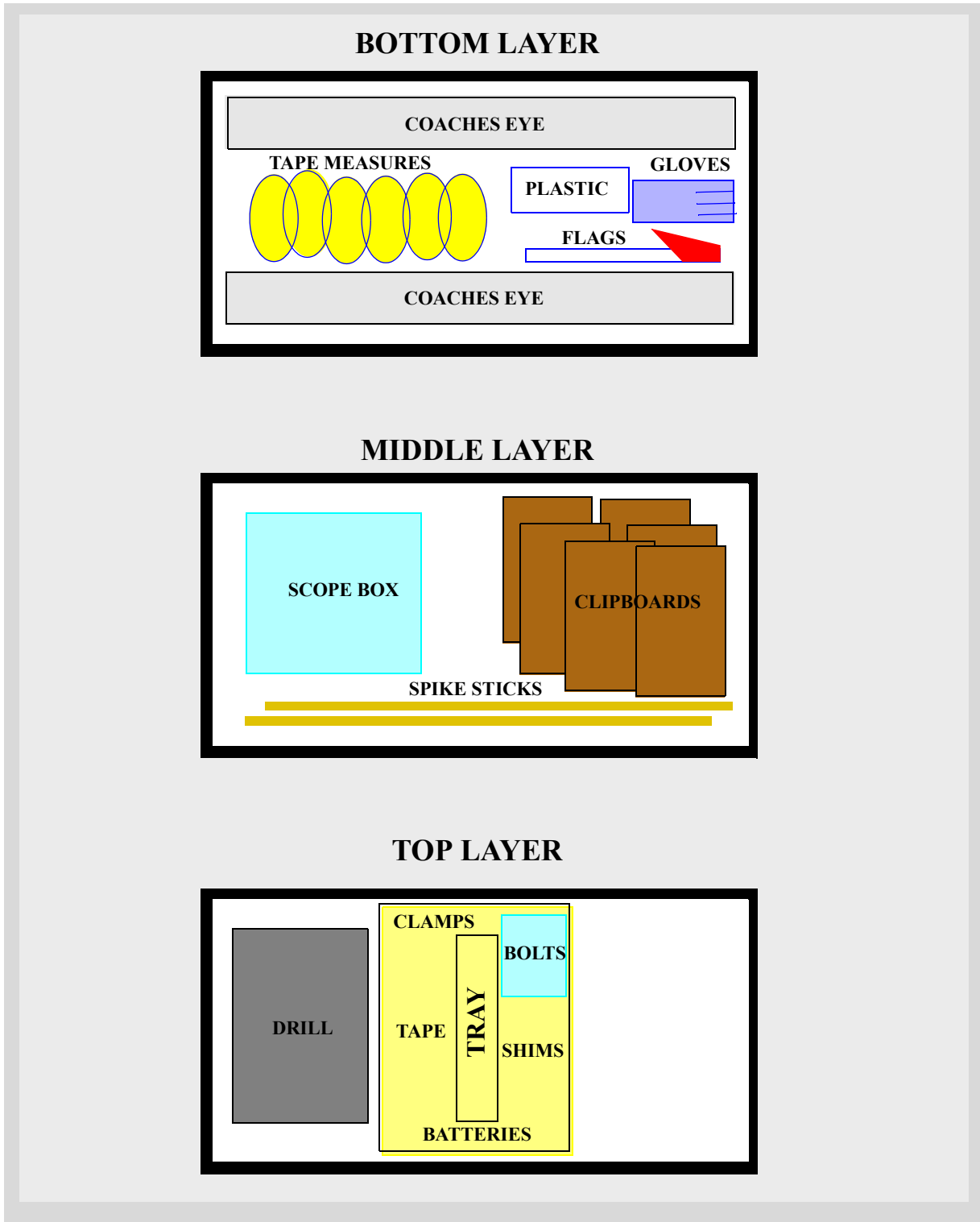
EQUIPMENT STORAGE IN THE CAGE

During the season, we store as much as we can in the cage.



LONG JUMP/TRIPLE JUMP EQUIPMENT STORAGE

Here is the secret to fitting everything in the LJ/TJ box:



HUSKIES WHO'S WHO



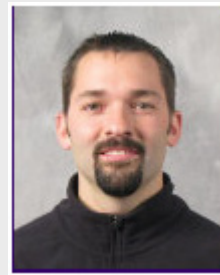
GREG METCALF
HEAD COACH



JASON 'JD' DRAKE
ASSOCIATE HEAD
COACH



PAT LICARI
JUMPS/VAULTS/
MULTIS



RAUL SHEEN
SPRINTS/HURDLES/
RELAYS



AUDRA SMITH
STRENGTH &
CONDITIONING



LAUREN DENFIELD
DISTANCES



T.J. CRATER
THROWS



SHEILA
EVENT STAFF-LEAD



ROY
EVENT STAFF

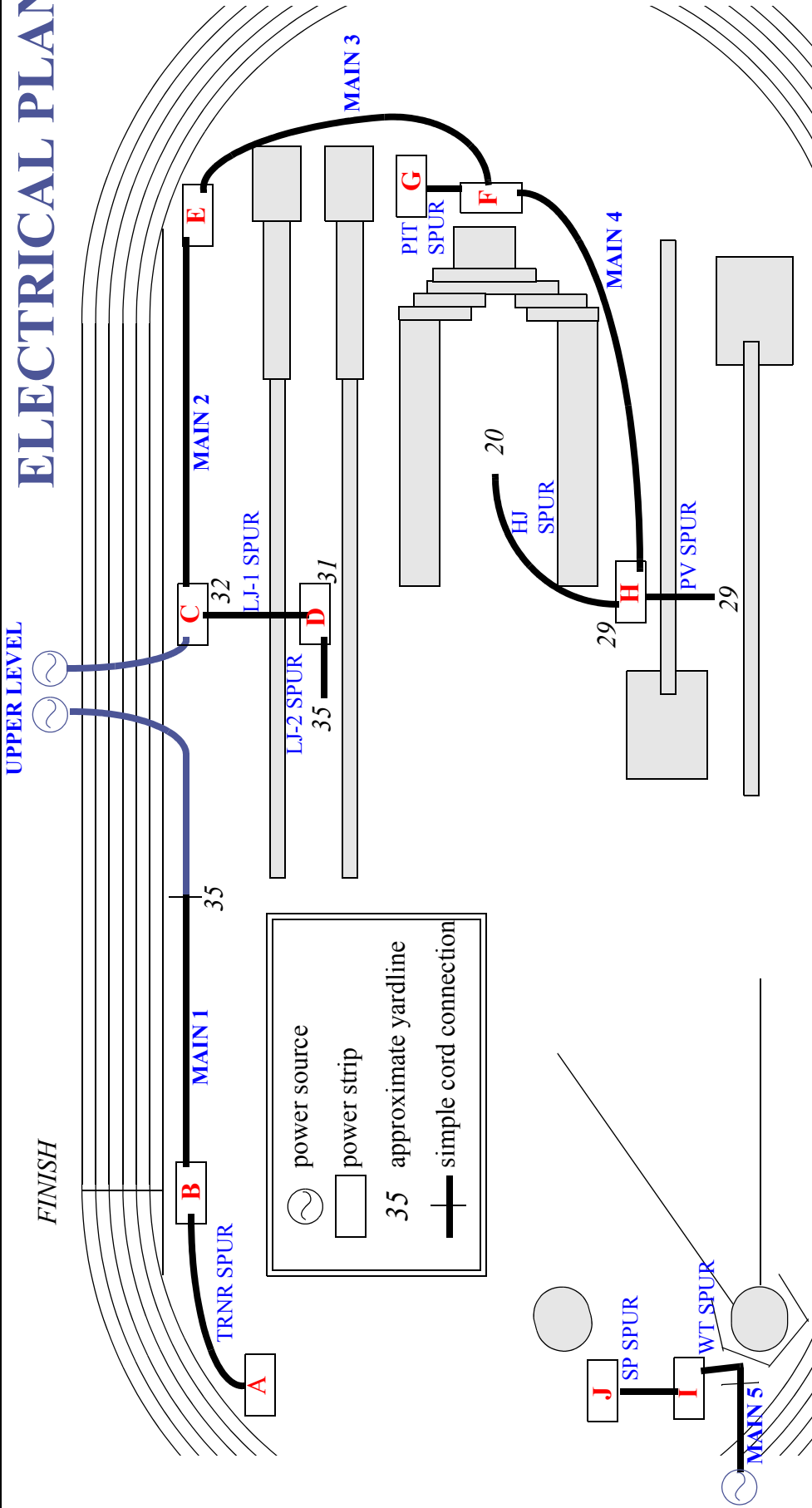


MIKE BRUSCAS
SPORTS INFO



PAUL MERCA
ANNOUNCER

ELECTRICAL PLAN



NOTES

1. MAIN 5 runs from inside stairwell, up to balcony, across to weight cage and down the support post.
2. HJ, PV and LJ-2 SPURS all power clocks
3. Clerk, W&M and Scoreboard all have wall outlets

Power Strip

Fed by:

Supplies:

Power Strip	Fed by:	Supplies:
A	TRNR SPUR	Trainer equipment
B	MAIN 1	None
C	UPPER LEVEL	MAIN 2, LJ-1 SPUR, Clock
D	LJ-1 SPUR	LJ-2 SPUR
E	MAIN 2	MAIN 3, Speakers, Scoreboard, Display Keypad, Drill
F	MAIN 3	MAIN 4, PIT SPUR
G	PIT SPUR	Scoreboard, Display Keypad
H	MAIN 4	PV SPUR, HJ SPUR, Clock
I	WT SPUR	SP SPUR, Scoreboard, Display Keypad
J	SP SPUR	Scoreboard, Display Keypad

FIELD EVENTS-GENERAL

HEAT SHEETS

Heats sheets can be obtained at results table.

Number of heat sheets needed:

EVENT	# HEATSHEETS REQUIRED	POSITIONS				
SP WT	3	Flt Coord/1st Recorder	2nd Recorder/Laser	Athletes' bench		
HJ PV	3	Flt Coord/1st Recorder	2nd Recorder	Athletes' bench		
LJ TJ	5	Foul line/1st Recorder	Scope/2nd Recorder	Flt Coord	Scoreboard	Athletes' bench

COUNTDOWN CLOCKS

You are limited by extension cords and range of remote control. Beware of cross-talk from remote A to timer B.

The remote sensor is on the front face--you can't start it from behind.

Once your time is set, you only need to use the RESET and START buttons. Use the PROG button to change your time.

See the diagram below for recommended set-up locations. You may adjust them if desired. Remember you will need to move them between Triple Jump and Long Jump. Some women with short run-ups will start in front of the recommended positions, but we are resigned to live with this. As flight coordinator, if you are blocking the runway with your body, then adjust your routine as needed.

Yellow flasher is set for 15 seconds which matches NCAA and USATF rules

Before/between events, set the time remaining until warm-ups--not the time until event starts (the difference being the 5 minutes or so you use for instructions). Exception: for combined events, don't set it any earlier than the time the 30 minute minimum expires.

ELECTRONIC SCOREBOARD

Can only display 3 digits for competitor number

If scope reader is also entering marks, then forego entering attempt # and competitor # and just enter distances.

- We use Program 11. You are only prompted for this when power is first turned on. It should start up with last program used.
- Select: ATTEMPT > type in 1,2,3 etc. > ENTER
(don't need to do this every time--only when attempt# changes)
- Select COMPETITOR > type in 357, 787, etc. > ENTER
(note: it only accepts 3 digits--use last 3 digits)
- Select PERFORMANCE > type in result e.g. NNN or NNNN > ENTER

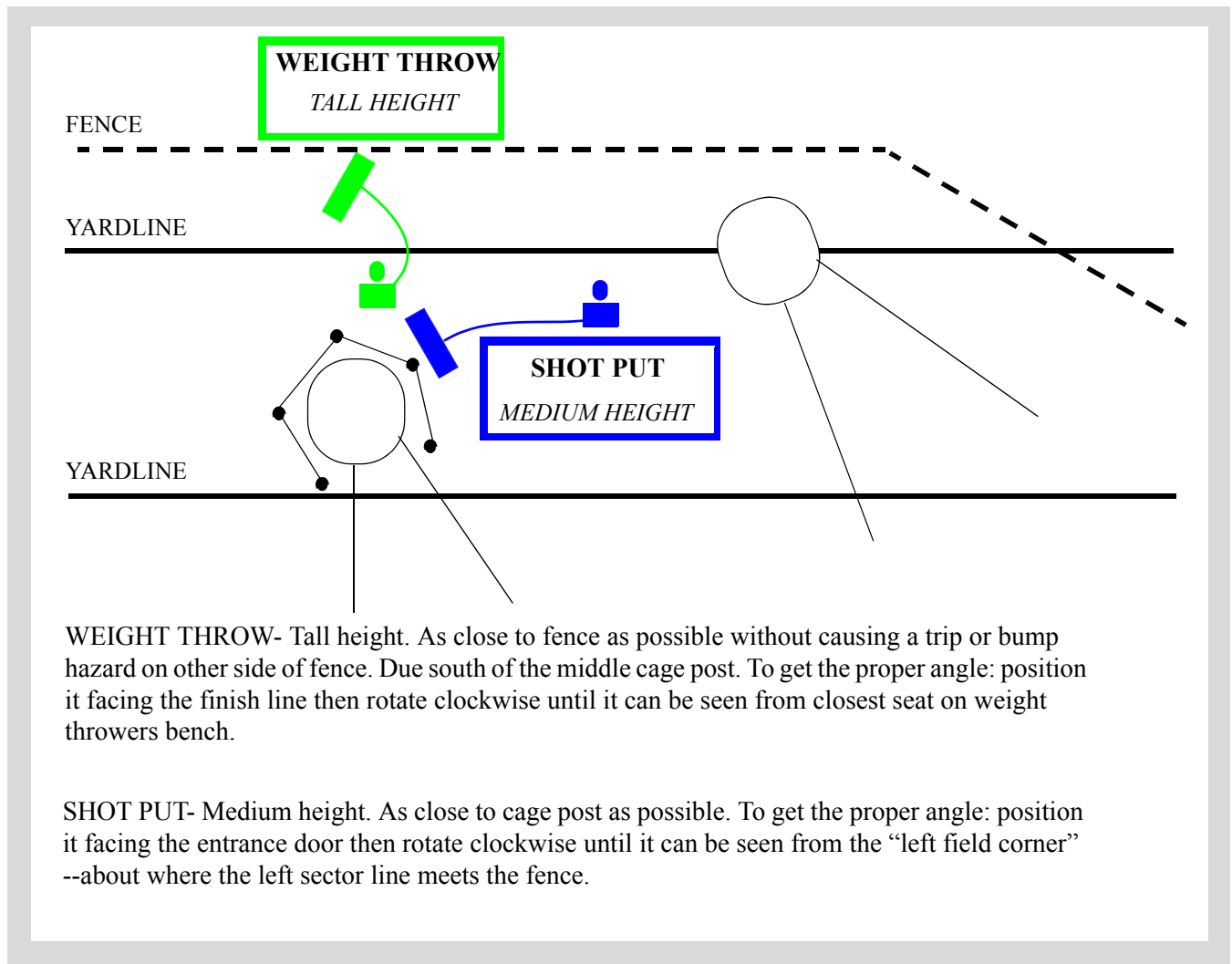
If working several jobs at once, or are pressed for time, you can skip the ATTEMPT and COMPETITOR and just enter PERFORMANCE

For the throws, the angle the board faces is very important since spectators are spread out. Refer to the set-up diagram.

FIELD EVENTS-THROWS

SCOREBOARD, CLOCK AND PERFORMANCE BOARD LOCATION

These scoreboards can be read at a surprisingly shallow angle. Set them up as per the diagram to maximize spectator viewing.

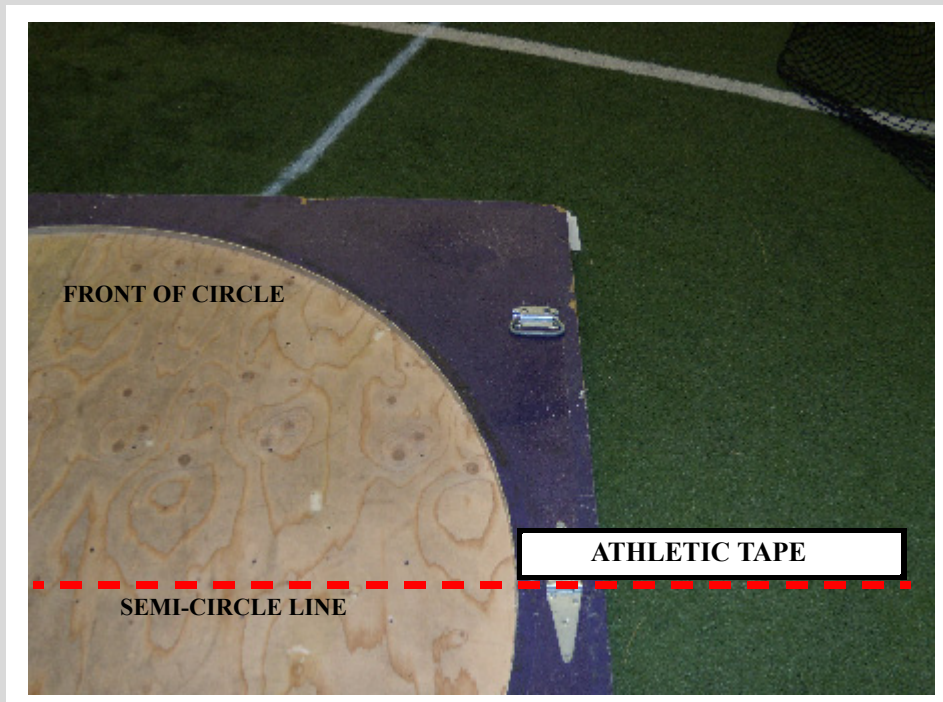


LASER THEODOLITE

Until we get a 2nd instrument, always use it for the weight throw since pulling tape there is harder than for shot put. Depending on where it is set up, you may have to pull tape for a very short throw where the cage blocks the laser--e.g. weight bounces off cage but athlete needs a good mark for a tie breaker.

THROWING CIRCLES

Half-circle foul lines will need to be marked with tape --- at least 75 centimeters as per Rule 1-7-6 page 28. Mark the corners of the platform with tape--they will move. Check them periodically throughout the day. The rubber turf granules will routinely get tracked into the circle. Keep a a broom handy.



PLACE FOUL LINE IN FRONT HALF OF CIRCLE

SHOT PUT

Pull tape on right side of sector. Flight coordinator on left side of circle, unless using laser theodolite.

Minimize people standing near right sector line.

Scoreboard operator as close to the circle as practical to facilitate hearing the mark.

WEIGHT THROW

WARNING: net is looser than it looks. Stand well back.

Pull tape on left side of sector.

Scoreboard operator as close to the cage as practical to facilitate hearing the mark--but not directly in back of circle so as not to distract the thrower.

For added safety--parallel gate shall be "cheated-in" 30 degrees toward sector line as per allowance in Rule 9-1-f Note 2 page 31

We choose to always set the closed gate perpendicular to sector line - regardless of geometry/distance from gate to center circle

Put down a piece of tape to mark where the gate's L-shaped handle must be for both positions.

We need to place a "stay behind" safety line in front of the bench. If the UW has not set-up a line of flagging, then lay athletic tape (see picture).



GATE IN PARALLEL POSITION



GATE "CHEATED-IN" AT 30 DEGREES



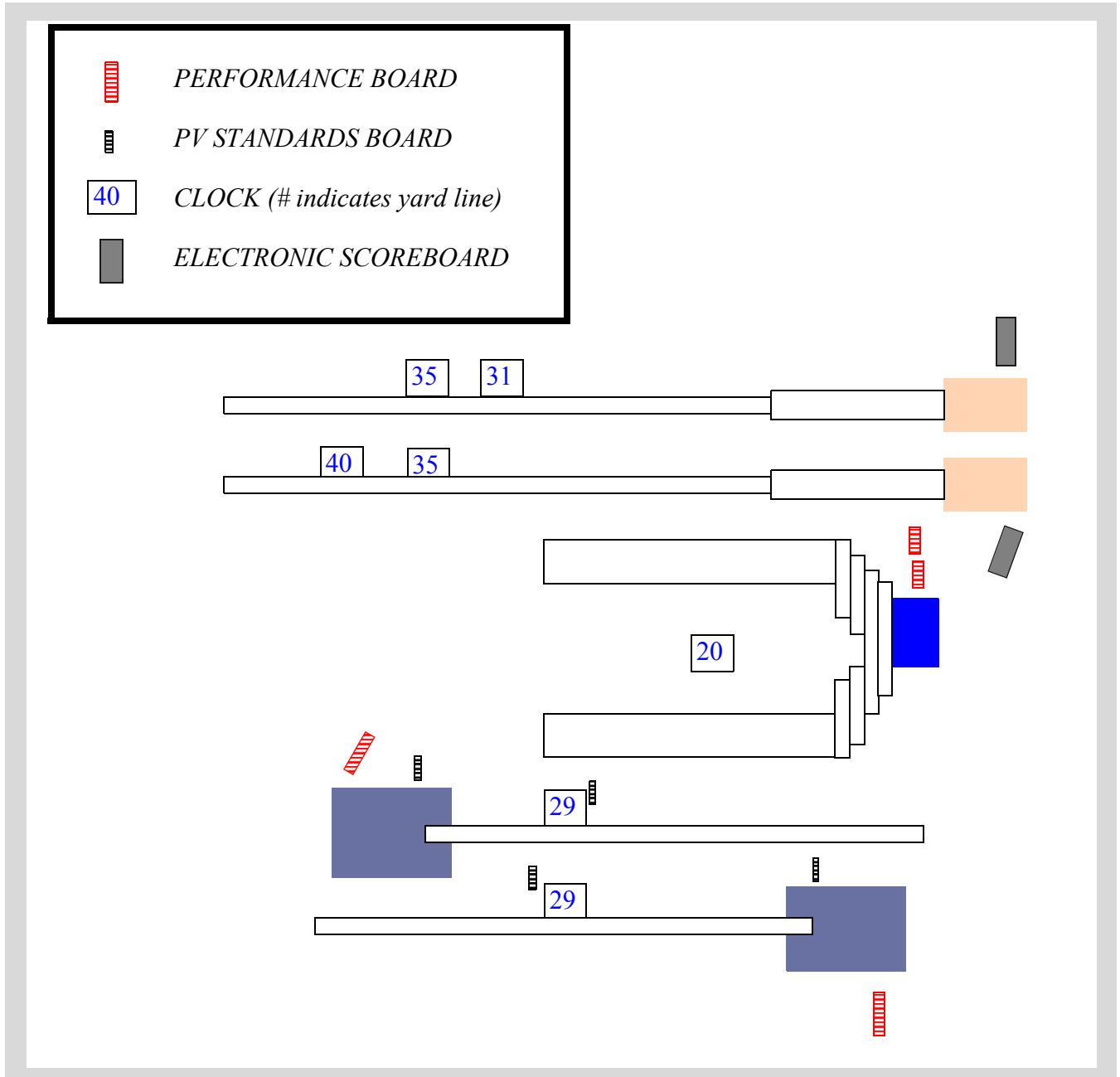
SAFETY LINE POSITION

FIELD EVENTS-JUMPS

SCOREBOARD AND COUNTDOWN CLOCKS OPERATION

See the FIELD EVENTS - GENERAL section.

SCOREBOARD, CLOCK AND PERFORMANCE BOARD LOCATION



LONG JUMP --- TRIPLE JUMP

Lay out a runway tape early. Feet/inches side up. Do not leave tape inside takeoff area. The loose end can be tucked inside the runway platform once competition begins. NOTE: Some coaches will want to put a second mark in the takeoff area, so don't tuck the loose end in too early.

The auxiliary long jump pit is in the opposite corner by the weight throw. Put the scope rail on the right side. Rake from the left. Put the floor panels to the right of the scope--leave a gap against the wall for the athletes to exit.

We have a power screwdriver in our box. Charge batteries at outlet nears clerks table or near 60 start.

WOMENS RUNWAY

West/short/left runway for women- scope rail on left side of sand

These boards are dovetailed and just slide in and out. They must be shimmed. You can unscrew the white board and replace it without removing the entire board.

Boards are at 12' and 34'

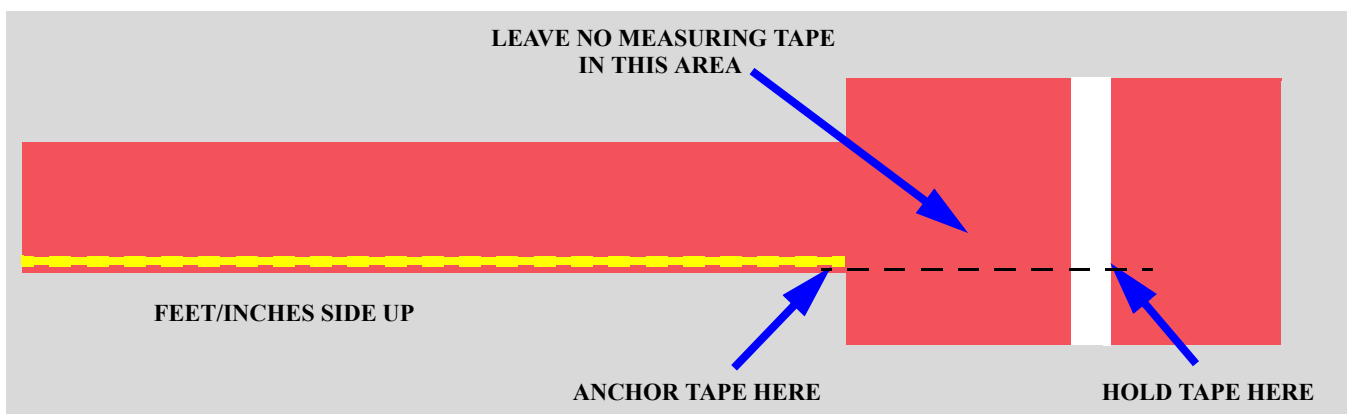
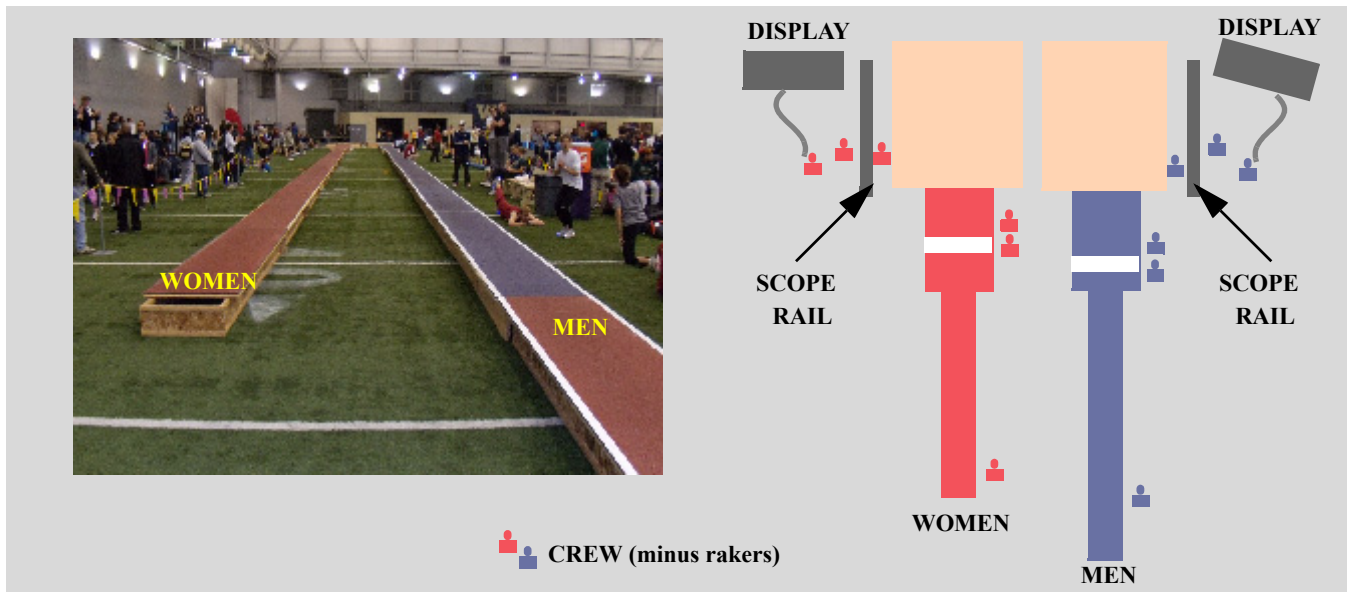
We sometimes are directed to put down a 30' board with tape. This is common for open meets or sometimes for the first flight of big invites. We don't away get the word ahead of time so check with meet management if you think we need a 30' board. There are three ways to run this:

- (1) calibrate scope for 34' and pull tape for individual 30' jumps--not recommended
- (2) calibrate scope for 30'. Do all of first flight at 30'. Recalibrate at 34'. Do rest of flights at 34" --works OK
- (3) calibrate scope for 30'. Do entire event at 30' ---works best for officials but not necessarily for athletes.

MENS RUNWAY

East/long/right runway for men - scope rail on right side of sand

Boards are at 16' and 42' . These boards are held in with screws.



FLIGHT COORDINATOR

Allow a max of 10 minutes for flight specific warmups unless otherwise directed.

Either use the pre-printed signs for pass/check number, or else use the super secret Dempsey hand signals: pat your chest for “check number”; a football throwing motion for “pass”

TAKEOFF BOARD

The crews at both boards face west.

SCOREBOARD

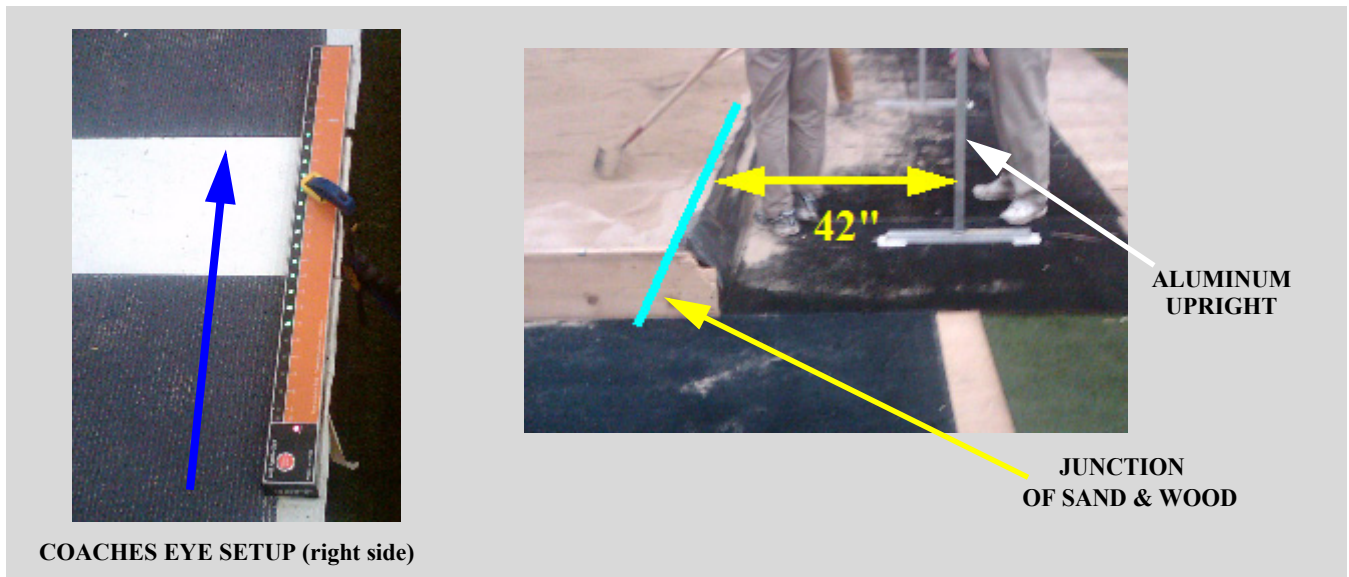
Operating instructions are at the front of the FIELD EVENTS section.

Scoreboards go next to the scope reader toward the back of pit at their tallest height. The scope reader should be able to see it to verify the entry. The UW helpers will run it. They should sit right next to the scope reader to facilitate hearing the mark. It is unofficial unless it is verified each time by the scope reader. If this is not being done, the second recorder must revert to verbal communication.

SCOPE RAIL

Ensure aluminum rail extends at least 4 inches beyond edge of sand so gears don't fall out of the track on a “barely make the pit” jump. Rail must be parallel to runway/pit for accurate measurement. Leave about 42" between the aluminum upright and the junction of sand/wood. This leaves room for rakers in front of the rail. Mark the feet of the scope rail with tape.

Ensure you have the correct scope for your side of pit. Scopes are marked for your convenience.



COACHES EYE

Coaches Eye is unofficial. It is merely intended for the coaches.

Secure it to the runway with one clamp as pictured. The second piece goes on left side.

There is a silver pen mark on both pieces which must be aligned with the foul line.

Reset using the remote control or the button on the right-side piece.

Change the batteries before every meet. It takes 2 AA batteries which are available by the finish line computers. It takes a small Phillips-head screwdriver to open the battery compartment. You only need to loosen the screws a couple turns and then pop off the end cap.

CROWD CONTROL

Beware of LJ spectators backing into HJ and vice versa

Guard the track during warm-ups to prevent collisions with runners

Keep spectators from encroaching inside the flags--this blocks the flight coordinators view and forces returning jumpers to crowd the runway and distract the next jumper.

POLE VAULT

Northbound runway (outside) for men

Southbound runway (inside) for women

Countdown timers should be placed at 29 yard line for both runways.

Place the 2-digit and 4-digit Performance Boards as per the diagram at the beginning of the JUMPS section.

The 2-digit performance boards are for setting the standards. To avoid confusion: as soon as the vault is complete and before attending to the bar, turn the performance board away from the flight coordinator/athlete so they know you haven't set their standards yet. Only face it toward athlete after it is properly set.

HIGH JUMP

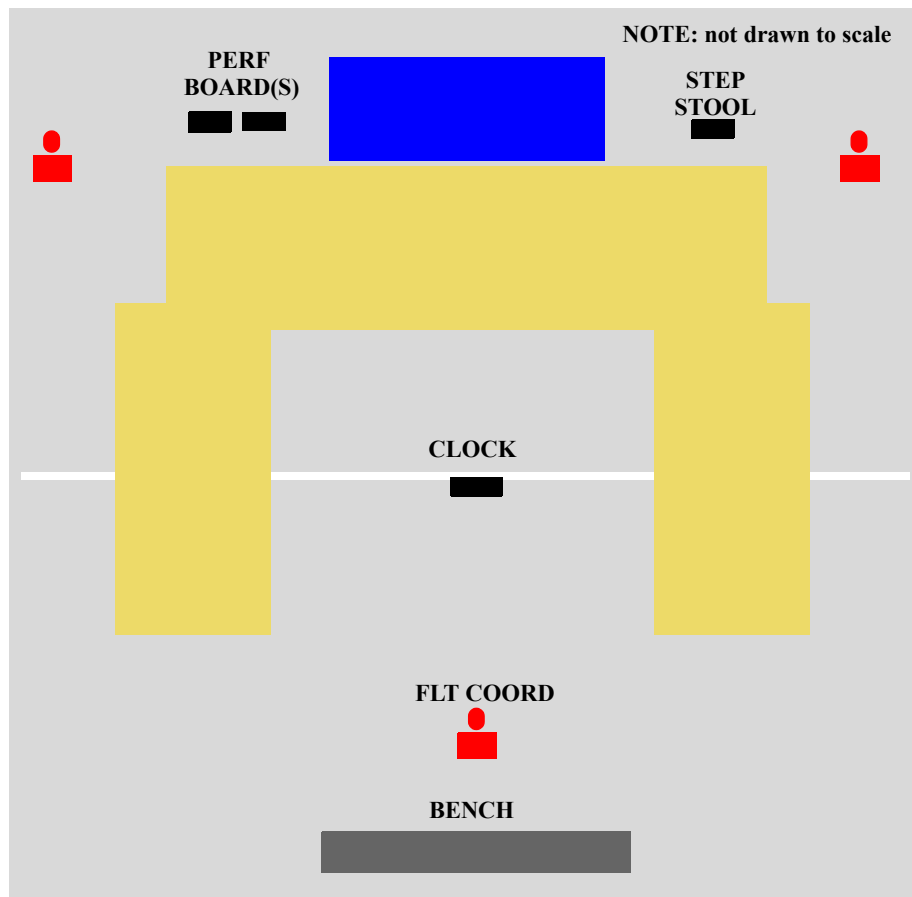
Countdown clock goes on 20 yard line. Put it as low as it goes.

Flight coordinator sits back near the bench--as close as you want provided the remote control is still within range of the clock.

Performance boards go a few feet behind the foul line extended. You should display both a metric and imperial board. There should be extra board available since they are no longer used by the throws.

Step-stool can be kept on either side.

Warm-ups can get crazy at our bigger meets. you may have to actively direct traffic and bar height. Avoid letting the left-side jumpers get an advantage in number of run-throughs.



TRACK EVENTS

LANES

Straightaway Lane 1 not used except for 60m/ 60mHurdles. It is a confusing spot for athletes coming off the turn.

Lane six, next to the wall, is not normally used for hurdles.

We normally leave lane 1 open during the 200m to satisfy the coaches' preference---except with very large fields.

STARTING BLOCKS

UW provides a cart for moving the blocks.

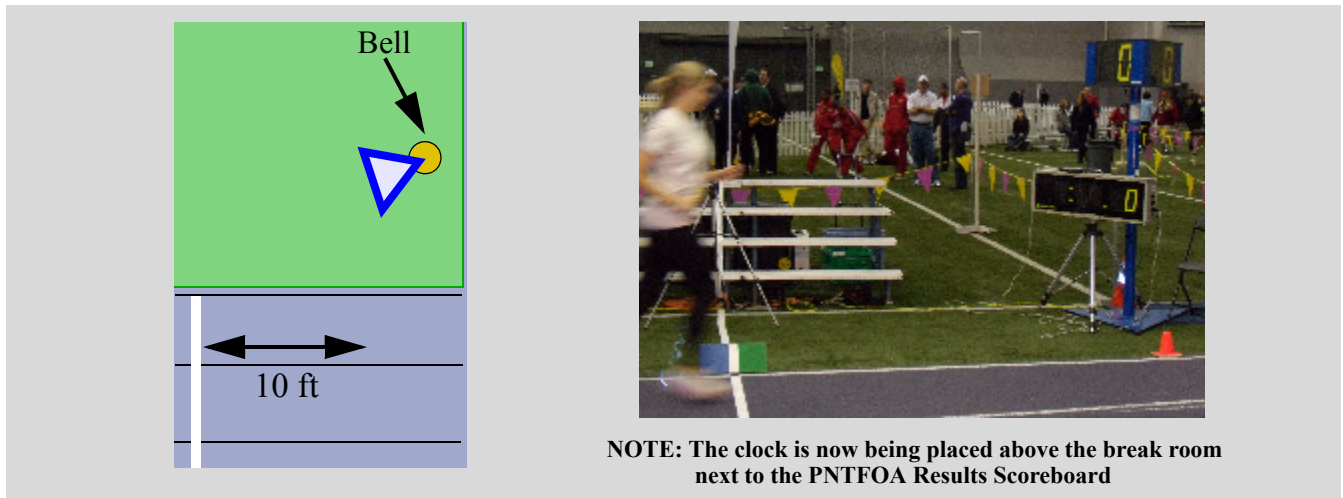
FINISH LINE CLOCK and RESULTS SCOREBOARD

These are placed above the official's break room. The scoreboard stays there for the entire indoor season.

LAP COUNTER and CAMERA BACKDROP

Position the lap counter about 2 foot inside the track; about 10 feet past the finish line. The bell goes on the south side (the "downtrack" side). Angle the display slightly toward the track.

The blue-green camera backdrop is positioned as shown. Use athletic tape to mark an extended finish line up the steps as shown.



TEARDROP FLAGS

The 6 teardrop flags are intended to provide convenient landmarks for directing athletes/coaches to the various track locations.

The clerk should ensure that the startline and entrances to exchange zones are marked.

The WHITE flag always stays at the finish line. Exception: it can be moved temporarily to the 1st exchange zone--- then moved back for the end of the race.

The rest of the flags just need to be "close enough" to their destination. Their colors are arbitrary.

The 6-flag set-up is standard. We sometimes use a 4-flag set-up for expediency. In this case, the flags must be maneuvered for the next race. As the race schedule varies each meet, there is no set routine for moving them.

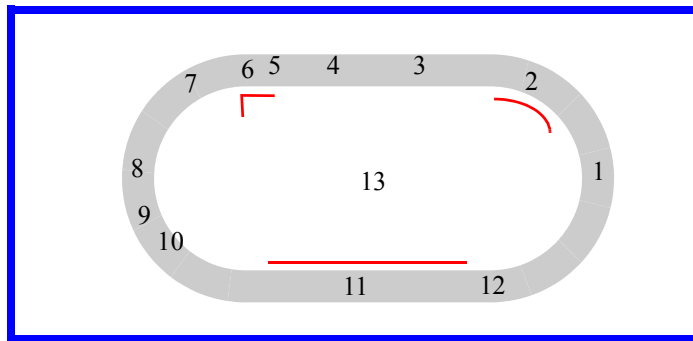
6 FLAG SET-UP	4 FLAG SET-UP
Finish line - (white)	Finish line - (white): Shuffle to 1st exchange 4x400m
1st exchange zone 4x400m	
Break line -backstretch	Break line -backstretch: Shuffle to nearby start lines
2nd exchange zone 4x400	2nd exchange zone 4x400
3rd exchange zone 4x400	
Break line -front stretch	Break line -front stretch: Shuffle to nearby start lines/3rd exchange 4x400m

UMPIRE TRAFFIC ISSUES

The UW provides staff to manage the crowd and keep the track clear. You still have the additional duty of traffic cop in your area. The track can be easily obstructed by people, equipment, cage doors, etc. at the start of the race. If track is not clear when a race is ready to start, blow your whistle to alert the starters and then notify them what the problem is.

Pay particular attention to:

- (1) Area near south door and bathrooms. Heavy crossing traffic.
- (2) The turn near the weight throw. Any spectators or equipment near the fence will force people into lane 1.
- (3) Heavy warm-up traffic on backstretch
- (4) Running with PV poles is not allowed on the track
- (5) During a race (other than 60s) practice hurdles are not allowed on the track
- (6) NE corner near the Pole Vault - traffic picks up considerably prior to relays and distance races
- (7) The corner of pole vault pit closest to the track. If the flagging is too close to track it forces people into lane 1
- (8) Cage doors on north side must be closed
- (9) Back stretch runners will overrun the 400 start if no rope is present
- (10) During LJ/TJ warm-ups, jumpers will often run onto the track
- (11) Keep 1 meter clearance on the infield along lane 1 on the homestretch
- (12) Athletes walking through the finish line camera at any time
- (13) During distance races, UW staff will be running between the split locations to call out times



SPLITS

Various splits for distance races are marked on the inside lane line. Be advised--UW staff will be rushing from mark to mark to call split times. They use hand-held flashing wands. We keep a wand in the finish line box.



CONES ON INSIDE LANE

Every 2 meters on the curve. Every 10 meters on straight. Add a few extra cones when entering the home straightaway to ensure athletes don't move into lane 1.

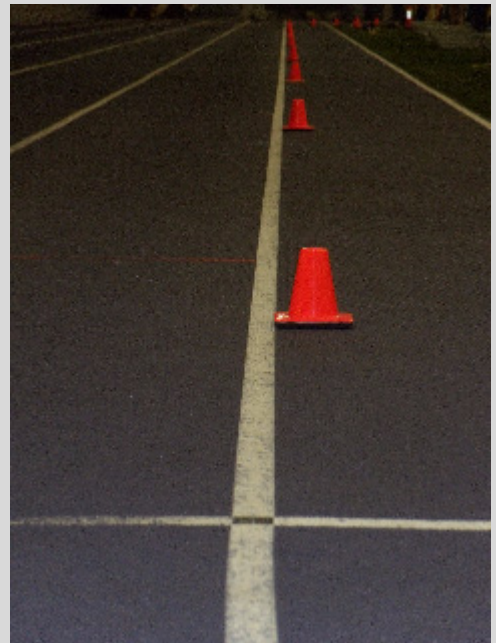
PROPER POSITIONING= touching infield side of lane 1 lane line. NOTE: This is for NCAA Indoor rules on a track not measured for a curb. The cone location may differ when outdoors or for HS, etc.



PROPER CONE POSITION



CURVE

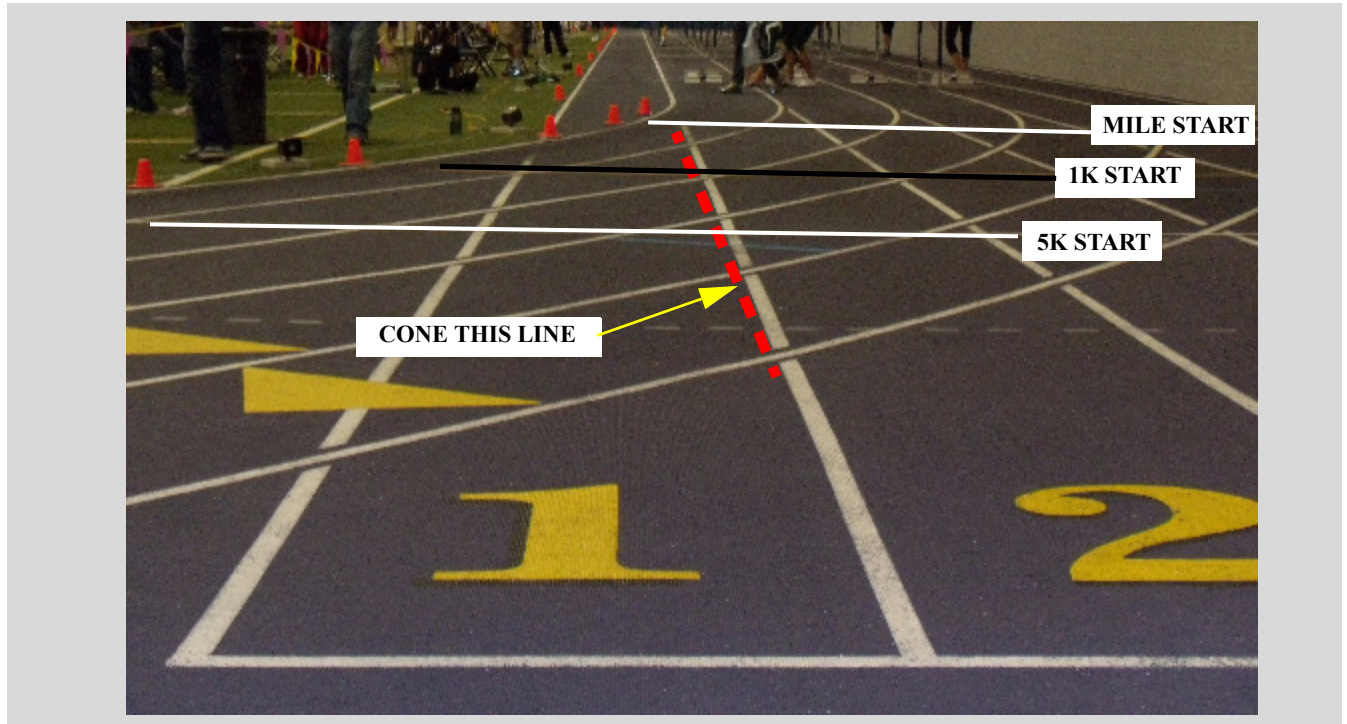


**LANE 1 STRAIGHTAWAY
LOOKING FROM FINISH**

LANE 1 CONE SHUFFLE

For distance races that start near the 60M start, the runners will be positioned to the outside so they have a straight shot down the straightaway.

Pull some cones off the nearby curve and reposition them on the line between straightaway lanes 1 and 2. Put them back after the start.



CONES - 800M ALLEYS

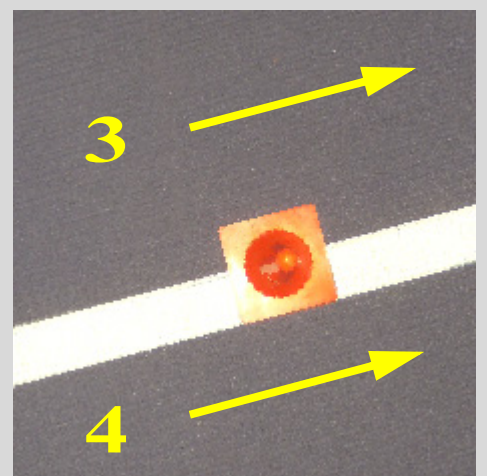
When more than 5 runners, the 800m will be run in alleys. Inside alley is 3 lanes. Outside alley is 2 lanes.

We need to cone the lane 3|4 line from the start until the break. Use about a 5 meter spacing. Cones must be placed in the outside of lane 3 --covering the line, but not extending into lane 4. Note: this is different from how cones are to be placed on the curb.

There is a milk crate that holds the cones dedicated for the alley.



ALLEY "A" = LANES 1,2,3
ALLEY "B" = LANES 4,5



-COVER THE LANE 3|4 LINE
-CONE DOES NOT EXTEND INSIDE LANE 4

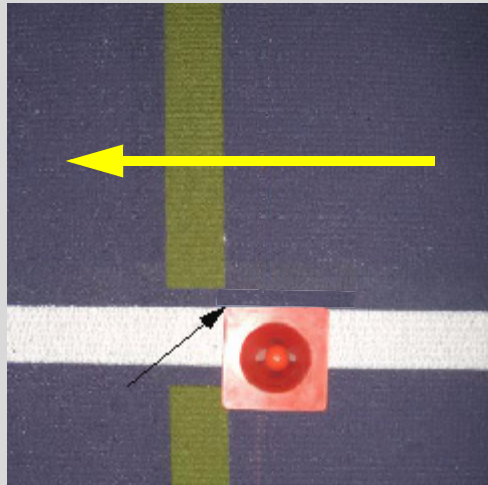
BREAK LINES

800m: located at start of front straightaway

400m, 4x400m, 600m: located at start of back straightaway

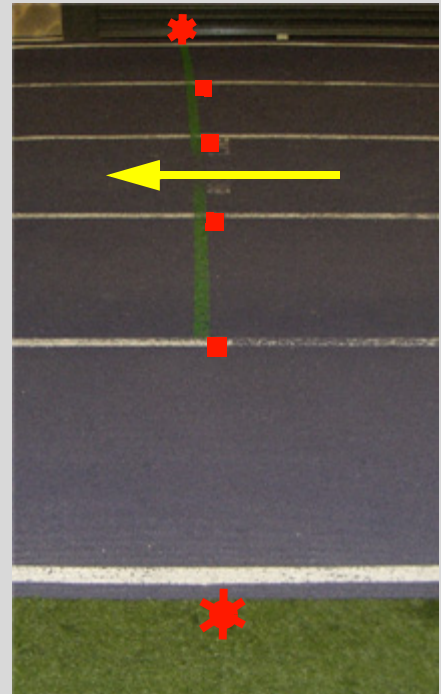
Flashing lights are used to mark the far inside and far outside lines.

Two flashers and 4 tiny cones are needed at each break line. These are smaller cones than the ones used for the curb.



PROPER BREAK LINE CONE POSITION

- ALIGNED WITH REAR EDGE OF OUTER LANE BREAK LINE
- ALIGNED WITH OUTER EDGE OF WHITE LANE LINE



■ CONE

★ FLASHER

FLASHER LIGHTS

Flasher lights are used at the break lines and for crowd control.

They have no on/off switch. Right-side up = ON. Upside down = OFF.



FLASHER WANDS

Flasher wands are used by the split callers. They are usually stored in the umpires box.

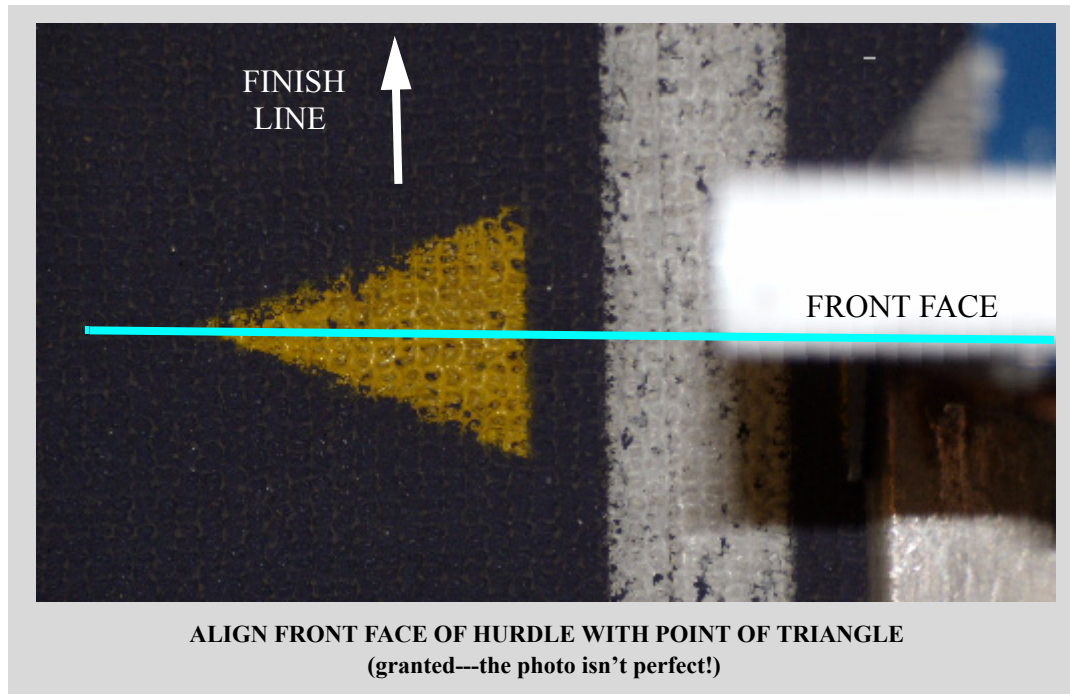
HURDLES

We don't run hurdles in lane 6 (against the wall). No need to set hurdles there unless otherwise directed.

Men on blue triangles. Women on yellow triangles.

The blue/yellow *rectangles* mark the 100/110m positions and are used for practice.

The UW hurdles are particularly deceiving. There is no obvious reference point at the outside base of the hurdles. Make sure you align the front face of the hurdle with the point of the triangle.



MIS-MARKINGS AND WORKAROUNDS

Use athletic tape or other means to work around these issues:

800 ALLEY START

There are no alley start lines.

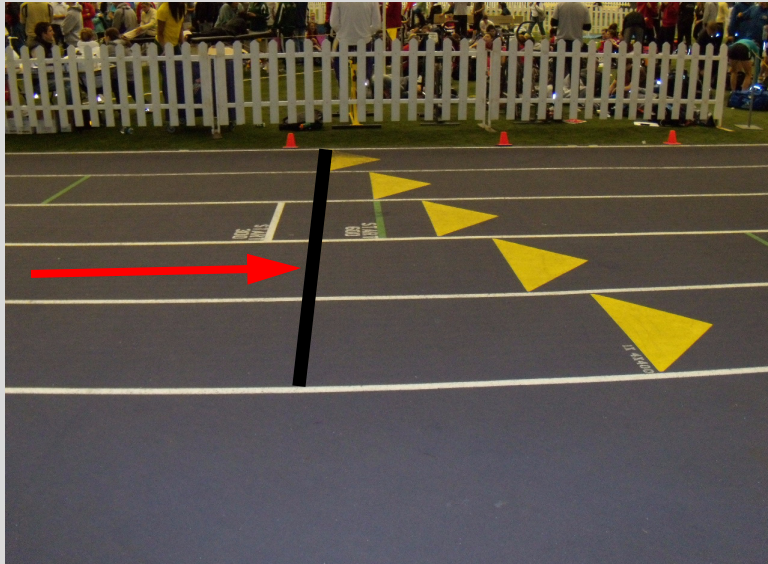
WALK UP LINES

There are no painted walk up lines for the distance races.

EXCHANGE ZONES

First and third 4x400 exchanges and 2nd DMR exchange (near the bathrooms) are marked incorrectly on the track. They should be straight across, because the break line cut-in has already occurred.

Check with Referee on how these should be handled.



**ENTRANCE TO EXCHANGE ZONE
SHOULD BE MARKED STRAIGHT ACROSS
AS PER THE BLACK LINE**



**EXIT FROM EXCHANGE ZONES
ARE PROPERLY MARKED**

RACE REFERENCE GUIDE

RACE	Break	Cones	Start Line	Color	Blocks	NOTES
60m	---	---	line	white	yes	
60m H	---	---	line	white	yes	No hurdles needed in lane 6; Men-blue triangles 42" Women-yellow triangles 33" Note: the yellow/blue rectangles are the practice 100/110m marks
200m	no	---	stagger	white	yes	
300m	no	---	stagger	white	yes	
400m	back stretch	---	stagger	blue	yes	
600m	back stretch	Remove break-cones after they pass	stagger	yellow	optional	Use 2 command start if no athletes are using blocks
800m	front stretch	Cone the alley between lane 3 4; remove alley- and break-cones after they pass.	stagger	yellow	---	Need to create a walk-up line. Must create alley start lines if desired.
1000m	---	Perform lane 1 cone shuffle	curve	black	---	Need to create a walk-up line
1500m	---	---	curve	white	---	Need to create a walk-up line
Mile	---	Perform lane 1 cone shuffle	curve	white	---	Need to create a walk-up line
3000m	---	---	curve	white	---	Need to create a walk-up line
3200m 4x800m	front stretch	For 4x800: cone the alley between lane 3 4; remove alley- and break-cones after they pass	curve	yellow	---	Need to create a walk-up line. Must create alley start lines if desired.
5000m	---	Perform lane 1 cone shuffle	curve	white	---	Need to create a walk-up line
4x400m	back stretch	Remove break-cones after they pass	stagger	blue	yes	Need to create a walk-up line
2 Mile	---	---	create a start line 18.688 m prior to 3200 start		---	If alleys are needed, mimic the 800m setup
DMR	---	---	curve	black	---	Sequence: 1200-400-800-1600 -at 1st exchange zone: #1 runner will go by three times and handoff is on the next time. -at 2nd exchange zone: #2 runner will go by one time and handoff is on the next time. -at 3rd exchange zone: #3 runner will go by two times and handoff is on the next time. -Finish: #4 runner is done at the 6th time across finish line. (i.e. 63m plus 5 full laps)